Megaman Battle Network 2

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The year is 200X. It's been a few months since the WWW attempted to destroy the worldwide internet and Wily died, and the seasons have turned. It's Summer, schools are out, and everyone is clamoring for a much-needed vacation. Students are procrastinating on their Summer homework, friends are going camping, and Den City in Electopia is about to make an announcement that they're running a campaign to expand their City Netbattler workforce.

Not everything is sunshine and rainbows, though. The Netmafia group calling itself Gospel is on the rise, committing crimes across the world. They began as internet friends, brought together by someone who hated the world for the suffering he was subjected to during childhood, and then evolved into a criminal organization made up of highly skilled thieves, murderers, and influential leaders who want revenge against the world's cruelty and are willing to do anything to get that revenge. Whether they hijack planes or take hostages for profit, they are the kind of chaos that has no true focus except to bring the world to its knees for a sense of justice against those who hurt them.

In this highly technological world where all machines and infrastructure are connected by the internet, where it's impossible to live without the internet because even the weather is controlled by it, you find yourself waking up on the last day of elementary school preparing for the Summer break. Gospel is ramping up their activities. The internet's architecture has been significantly streamlined and updated in the last few months, Dr. Yuichiro Hikari has perfected his emotion program and has given Net Navigators true souls, the P.E.T.s have been updated to work with the new infrastructure making old battlechips relics of the past, and everything is advancing at a breakneck pace.

Take this 1000 CP to help you survive the coming storm.

Now tell me, who are you in this world?

Origins:

If you came from the Megaman Battle Network 1 jump, you keep the age and sex you had at the end of that jump. Otherwise you may select your sex freely and roll for your age.

City Netbattler

A city netbattler is like an Official Netbattler, but on a local scale. There was recently a heavy push in Den City and its suburbs to increase their manpower, opening up the preliminary tests

for joining the municipality's virus response force to the general populace, even children who want to make a difference in the world.

City Netbattlers perform a wide variety of work for the general city populace. From helping out with requests from citizens, delivering packages, helping to find lost and stolen items, to deleting viruses which have infected people's personal belongings. They also assist with stopping local crimes which haven't yet become the purview of Official Netbattlers. (Age: either 1d10 + 8 or 2d20 + 16)

Royalty

Perhaps you're truly royalty such as the princess of Creamland, or perhaps you're simply rich. You've been born with a silver spoon in your mouth and given everything you could ever possibly want. You've lived a successful life regardless, whether through luck or business acumen, gaining quite an empire. Your servants cater to your every will, people look upon you like you're divinity, and your vassals speak for you so you don't have to waste your time trying to explain why you're more important than them.

With a past of fortune, you're starting to meet misfortune. Whether the nation you're a royal of has been surpassed and you've been disgraced, or your business empire is starting to fail, or your incredible wealth you've put into stocks across the world are falling, your long-term economic and political stability is being threatened. What will you do to keep your place at the top of the world? (Age: either 1d8 + 14 or 1d10 + 17)

Street-Rat

You've lived a hard life. You grew up in poverty or on the streets, grown strong through hardship and strife. Perhaps you grew up with a gang backing you, standing beside you as a family. Perhaps you fought on your own to survive, stealing and scamming to make the money you need for food and water. Now you've secured your place in society at its lower rungs, part of a group who looks after you so long as you pull your own weight. Maybe it's a legal job, or maybe it's part of a mafia, but you've made it.

You have a taste of what it means to be somebody. Will you rise the ranks and fight for what you deserve, what was kept from you by those at the top? Will you drag them down to take their throne as the gods of this world? What will you do in order to stand at the top, your future secured, never again knowing hunger or the cold? (Age: 2d8 + 16)

Reporter

A great reporter always follows the story, lives the story, becomes the story! And you're a great reporter!! You've got the tenacity and investigative inquisitiveness to sneak out the truth no

matter how hidden, exposing corruption and navigating the complexity of cyberspace. You've grown up desiring to change the world with your prose, and now you've got the chance.

But you've made enemies in your time here. Those who you've exposed or hurt with your stories smolder with rage. They may be in prison, they may be hiding out in exile, but you should keep your eyes open for those who may seek revenge, especially if you continue your origin's quest to find the truth. (Age: 2d8 + 16)

Gospel Member

Do you desire money? Crave power? Want to stand on top of the world and watch the downfall of society? These resonate with you, drawing you towards the dark and mysterious organization Gospel. Exploiting networks, sowing chaos, and manipulating others is your forte.

In this world of intrigue, manipulation, and calculated risks you thrive. Best beware of Official Netbattlers coming for your head, though, as many may already be on your tail. Will you stand at the top of the world wielding ultimate power, or will you step aside and allow your 'masters' to fall so you might live? (age: 2d8 + 16)

Nationality:

Electopia

Electopia, a land of innovation and the origin of many of the most fearsome netmafias infesting this world. This land is based off of the real world country Japan, with all its quirks. The main character of the series, Lan, lives in a suburb outside of Den City called ACDC Town, a quaint place with plenty of greenery and a slow and relaxing lifestyle.

The greatest Navi and internet research center in the world, Scilab, is here with Dr. Yuichiro Hikari as the lead scientist. They have almost single-handedly taken the prototypes and research that Creamland began and brought it to the world stage, advancing it by decades in the span of years, making the world the way it is today.

Netopia

This is the land of opportunity! Of money and golden chances, of living the Netopian dream! People from across the world come here to make it big, all the money in the world flows through this massive financial hub of a nation.

Based on a fusion of the United States of America and the European Union, this land has the good and the bad of both. Rampant crime rages across this land along with a vast gap between the rich and the impoverished. There's a massive industrial complex and giant corporations

across the lands, while the poor hide in the alleyways and learn to steal to survive. Scams are rampant and vacationers are quickly picked out and exploited.

This is the land you call home. Are you one of the powerful who stands above, living the Netopian dream? Or are you one who was squashed under the promises of money and left to rot with nothing to your name?

Yumland

You find yourself a National of Yumland, best known for its karmic ideologies and its exquisite cuisine. It's a captivating and culturally rich nation, full of beautiful vistas, bustling street markets, temples, and Buddhist and Taoist philosophies. Religious sanctuaries and internet-controlled holy sites dot the land, full of great karmic revelations and meditation.

A dark fate awaits this land, though. Yumland stands at a crossroads as calamity looms above. Gospel has Yumland's net in its sights and, should you stand by and do nothing, Yumland will fall to Gospel, its network totally destroyed.

This nation is your home, but will you put your life on the line to defend it from possible destruction?

Creamland

The first to widely adopt the technology of the new world, this small but forested and natural land made a name for itself as the progenitor of the internet. They weren't the first, but they're the ones who made it viable, taking it from a pipe dream and a couple neat prototypes and revolutionizing it. They rose in power rapidly, singlehandedly taking everyone by storm despite their previous anonymity, and for a while they held the world in their hands.

Then the great nations of the world noticed and copied their work, advancing it much further than Creamland was capable of on its own, leaving it in the dust. Creamland's economy crashed, inflation soared, and its royalty was left disgraced. Its princess sought to rectify this by becoming one of the best netbattlers in the world, bringing attention back to its greatness, but would it be enough?

This is the nation you call home. You can only hope that the princess succeeds in bringing this country back to the world stage.

Kotobuki

Oh no. I'm so sorry. Kotobuki is a town in Electopia, one which may have once had some good people living in it. Unfortunately, most people have run away, as a steadily rising level of electromagnetic radiation has begun to cause adverse changes in the residents. Loss of bodily

control, confusion, memory loss, and other problems plague the populace as this radiation begins to invade every building and aspect of this town. Luckily you escaped before it began to affect you, but you may have some friends who still suffer from these maladies.

Wherever you live now, you will carry the memories of this forsaken town with you forever. You can only hope the Official Netbattlers investigating the issue can find the source so you can one day return to your home.

Race:

Operator

You're a simple human, or perhaps something else if you've come from somewhere stranger? You live a normal life related to your origin, something fulfilling. You're who you are, and nobody else, living a life in a technologically-advanced world where the internet is everywhere. You likely live in at least mostly luxury.

Net Navigator

Have you ever had the urge to become a hyper-efficient artificial intelligence? Have you ever desired to be nothing more than a bunch of data, traveling the internet for fun and profit?

By default, you're a simple Normal Navi. Mass-produced and good for general navigation. If you were a Navi in a previous jump, you may import as that, instead.

Starting Location

Roll a 1d8 or pay 100 CP to choose where you begin the jump. By default, you live somewhere in ACDC town. If you're a Navi, you begin on the Network for the local area.

(1) ACDC Town: What a nice, tranquil town, out of the way of all evil schemes and evildoers… not really. But it's recovered quite well since the poisoned water supply was fixed a few months previous. An insane repairman(?) who wants to hold rich people hostage for money is about to come by here and begin Gospel's operation, and hopefully you aren't on his list.

(2) Marine Harbor: Den City's local government is run out of this location. It also holds the Mothercomputer in it, which hosts all of Electopia's internet on it. Doctor Hikari has a lab here for some reason, but the real purpose of this place is to hold the City Netbattler association on the first floor. You can find all sorts of nice little side quests and jobs if you look around here a bit. There's a distinct possibility that a ninja assassin Navi might launch an assault here later.

(3) Okuden Valley: This place has a lot of very beautiful and scenic sights, along with some very comfortable campgrounds, a stream you can go fishing in, and a large dam that's about to face a bomb threat from an insane Gospel member. Great for relaxing and spending your summer vacation to get away from all the stress of society.

(4) Downtown Netopia: Bustling cities are the best, especially when you can get all your stuff stolen by a street gang. Full of commerce, businesses, back alleys filled with gangsters, the wealthy getting VIP treatment, and more than a few high-paying business transactions.

(5) Yumland: A land known for its incredible culture and insanely good cuisine. This place is based on a combination of South-Eastern Asian cultures such as China, India, and Thailand. It's also about to be in the crosshairs of a Gospel member seeking to obliterate its network infrastructure and send it back to the stone age. You arrive in the capital city of Yumland, will you flee before it's attacked or will you fight to save this place?

(6) Netopia Castle Dungeons: What are you doing here? This isn't open for tourism! You're trapped in the dungeons of the Netopia castle the Officials would eventually meet in. You could hack your way out with your Navi, or break your way out onto the outside network if you happen to be a Navi. Beware of all the traps, though, as there are quite a few, ranging from poison darts to flame walls to spikes and falling ceilings and collapsing floors. Good luck?

(7) Kotobuki: You may or may not be screwed. This place has enough radiation to kill an elephant, what are you doing here? This is Kotobuki, a location within Electopia that Gospel has made their base of operations. The massive influx of Bug Fragments have caused reality to begin breaking down here, as physics begins to take a back seat and anyone without extremely potent radiation defenses would likely die within a few minutes of being too close to the origin. Fortunately for you, you're not in the origin, you're right next to it. Expect some psychiatric issues if you don't have a radiation suit.

(8) Free Choice: Select any location featured in the Megaman Battle Network series. You can start there.

Perks:

100 CP perks are free for your origins. The rest get a 50% discount.

City Netbattler

License to Battle (100 CP): One of the interesting little laws of this world is that netbattling without a license or waiver to do so is illegal. Officials are allowed to, they need to deal with rogue Navis, cybercrime, and the internet mafia on a regular basis, so they must netbattle as part of their job description. Tournaments get waivers in order to allow netbattles for the show. Now you, too, can have your very own license to kill (Navis).

This license allows you to partake in and initiate netbattles for any reason or no reason, and in a totally legal way. No longer will you need to keep your netbattling on the down low, just to have some fun with friends. This also extends to real life, allowing you to legally have a fight or run a fight club without it causing you any legal problems, so long as all members involved agree to it.

Side Quester (200 CP): Is it me or are you a genius at getting side hustles? You find yourself almost attracting small jobs to help people out with, getting a new one as soon as you start looking. The odd jobs are never difficult or complicated, able to be completed within a day and a bit of traveling, but they'll always reward something interesting even if it's not immediately useful. Maybe something like a pass to get to the criminal underworld or something.

Screw the Rules (400 CP): Interfering with a police investigation? Killing the interrogation target before the officials can apprehend him? Helping the villain by accident and causing a massive terrorist attack because you wrongly put your faith in a known madman? Lan may or may not have done all of those things and gotten away with it because he had the right intentions.

You, too, share this habit of getting others to see your best intentions and give you a frankly stupid amount of leeway so long as you're trying to do the right thing. No matter what you end up doing, even if your attempts to help others leads to the worst possible scenario, everyone will be willing to forgive and forget in the end. You could burn down the largest research center in the country in an attempt to help someone you thought was a good guy and nobody would hold it against you.

Mr. Famous (600 CP): Oh you're good. You're very good. You have all the skills necessary to become the top-ranked City Netbattler. You may not be the best in every field, but you're far above average in anything it takes to be the best. You'll be Mr. Famous in no time.

Your combat skills are enhanced, allowing you to both perform lightning-fast maneuvers, analyze enemies, adapt to any situation, and seamlessly weave both yourself and your Navi through the cyberworld or real world taking out enemies with even your bare hands. You're incredibly capable in nearly every aspect of combat, from weapons-fighting to strategy and martial arts, devising intricate plans and executing complex operations, anticipate outcomes and excel in winning. You even have all the necessary skills to design and construct advanced combat Navis and cutting edge battlechips, able to push the boundaries of the cyberworld with your programming and electrical engineering skills.

Even more notable, though, is your instinctive ability to know where you're needed the most and how to have the greatest impact on any situation you're part of. You know what skills will give you the most meaningful results and how your skills can be utilized to their fullest potential. Now you have a very real chance of becoming a local legend for your city.

Royalty

Money Talks (100 CP): You don't have to say anything, people aren't worth your breath. You might have people whose job it is to speak for you, but they aren't worth your time or money. The best option is this, then: as people now understand you and your intentions without you having to say anything. They simply assume correctly what you would've said should you have spoken up. If you deign to speak for yourself, you can toggle this off.

Politicking (200 CP): A great skill for a great leader. The least you're capable of doing with this is effectively navigating political and economic circles. You know the ins and outs of building a support network, getting close to politicians and global elites, what to say and do in different situations to keep decorum, and how to quickly build a reputation for yourself which can stand the test of time. You can act in such a way to look good for the media, too, and can play your image up to have the world recognize your greatness.

More importantly, though, is that this perk adds a certain weight to your presence which people in power notice. You quickly get an in with those up top on the totem pole, being invited to the important parties or getting invited to be part of an organization for the greatest netbattlers in the world regardless of your true skill. Business owners see you and want to know you, presidents want to be seen with you, and as if Fate itself is guiding you there is never a shortage of opportunities to fix any negative reputation you end up with for any reason. You are a political maelstrom, pulling everyone in and coming out on top.

The Weight of the Stock Market (400 CP): All this money, but what to do with it? You're rich, and you need only become more rich. You find yourself gaining more political power over the world's infrastructure and governments the more economic power you wield, even if you don't spend that money. People can just feel your economic strength, filling them with both fear and awe, and should your financial power be greater than them and what they own, they bend to your will. Some may resist, but with your power you could control the very internet infrastructure that society rests upon should you have enough money.

Diplomatic Immunity (600 CP): Have you ever wanted to go out doing incredibly illegal acts of violence and destruction? Have you considered throwing an entire contingent of elite government officials from around the world into deadly traps in the hopes they'll all die a horrible, grisly death? Have you ever wondered what you could've accomplished if you'd gotten away with it or had a second chance? Well now you can have that second chance.

You face no consequences to your illegal actions so long as they don't threaten an entire nation or its ruling parties. Even then, your consequences will be so small that a valid, nearly successful attempt to destroy the world would only result in a few months of jail time. This won't prevent people from trying to stop you, and if someone uses lethal force while you're in the act then that's on you, but if you've already succeeded or failed in your plans, no government entity would rightfully come after you or attempt to punish you barring you being an existential threat.

Gutter-Rat

Street Smarts (100 CP): You have not only the skill to survive on the streets and in the murky underbelly of society, but you have the luck to do so, too. You are incredibly savvy and skilled when it comes to sneaking, lockpicking, theft, and generally surviving in an urban environment. You also have a constant understanding of your surroundings, whether through perceptiveness or osmosis, you move swiftly, and you know psychology well enough to know where people won't look for you. Most importantly, luck will help you in all of these activities, whether a target leaves their door unlocked or a noise occurs which distracts those searching for you. You can survive, thrive even, in the backstreets and alleys of the world.

Pawn Off (200 CP): All these valuables and no one to pawn them off to. When you have stolen goods, it can easily be traced back to you should you try to fence your steals to the wrong pawn shop, but now you don't have to worry about that. Not only will every merchant buy anything from you (for some reason), but they'll never check for whether the item is stolen or not. Even if the police show up to retrieve the stolen goods, it'll never lead back to you, so you can rest easy knowing you're safe with your blood money.

Blessing of Tribes (400 CP): You are blessed, Jumper. Whether by a deity or by chance, you gain a powerful protection against anything targeting your organization, your group, your chosen family. Supernatural and villainous elements simply wash off of them, as hexes, curses, and other supernatural ailments completely ignore you and your family. Likewise anyone particularly targeting your family as a whole will find all their attempts failing.

This goes beyond protection, though, as you find yourself able to commune with your ancestors. You may find them granting you insight into your situations, train you to use your gifts, and guiding you in your path to greatness. Any one of your ancestors who stands by your side counts as an ally and companion for any powers or abilities which would be affected by that, too, as if they were physically there with you.

You are loved and protected by your family, and your family is loved and protected by you.

Ancestry (600 CP): You may not have much here, but you have your pride. You have pride in what you've accomplished, pride in who you are, and pride in where you came from. You stand above, strong, unmoving for those who wish to drag you down, and anyone who looks at you knows that you will not be brought to your knees.

Your ancestry is rich and strong. Like Raoul, you are a member of a proud and storied legacy, a native to your lands. You may have grown up with nothing, and with nobody but your gang, but in your genetics you hold something great. Select any family in the jump you're in, you now are a long lost member of that family even if they don't know it. You gain access to any genetic and ancestral abilities they have, though you have no skill in using them.

Be proud of your ancestry, and show the world what power you wield.

Reporter

On the Move (100 CP): Do you want to be the best reporter? That best anchor available? Do you want to make it to the big leagues? Then you have to be where the action is, and be deep in it. You have a sixth sense for where events are about to go down, always giving you just enough time to get there as things are about to go down. Whether a flood, a poisoned water supply, the very environment falling apart, or electro-magnetic radiation going critical, you will have a vague idea of the danger and where something big will happen. Now it's up to you to grasp at your chance.

A Name You Can Trust (200 CP): Maybe it's your looks, or maybe it's the way you hold yourself, but people tend to trust the things you say. Especially when it comes to breaking news or covering different viewpoints or events, people tend to assume you're telling the truth and have their best interests at heart with your reporting. This extends to your writings, too, as they gain a quality that keeps people interested and enamored, easily drawn in by the political commentary you put forth. You could start a cult following with this.

Reporter Immunity (400 CP): Sometimes it's a nice, sunny day, perfect for a news report on some campgrounds and all the families having a nice day. Sometimes a giant flood from a blown up dam comes barreling down to kill everybody. Luckily, you were on a hill just high enough to avoid the catastrophe, while also being able to film it for the masses!

You have the uncanny luck necessary to avoid all forms of harm so long as you're going out of your way not to be involved beyond being an observer and/or news reporter. The explosion just happens to miss you, the meteor leaves your one spot untouched, and the psycho attacks the house next to yours instead of yours. Unless and until you interfere with anyone or the plot, you are safe from all of it. People who you have personally affected through your actions, both positively or negatively, are immune to this perk.

Dangerously Competent (600 CP): You're a reporter, there's no way you could actually be a good netbattler or anything else. What, Toadman? What a joke! Hey—hey wait—no, stop no—!

Like our favorite munchkin, you have the ability to be one of the scariest and most dangerous individuals alive. You may look totally innocent, but the moment anyone challenges you to something you care about, they best prepare to lose in a devastating fashion. Select any 1 skill, whether netbattling or singing or manipulation. You're so absurdly, dastardly, unequivocally good at it that the absolute best masters in the world would refuse to face off against you. The best part is that nobody will ever expect you to be that good with that skill, you just don't look the type, and anyone who hears about your legend would have trouble ever believing you're capable of that.

Gospel Member

Bug Fragment Collector (100 CP): Bug Fragments are pieces of glitched, unpredictable data. They form when programs and network data become bugged and unexpectedly evolve unexpectedly, frequently into rock-like data filled with unknown potential.

Now, you have a habit of being able to find these everywhere, even in the real world. Sometimes you'll find parts of your enemies' remains becoming glitched and forming into bug fragments. Other times you'll find bug fragments simply lying around near electronics, or even within bugged code that was left to rot or within data packages.

What can you do with Bug Fragments? Well, you'll have to find some uses for yourself. The leader of Gospel was able to hoard enough in one place that it began to warp reality and create a seemingly all-powerful mass of digital godhood, though…

Network Freeze (200 CP): You know GigaFreeze? This isn't that. This is the next best thing, though, as this is a program which has been built into you in order to generate blue digital ice.

This ice in great enough amounts will allow you to freeze up systems, break electronics, and force technology to go haywire. If you're a human, the ice generates like a virus inside the technology anywhere in your line of sight, while a Navi can physically generate it from themselves to absolutely wreak havoc on the digital architecture of the system you're in. Post-jump you can generate this ice as a human, though it's not cold and has decreased effectiveness on people but significantly increased effectiveness against any form of technology.

Fighting is My Forte (400 CP): Even at a fraction of your true power, you are a force to be reckoned with. You fight armies, destroy territories, obliterate anything g standing in your way, you're what many would claim as the pinnacle, and yet you are weak. You can take back your true power, though.

Each jump you begin at your normal level of power from the previous jump, but this power is truthfully your 'weakened' form. Whether you grasp your true power each jump has yet to be seen, but the possibility is shining before you. A more true, complete, significantly more powerful version of yourself is roaming the world each jump, minding its own business. It cannot kill you, but it will defend itself if you attack it. You cannot recruit it as it wants nothing to do with you. If you manage to truly kill it, you will inherit its power, adding all of its skills and knowledge to your own. Can you handle the task of killing your 'original'? Do you desire the incredible power it wields?

Gospel (600 CP): You have mastered the art of glitchcraft. You understand glitches and bugs in a way nobody else could fathom, treating them as physical objects rather than broken code. You may craft with them, turning big fragments and broken software into truly magnificent works of somehow stable-yet-not technology.

From building weaponry out of glitches which provide unknown benefits to you while inflicting random ailments on foes, to designing technology which takes in glitches and bug fragments to power it with arbitrary effects, to even building a system which may infuse bug fragments into others to grant new and odd powers. Manipulate and control these anomalies with your technology to unleash the full might of the unknown on your foes or create something incredible like a real life gatcha system to generate equipment from nothing. You can do it all, and you can do it well.

Because of the nature of bug fragments, any abilities or items created with this perk are completely different for every version of yourself, meaning even a version of you from the future would have completely different capabilities.

Electopia

Trust In Me (100 CP): Is it me or does every hero in the world come from Electopia? Lan, Mayl, Dex, Yai, ….Chaud. Well, whether your reputation of being from this place precedes you or you simply look the hero type, people naturally entrust things to you. If a mugger steals something from someone and you're around, they'll look to you to stop them. If the world is on the brink of calamity and you happen to be strolling through, it's your skill the world will be relying on to save the day. You can turn this off if you don't want the world to bother you for a couple weeks.

Gater (200 CP): There is a ritual so dark, so gruesome, so absolutely destructive that people fear to even say its name. It is known as Gater, the pinnacle of absolutely broken attack combos. So great that it trivializes all combat, destroying all competition you could possibly come up against.

You are a legend when it comes to combining things into devastating combos. In fact, you're such a master that you can create a Program Advance from any of your abilities or items by taking 3 attacks and fusing them together. The resulting attack can be anything from that single attack but extremely spammable, to something completely broken which stops time while the enemy gets pummeled by dozens of powerful strikes.

With the right combination of attacks, you could even harness god-like power, but such a combination is one-in-a-million. Unfortunately because of the power of these combos, you can only use one Program Advance per battle, so you best make it count.

I Am the Hero (400 CP): You've saved the world! Like thirteen times! Now where's that recognition? You want those awards, those medals, the ceremonies and the fans. This perk solves that issue, allowing you to bring your accomplishments to each Jump you go to and ensuring you get the recognition you deserve.

Any material achievements, such as saving the world thirteen times or just getting some degrees, you can selectively add to the background of your Jumper's origin each jump.

Dropping in as an 11 year old kid after you've saved the world so many times might have you start as the elementary school student who stopped a multitude of similar crises only months apart for the last few years. Great for building up some clout early on.

Shot From Another Dimension (600 CP): There was once a Net Navi operated by the famous Mr. Famous, and this Navi was known for being incredibly powerful, with exceptional combos and one particular attack which pierced all defenses, breaking through dimensions to strike at the true self. He was Gateman, the origin of exploitative combos we shall not speak of. You've taken the time to study his attacks and found the source of his power, either programming it into yourself or finding some other method. This is a buff.

Your attacks now pierce dimensions. This may not seem all that important, or even all that powerful at first glance. It holds the unique effect of piercing through guards and defenses, though, ignoring armor and shields completely. It can even ignore skin, striking the inside of your foes without regard to how tough their shell is. Unfortunately any defenses which are more than skin deep will rebuff your attacks, but how often do you meet someone with that kind of insane level of defense?

Netopia

Land of Opportunity (100 CP): In such a diverse and multicultural nation, one of the most important skills you could possibly have is the skill of language. You find yourself able to quickly and skillfully pick up new languages nearly instantly so long as you've encountered them, breaking down the language barrier which separates civilizations.

More importantly, though, you gain fluency in the universal language of commerce. You understand and can navigate the intricate world of trade, capable of negotiations, financial systems and market trends. You grasp the global market systems and play it like a master. With your newfound skill you could control the economic landscape and play the stock market with the best of them.

Trap-Master (200 CP): Who builds spiked ceiling traps? Or flame wall prisons? Or walls that shoot spiked darts? Are you some kind of sadist straight out of Saw? Whatever the case, you have way too many spiky needles and blades in your workshop. And you know how to use them.

You're an absolute master at designing creative and unique traps and tying them to your custom computer networks. You'll be able to fend off your enemies and ensnare your foes with these, all while watching from a hidden camera while playing Tetris on your PET. You can easily turn any structure into a deadly playground of hidden obstacles and hazardous rooms bent on slaughtering or slowing anyone you disagree with. Will people wonder what kind of sociopathic monster you are? Yes. Will you never be disturbed while you're watching your favorite TV show? Also yes.

Now You See Me (400 CP): That odd, illusory wall within Netopia's castle was so interesting you couldn't help but take a few looks into it. And then you decided to recreate it. Then you expanded upon it, coming up with new ideas, theorems, and principles on which to design an entirely new field of technology: the field of illusion.

You have found yourself an expert in designing technology which tricks the senses. The most experience you have is with visual illusions, things similar to the door which trick people into seeing something which isn't there. Fake people, fake objects, fake effects. But you can go so much further, as your technology can induce auditory hallucinations, create the feeling of touch so you might feel textures on a flat phone screen, allow people to taste food through a tweet, or force people to smell that which should not be smelled. With some more research you could probably even create illusions which are entirely physical to all senses even though they don't actually exist. Who knows what else you might create?

Industrial Complex (600 CP): The industrious spirit of Netopia fills you with a burning passion for industry and commerce. You find that the more people who work for or with you towards a common industrious or economic goal, the more skilled and effective each individual person becomes. Whether a small team, an organization, or a full country, you'll find that those who stand by your side in these endeavors will gain exponential returns on investment. It even scales with how many are putting in the work.

With a team of 5, there will only be a small, marginal increase in skill for all individuals. A team of 100, though, would see their capabilities increased by a good bit, and a team of 1000 would gain incredible skill out of nowhere. Above 1000 would begin to cause your own knowledge and skill leaking into those working alongside or under you, and hitting 100,000 would see your perks and powers start to appear within your allies.

This ability only affects those who are currently working towards the industrial or economic goals of your organization or team. You could use this to enhance people who are sabotaging someone in the way of your company's economic progress, or to collectively work on future research with the intention of selling the finished products later on. These skills and abilities disappear once someone is no longer actively working towards these goals, and someone who is impeding you specifically and not your company or nation does not count as impeding your company or nation's progress.

You can choose to selectively not use this perk on certain individuals or groups.

Yumland

Supreme Cuisine (100 CP): Indulge in the delectable art of curry connoisseurism, as your skill in devising delicious curries knows no bounds. Your curry cooking capabilities are raised to the height of legends, letting you weave a symphony of tastes, smells, and delights. The texture is marvelous, the ingredients exotic and addictive, the entire dish a journey to heaven. Your curry skills are truly unmatched, and even better, you'll always be able to find the ingredients

you need to create any curry dish you truly wish to cook. If some of those ingredients just happen to be key items you need for your quests, well, you'll be able to find a little extra so long as you actually intend to cook the curry.

Security Expert (200 CP): You are the master of unlocking, Jumper. You find yourself an expert of all forms of security, and as someone who knows security, you must know how to subvert security. Both physical and digital, you are capable of breaking into any location. From finding the correct ports opened in a firewall so you can infiltrate a network, to being able to decrypt security codes, to installing banner shortcuts directly into your enemies' PCs by faking or snatching the security tokens… all the way to picking locks with your eyes closed and cracking safes without any trouble. And then you know how to build all the security mechanisms to prevent these, as well, able to create encrypted networks, program impenetrable firewalls, design locks which cannot be picked, and generate the kinds of security that security experts have wet dreams about.

Another Chance (400 CP): A disaster which has not yet happened. A slaughter which shall one day be. Navis, infrastructure, lives lost, it's all so tragic. No more, you will not let it happen. You are The Jumper, one who stands outside of time, one who knows the story and knows of the future. You will save the day, and the crisis of Yumland will be averted with severe prejudice.

You find yourself capable of seeing disasters before they occur. The slaughter of your people, attacks upon your family and friends, the assassination of your leaders and even the coming apocalypse. You will get visions and hints of these disasters to come, just enough that you would be able to reason out the events leading up to it in time to stop it if you put some effort in.

Ninja Shadow (600 CP): You have seen the monster who tore through your citizenry, obliterated your networks and destroyed your infrastructure, bringing your nation to its knees. You've analyzed him, understood him and everything which makes his power work. You took that knowledge, that power, that incredibly frustrating defense, and you've adapted it and built it into yourself.

You are like a Shadow. What does this mean? It means you can only be harmed by blades. Whether a laser sword or the sharp edge of an axe, you're vulnerable to it, but should it come to fists or guns, you find that the damage slides off of you as if nothing happened. Attacks which originate from a bladed weapon can strike you as well, such as flames rising from a sword, and attacks in the shape of bladed weapons also strike you such as bullets in the form of swords. Pyrokinesis, electricity, plasma rifles, and bombs cannot touch you ever again.

Creamland

The Buzz (100 CP): One of the things Creamland did better than anyone was get ahead of the rest of the world when developing the internet. They heard of its capabilities and jumped on it, quickly becoming a leading nation when it came to modernizing its infrastructure.

You, too, gain the ability to hear about new, cutting edge technology and trends far before anyone else. The information makes it to you, making sure you're one of the first to learn of these advancements or changes, and you even get a vague sense of whether it would be a good idea to adopt these new techs or whether it's a fad that'll die in a few months. You've got the buzz in your ears, and you can lead the world into a new era if you make the right decisions.

Newly Ancient (200 CP): You have a skill, Jumper. You're exceptionally good at creating technology disguised as other non-technological items. When you build something, should you so desire, you can make it look as natural and non-scientific as possible, so much so that nobody would be able to tell the difference until they see the jack-in port. A tree that's actually a network tower? You can do that. A medieval castle that's more advanced than an alien spaceship? You can do that, too.

Prototype (400 CP): You have the mind for building the future. This perk fills your mind with concepts and ideas for how to create an initial iteration of anything you need. It guides you through the construction process, telling you the materials you need to create the piece of technology, where to put what, how to forge the components, how to slit the finished product together, and what it needs for general upkeep.

The end result will never be efficient, it'll never be as good as you'd like it to be, there will be bugs and faults and little issues dotted around, but that's how all prototypes are. They're proofs of concept, and your creations here are the same. What you build with this perk will always function at the bare minimum to prove that what you want to create is possible, incorporating all the technologies you know and some you don't know into its form and function. It's up to you to understand the process which took you to where you are now, deconstruct the concepts of the prototype, and use them to build a truly remarkable product.

Now all you need to do is dream of a future in silver and chrome.

King Me (600 CP): You never gave up on the dream that Creamland could one day rise again from the ashes of anonymity, to become great again and worthy of respect on the world stage. You researched more and more until you learned of strange phenomena such as Dimensional Cores and Cross Fusion, the concepts of dragging digital bits and bytes into the real world by using physical objects as an anchor or to take physical objects and turn them wholly into data in the digital world. You've found the convergence of dream and reality, the principles which can shake the very foundations of the world.

You understand the extremely complex concepts and physics behind how Cross Fusion works. By taking the principles behind Dimensional Cores and how they are formed, you know precisely what's required to convert data into solid constructs and turn solid constructs into data. Should you have the technological know-how to build tech utilizing these principles as well as fulfill the extensive material requirements, you could perhaps pull entire Navis out of the digital world or put humans into it. With plenty of experimentation and additional time and research, you could even transfer the powers inherent in Navis over to their human counterpart, digitize

the genetics of humans to rebuild them as Navis, and even generate data-based copies of superpowers you've encountered only to later be reconstructed in the form of a Net Navi.

You are the king who will bring Creamland back into prosperity.

Kotobuki

Electromagnetic Radiation Protection (100 CP): You know that place Kotobuki? Well it's not the most habitable location in the world. This perk can help mitigate that issue, though, as you're now radiation-resistant. So long as you're not in a hot spot (like that apartment complex with all the weird lightning jumping off it), you should be relatively safe for a day or two at a time. Just don't stick around too long, even this amount of resistance can't hold up for much time.

Bug Technician (200 CP): You understand bugs and glitches. In fact, you understand them so well that you just know where to look for them. Whether looking at code or looking at networks and systems, you can instantly know where the bugs are. Even better, you know how to literally harvest the bugs as if they were a physical resource, both fixing the glitches and obtaining a valuable (metaphysical) resource for your own personal use. Now you can fulfill all of your bug-building needs!

Physics Derailment (400 CP): You've taken a bit of Kotobuki with you and it's caused physics to act… a little bit odd when you're around. That technology really shouldn't work like that, are you growing computers in that planter? Did you just ignore the laws of thermodynamics and skip the whole 'entropy' thing when you built that perpetual motion machine? I'm sorry, but did you just walk into a painting and take the subject's sword back out with you?

Physics bends around you just enough that you can take absurdity and make it real. Whether walking off a cliff and continuing to the other side despite no ground, or lighting yourself on fire to ignite the spark of inspiration, you find that odd leaps in logic work regardless of whether they truly should or not. This is most powerful when it comes to technology, but cartoon logic follows you around.

Simple things can be done at will, but greater breaks in physics and reality begin to cost bug fragments. The greater the destruction of reality, the greater the cost.

Digital Dreams (600 CP): The real world and digital world are fusing together, creating a place where both exist simultaneously! Not really, but when enough bug fragments were placed in a single server, the two worlds began to fuse. Luckily, you don't have the limitation of having to stock up on an absurd number of bug fragments to achieve this, as you can selectively and skillfully draw the real world and cyber world together at will.

The simplest use of this is to pull battlechips from the digital world into reality, allowing anyone around you to use digital swords or cannons. You may find it simple to pull data directly from computer systems and fashion them into various objects related to the data's origin. If you're

willing to sacrifice some bug fragments, you could even permanently empower yourself and others with various Battlechips, pull more powerful chips such as megachips or gigachips out, and even take Navis from the digital world to fight in the real one. If you use enough bug fragments, you could literally pull the network infrastructure of a city into the real world along with every digital entity within it. With practice and experimentation you might even learn to turn humans into Navis, temporarily fuse humans with Navis, drag viruses out to fight for you, and more. As a Navi you could send data directly to the real world, such as sending a virus there to save yourself or to help your Operator when they're in danger.

If you have the perk Digital Projection, you can do the opposite and drag things from the real world into the digital world, including yourself as a human, or drag those you hate straight into the place a virus is attacking.

Operator

Professional Vacationer (100 CP): Your vacations are guided by Serendipity's hand. Fate weaves a tapestry of excitement, thrills, adventure, and enjoyment whenever you take off on a vacation. You will have unforgettable memories, fun, and just the right amount of relaxation and excitement to make it the perfect getaway. They'll have lucky and interesting twists, heartwarming endings, and the world will unfold to show its beauty and delights just for you.

This Isn't PG… (100 CP): It really isn't… they're not even subtle about it! Adult humor and not-so-subtle allusions to slightly inappropriate conduct are one of the oddly prevalent things in the second installment of the series. Just that little bit of darkness in an otherwise bright game. What if… you could bring this sort of edginess along the seams to other worlds, too?

You can now make any setting more "adult" and "realistic." The actions and consequences taken by you and others become more grounded in reality. There's more depth in the setting, no more pure black and white. Worlds become nuanced where they weren't before, decisions have weight to them and aren't so easily wrapped up in a neat little package. People don't survive the long fall, happiness isn't the only outcome, heartache and success aren't mutually exclusive, and victories are truly hard-earned and fulfilling.

Now that people can truly grow and change, we can be certain: this is no game for children anymore. The world has grown up.

School's Out (200 CP): From lessons you've probably had a thousand times to lectures you couldn't possibly care about, your academic escapades now take a backseat for school is out for the Summer. For you, though, it can be out… FOREVER! No longer will you be stuck suffering, doing things you care not for, leaving you with ample time to meet your destiny head on. This is the hall pass to escape the unimportant, while you focus on what truly matters.

Any kind of event or requirement which you already have full knowledge of or have done before, such as school, you find you no longer need to do. You can simply not do it and everyone will

treat you as if you have. Paperwork, menial tasks, errands you've done a million times, another fetch quest you have no interest in, you can simply ignore it while still reaping the rewards. You're now the master of your own narrative, able to focus on the crucial elements of your own story.

It Was In My Backstory (200 CP): You're a pilot? Really? Oh, it was part of your backstory? Well good, because it's saving our lives now! As if plucked straight from the future, you find yourself with a single skill at the level of a veteran each jump. This skill may not seem important to your adventures, and you may have no idea why you'd ever need the skill later on, but you'll find that this skill will be necessary to ensure the survival of a lot of people and quite possibly yourself, as well. Whether a plane gets hijacked or your incredible baseball skills come in clutch to deflect a bomb, you'll be able to save quite a few families with your newfound knowledge and instincts.

Bomb Specialist (400 CP): You just happen to know the one skill needed to sufficiently supplant a massive catastrophe that'll happen shortly after you begin this jump. You're a bomb specialist, able to create and diffuse bombs. In fact, you could say you're an absolute master at it, able to create bombs so far ahead of the times that they're practically magic!

Exploiter (400 CP): The key to victory is commonly simply done by knowing the weaknesses of your enemies and exploiting them. This just became easier for you, as now every enemy you face is fiat-backed to have some kind of weakness you're able to exploit. Whether an elemental weakness to fire, or an oddly specific weakness to swords despite being supposedly immune to everything, or even a bizarre weakness to being anywhere near a collection of bug fragments (though that one may be a weakness for everything…), so long as you take the time to find the weaknesses, you'll be able to defeat your foe. This perk extends to anyone fighting alongside you, such as a Navi.

No Pain, No Gain (600 CP): Electrocution from a power plant's generator? Enough electromagnetic radiation to kill a herd of elephants? Poisonous water that may very well kill you? Man, that's a lotta damage.

Like Lan Hikari, you can take an absurd amount of abuse. Between your indomitable spirit and your absurd endurance when it comes to powering through pain and excessive damage to your body, you will be something your enemies will fear and your allies will gaze in awe at. If something doesn't kill you, you can keep fighting on without worrying about bleeding out or dying, as only a true killing blow can stop you fully. And even landing a killing blow on you is incredibly difficult, because it takes a lot more to kill you than normal. Your enemies will have to wear you down physically and mentally, damaging you until it's actually possible to land that blow, and by then you'll probably have the key to beating them in hand.

Digital Projection (600 CP): Astral project into the digital world! Near the end of the original story, Lan Hikari found his spirit and soul within the digital world where Megaman was as a result of the massive EM radiation. Now you can do something similar.

With a bit of concentration, you're able to project your soul into the digital world. It becomes insubstantial, unable to interact with anything, though if you have Full Synchro from the Megaman Battle Network 1 jump you could temporarily fuse with your Navi in this state to double your power. While in the digital world you're free to observe as a ghost, unseen by anyone but your Navis and those you choose to let see you. This can be very useful for spying, observing, learning, and even helping your Navi in battle by using a better vantage point.

As a Navi, yourself, you'd be able to do the opposite and manifest your soul into the real world.

If you have the perk Digital Dreams, you can truly send yourself into the digital world as a physical entity, or the human world as a digital entity.

Net Navigator

Digital Genetics (100 CP): You are a digital being, and because you are no longer biological in any way, that can come with the drawback of not being able to access any of your biological powers or abilities unless they're fiat-backed. But what if the powers you'd copied or spliced into yourself later? They're effectively gone until you get a biological body back.

This is no longer an issue for you. No matter what form you take, whether digital, biological or mechanical, you will always be able to access any powers you have. Your biological powers will never be barred to you again, you'll be able to access your cybernetic augmentations even when you drop in as a being which is incompatible with them, and you can use your stolen Divine power even when you enter a jump as a mortal. All of your personal powers and augmentations effectively count as fiat-backed, always guaranteed to function regardless of what form you take or what structure or physics are enforced upon you.

Abilities unique to an alt-form still stay with that alt-form, this perk only applies to non-fiat-backed abilities added to yourself later.

Mass-Produced (100 CP): It can be frustrating, facing off against clones of yourself or against those who would copy your powers and abilities. Trying to fight any who might be as great or even greater than you. A copy is just a copy, though, and you know how to obliterate any facsimiles of your might.

Whenever you face off against anything using your own powers or abilities, whether a copy of you, one who stole your power, or someone who just happens to have the same ability as you, you always know exactly how to counter that ability and face off against it. Any copies of you will fall before your might even should they be stronger, and any who have your powers will know fear as they find they cannot even touch you. The best part is that no copy of you or any other may have this perk, this perk is unique to you in its entirety.

The Doc (200 CP): You are a god when it comes to destroying malware and protecting against intrusions and sabotage. When it comes to coding, your programs are unable to be hacked. When it comes to building defenses against hacks and malicious code, your defenses are absolute. When it comes to protecting against sabotage, you ensure nobody will ever destroy or compromise your digital efforts. When it comes to recovering data and fixing it, there are none as good as you. You are the data doctor, and nothing can stop you.

Spirits of the Dead (200 CP): Whenever you kill a string foe, their spirit lingers. It gathers with the essence of who or what you killed, reforming into what is essentially a zombie somewhere in the world. This zombie is even more powerful than the original foe, with increased power, life, durability, sometimes even new abilities, and it fights better with greater skill. Should you find this foe and defeat them, you will gain one of their main abilities and they will reform somewhere else even stronger. Each time you defeat them, you gain a more powerful version of the ability you gained, though at a certain point you'll have to kill them within moments of the encounter without wasting any movement to continue getting more powerful versions of their powers.

RNG Manipulation (400 CP): One of the oddest occurrences in this world is the inherent chaos within mystery data. It's quite literally a Schrödinger's Cat, it exists in many states simultaneously until it's finally obtained. If you could somehow reload and grab one a second time, it would be completely different, even!

Now you can recast the dice of fate and give yourself another chance.

Whenever you encounter a situation in which it has many possible outcomes, you can 'retry' it. This only works on things you put no effort into, but upon learning the outcome of something with multiple possibilities you can reset the state such that you never saw the outcome and randomize the outcome to another possible outcome.

In practice, this lets you draw a new hand of cards so long as you didn't know what the cards were before drawing the hand. Randomize a gift from someone to something else they may have given you so long as you didn't know what the gift was before opening it. Randomize what the interior of a house looks like so long as you didn't know what it looked like before you went inside, making all of its contents become different so long as it's something likely. This changes everything retroactively.

Data Reconfiguration (400 CP): The thing about data is that it's always changing, reconfiguring, and upgrading. As a digital entity, you must interact with data regularly, all the time. This ability seeks to streamline the process, granting you a specialized form of technomancy as well as the ability to modify the data you interact with to be more useful to you.

Instead of needing special programs or sub processes to control the individual parts of all of the technology around you, such as needed a couple hundred Mr. Progs to operate a car, you now have the ability to substitute yourself for all of those programs, controlling any single piece of

technology in its entirety completely naturally. A Navi could control an entire vehicle from its network, while a human could finely manipulate all of the programs simultaneously from the outside without requiring any user input. Doing this causes none of the frustrating mental overload such multitasking may have originally required, it's like operating an entire pirate ship without a crew, and doing so in style!

In addition to the above effects, this also lets you change the nature of data somewhat. You could modify a program instantly to become specialized in another, similar function, making a targeting program become an auto-aim program. You can use this to modify the digital landscape, to, modifying a normal panel to a broken one or a grass tile to a tree tile. Even weapons are affected by this, allowing you to modify a data weapon attached to you into something else, perhaps changing a widesword to a longsword. I'm sure you'll find applications for this.

Change.BAT (600 CP): There is a program created for the purpose of gaining incredible strength called change.bat, something that was loaded into your own systems so you may continually evolve and gain more power. This program would normally be found in the remnants of Yumland, but instead you have it all for yourself.

What this does is, after a certain amount of battles and experience, you find yourself gaining more powerful forms based on what you did over the course between your last form change and the next. Focusing on defenses and guarding would see you gain defensive abilities and augmentations, while focusing on staying invisible or unseen may grant stealth and evasion abilities and augmentations. As you focus on certain areas, those abilities increase in power and magnitude over the course of additional form changes, granting more and more powers and strength. Each form upgrade takes longer than the last.

You may at any time reset your form to 'level 1' and start over, should you desire a different path. You also can hide your new forms, temporarily locking away their benefits but appearing as your normal self. This counts as an alt-form.

Bug Eater (600 CP): You're a strange one, somehow partially blessed by the power Bass wields. You hold a tiny portion of the Get Ability power, but focused to a razor sharp point. You don't devour the powers of your foes, no, but instead you have the ability to draw out the power of Bug Fragments and absorb it into yourself.

What once allowed a fake copy of Bass to become a monster worthy of a final boss is within your hands. You may continually gain strength by absorbing glitched and bugged data. Devouring the power of Bug Fragments greatly empowers you such that several thousand could see you undefeated by any except true heroes. Absorbing more would bring you above even that, and perhaps one day you could even match Bass himself with this power. This has no diminishing returns, only leaps in magnitude of your capabilities so long as you have a steady stream of Bug Fragments to take.

Items:

City Netbattler

Exam Card (100 CP): Wouldn't it be nice to just test into an official government position? This Exam Card does just that! If you display this card to anybody, you'll be able to take a test related to what skills you'll need for the position in order to obtain the position without hassle. Want a job as an assassin? Go to the assassin's guild and show this, and you'll be tested by being asked to assassinate someone for entry. Want a job as an electrical engineer? You'll be given the parts to construct a circuit board for a PET and asked to build a motherboard for it. Also grants free certification tests, college entrance exams, and other such instances when you may need a test and want one on short notice.

KeyData (200 CP): So many people with strong Salts and cryptographic ciphers protecting their home PCs and server networks. Wouldn't it be nice if you could just open the security cube protecting Yumland from Electopia and walk through without worrying about international borders or restrictions? This KeyData is a certificate which somehow hooks up to the certificates protecting all of the deserializers in every security cube on the internet. This grants you easy access to anything protected by a security cube which is pretty much everything related to network traffic, from passing international borders to walking into random people's PCs. This is the skeleton key of the internet, letting you break into the digital homes of everyone you can find.

Wireless Connector (400 CP): Have you ever found yourself trapped in a prison with the access panel just out of reach? Or trapped behind a giant flaming wall trap with the deactivation switch on the other side of the flames? This will help (most) of your troubles, being a wireless method of connecting to the internet with your P.E.T.

This device can be plugged into any electronic device with an input port, allowing a Navi to connect to that device's network from any distance. Perfect for escaping the prison you're in so long as you can somehow get this item connected…. Which, fortunately for you, you can! Because with this device you get both incredible accuracy when throwing it, as well as the luck required to get it into any port you want it to connect to so long as it's in your line of sight! People also tend to forget to take this off of you when searching you.

SSS License (600 CP): You're the best of the best and this proves it. You're now officially a certified world leader in the art of combat. You will start this jump with a SSS License and all of the clout which comes from it. You have a position near the top of a local government-endorsed combat or peacekeeping authority, such as the City Netbattlers in this jump. This grants you an international Visa and passport, diplomatic allowances, free travel between friendly nations, a very nice paycheck, and a massive celebrity status.

In future jumps you'll hold a similar position, whether in the local military, police, a state-sponsored martial arts organization, or even a new version of the City Netbattlers. There will be a reasonable explanation for you being part of such an organization, and even if you don't have the combat skills to back it up, you'll be treated as if you do no matter how much you screw up.

You may choose to instead get the position after the jump begins at any time, should you wish some anonymity.

Royalty

Ms. Millions' Millions (100 CP): Money makes the world go around, it brings happiness and security. It's a good thing, then, that you have a million Zenny in your back pocket. This account can be accessed by any electronic device, usually your P.E.T., and can be spent on anything you want. Each month, this account tops off at a million Zenny if it's any less than that. This becomes a million of whatever currency is most popular in each future jump. Interestingly, any time you use this money on any endeavors which help only yourself and nobody else, you gain a significant boost to your luck related to what that money was used for.

Jewelry Shop (200 CP): The classy hang out at classy establishments, and you are no exception. This jewelry shop isn't specifically owned by you, you're simply a patron here, but you are considered family by the establishment.

There is a VIP suite in the back of this store which only you are allowed to enter, and it even acts as a veritable apartment if you need it to. People don't typically consider this location when searching for you, and you can be almost guaranteed that you won't be disturbed while here unless it's something important. The perfect place to stay away from the rabble of the streets.

Political Connections (400 CP): You wouldn't be very important if you didn't have connections to help elevate your importance in the world. This item comes in the form of a nice, cushy network of important business owners, politicians, bureaucrats, celebrities, and the various movers and shakers in each world. At a local level, at least, but enough to get plenty of preferential treatment and many incredible opportunities. You gain a new set of connection each jump, though you can have them be similar to the connections in the previous jump at your discretion. Now you can be as important as you feel.

Empire (600 CP): Every princess needs her castle, and every CEO needs his throne. Just as Princess Pride has her fingers dipped in many different ways of life, from business enterprising to ruling a nation, you find yourself with just as many cookie jars to dip your own fingers into.

Select a series of business opportunities, organizations, and/or leadership positions. Whether being royalty for a nation, part of an organization of elite fighters, the president of a jewelry chain, or something more odd, you now have all of those positions. Each one you choose comes with responsibilities you must see to, such as being part of an organization of elite

combatants may require you to use your combat skills to help save the world or your princely duties may ask that you raise your nation above the rest of the world. If you fail to succeed at your duties, there will likely be consequences, and the more you're part of, the more responsibilities you'll have, so perhaps try not to eat all the cookies, okay?

You'll never be in the top position, and in many cases your title will be stunning but your actual expectations and influence will be limited, but you'll at least be close to the top with this. Just what someone like you deserves.

Street-Rat

Pocket Knife (100 CP): It's dangerous at the bottom. You'll need some protection if you want to stay alive and keep your heart beating. Take this knife, and let it keep you kicking.

This pocket knife will never be noticed while it's in your pocket, no matter how thoroughly anybody looks. Its blade also repairs instantly if broken for your convenience. You cannot lose this knife or have it stolen from you. It also lets you stab people completely non-lethally if you don't want to be a murderer. Great for self-defense.

Hotel Theftia (200 CP): This isn't your hotel, Jumper. This is someone else's hotel, some rich landlord's place ripe for the taking. The wealthy come to this 5-Star hotel for all the luxuries in life, paying hefty prices to stay in the lap of luxury. Luckily for you, security here is garbage, the patrons keep leaving their rooms unlocked, and people have a bad habit of leaving things lying around just for your grabby hands to find. If this hotel closes down because of angry vacationers, you'll find another one opening up nearby ripe for thievery. You always know what hotel this item is affecting. You may choose to have this affect a hotel or apartment complex you own, though this may make people a little unhappy.

Community (400 CP): These are your people, your brothers and sisters, the ones you swore to protect and who swore to protect you. Man, woman, child, the elderly, the infirm, the survivors. Friends, allies, followers. This is a street gang which takes to the streets, survives, predates the rich and wealthy and fights to stay alive.

You're the leader of this gang, and you're a leader of a similar gang in every future jump. Even the weakest and most sickly will take up arms to help you and each other. They're full of impressive thieves, fencers, and men and women of every backstreet skill set you can think of, willing to work together to fight for a greater cause—your cause.

???? (600 CP): Less of an item, more of a lack of one. The ???? allows you to mask your items until you use them, making them appear nonexistent or completely invisible to the naked eye by anyone you're up against. They'll know you have something and that you're attacking them, but they will have zero idea what it's going to be. The moment you begin your attack, whether the swing of your sword or the tensing of your finger on the trigger, it becomes visible

for all to see, but up until that point nothing you're planning to attack with will be noticeable to anyone watching.

Reporter

Passport (100 CP): You're a reporter, so you need to be able to get to where the events are. What happens when the big stuff is occurring in another country? You use this, of course! This passport is always valid for for the starting location each jump, having your name and basic information in it. This doubles as a Visa for the purposes of traveling to any nation which requires such, such as Netopia likely requires, meaning you'll always be legally allowed in a nation for business and vacation (though not as a permanent resident unless you personally apply for that).

Reputation (200 CP): If you want to make it big, you have to have the right connections. This item comes in the form of a very positive reputation around the world. You can choose what the reputation is for, but by default it's a great reputation as a truthful, unbiased, professional reporter. You can still ruin your reputation, but it's restored each jump.

Comes with credentials related to your reputation, such as an actual press license and job.

DNN Van (400 CP): You need to be where the action is, right? This van will get you there. Very fast. Like, instantly fast.

This reporter van has all the wireless connectivity you need, always having internet connection no matter how remote you are, and comes fully stocked with all the cameras, lights, microphones, etc. that you need to do your job. It also instantly arrived at your destination the moment you begin driving, so long as you're not in danger.

Now you never have to be worried about missing an evolving story again. You can just be there instantly and already have the cameras rolling. Nobody finds your teleporting van weird.

You can only arrive in locations which are somewhat accessible to a vehicle with this van, and it can't teleport across bodies of water.

News Station (600 CP): Congratulations! You own a very large and popular news organization each jump! Whether DNN or something similar, you make the rules and the rest of the station follows. Your papers and news broadcasts reach the far corners of the globe and you have incredible influence in multiple countries. You're pretty much the only station viewed in your starting country, even.

You're free to add in some media bias as you'd like, shove in your influence campaigns and propaganda. Push some of your opinions as facts. You'll find that an unusually large number of people will eat it up. Don't push too hard, though, because the more you do this, the more

people will wake up to the truth and start destroying your reputation. It would probably be better to go with subtler acts of inception.

Gospel Member

Gospel ID (100 CP): Villains need an ID? What? Apparently the villain organizations in this universe like to carry them around. At least they look very official and are made of titanium.

You have an ID which identifies you as part of Gospel! Anybody who sees you with this immediately understands that you're a villain and that you're very scary and probably insane. Other villains will respect you for having this, too, making it much easier to negotiate with them or get them to help you out.

In future jumps, this ID grants you instant access as a high-ranking member of any one villain organization in the jump. Great for being relatively evil and morally ambiguous in just the right ways.

Cybersuit (200 CP): The leader of Gospel is just a kid. A super-genius kid with a vendetta against the world, but he's still a kid. Nobody in their right mind would follow a tiny munchkin in his rebellion against society. That's why he built a cybersuit, an article of clothing which completely disguises the wearer and protects them from all radiation below a certain level.

While wearing this suit, you can activate it to make you appear in any variety of forms. Its most basic form makes you look like an older version of yourself, but it can generate any number of cool and edgy costumes for you, making you look completely different and/or like some kind of monster.

If you buy this and Magwear, you can combine them into a single item which grants radiation immunity.

Global Satellite Computer Network (400 CP): You want connectivity? You got connectivity. You have *all* the connectivity. This is a computer network, complete with a powerful computer and tangential computer equipment, which has global range through a series of satellites. It can connect to various networks around the world wirelessly, but its true purpose is to allow you to monitor literally anything going on in the world through your computer.

This comes with a limitless set of phones which can connect to this network, allowing you and your allies to discuss plans in real time without any fear of being hacked or bugged. You can see in real time where all of your allies are, as well, and can use your network to view all the terrain and data around there, too. This network is precise enough to give your minions exact orders on what to do as they do them. Perfect for the entrepreneurial overlord.

Navi Duplication Glitch (600 CP): You have access to a machine which can do the improbable… it can take a realistic scan of anything put into it and replicate it. You want a

thousand Megamans? You get a thousand Megamans. You want a million lollipops? Well you can now have as many as you want. What's the drawback, you ask? Well, anything you duplicate with this machine is 1/10 as powerful as the original, and you can only make one copy per day. Just like Gospel was able to recreate an army of cloned Forte Navis, you can create your own army of digital warriors or artifacts whose powers, while weaker, are just as unique as the original being's or object's.

Quantity over quality is a very effective measure.

Electopia

Newspaper, Lighter, and Stick (100 CP): Trash is what this is, but it's useful trash. You have an unlimited supply of newspapers and sticks, as well as a lighter with limitless lighter fluid. The newspapers always have the latest info from around the world, all in a language you understand, and the sticks are… sticks. You can poke things with them. Putting it all together into a flaming torch will repel all insects, bugs, and creepy crawlies in the area, guaranteed!

Random Cameo (200 CP): Mr. Match? Is that you? You're supposed to be in prison! What's the leader of Gospel doing here, you should be gone! Wily? You're dead! Reformed? No longer a criminal? But you're going to be a criminal again in the next game, I know it!

This item takes the form of random cameos from friends, enemies, heroes and villains who you've worked with or dealt with before. Some may be seemingly back from the dead having survived miraculously, others may be people left behind long ago, a few could be in places they aren't supposed to be such as criminals you've dealt with walking free but causing no trouble, even more might be from completely different jumps come to visit you through mysterious circumstances. If they were from previous jumps or supposedly dead, they won't be of any use in helping you out beyond advice, but they'll be friends or acquaintances who you might learn more about and befriend. If they're someone who might realistically be there, they can certainly be an ally and assist you in your endeavors, as this perk makes reuniting with useful and interesting characters much more likely.

Portal Hub (400 CP): Have you ever been late to a meeting? Traffic getting you down? Need to get to an appointment on the other side of the world nice and fast? The portal hub has you covered.

This item is a series of teleporters located across the world. You can choose whether they're inserted retroactively, suddenly appear, or if you're the only one able to see and use them. They instantly teleport you to another predetermined location somewhere else in the world, and you always know the destination of a teleporter just by looking at one.

There's an unusual number of them located right around wherever you happen to live, allowing you quick access to locations across the globe (or universe, in larger settings). With the right

technology knowledge, you could replicate this technology for future use, or even learn how to link them all together with a control panel to have them teleport you anywhere you need to go.

Sanctuary (600 CP): Not so much an item, but rather a property modification. You find that all of your properties now benefit from the unique effect Sanctuary would bring to the world around you. Any allies residing in any property you own are now immune to all status ailments such as poison or blindness, and they all take half damage if attacked. This makes your own properties perfect places to stage a defense against attacks, and great locations to hide out in should there be individuals trying to assassinate you. While on your property, nothing can kill you instantly, either, meaning a bullet to the head will leave you at least clinging to life. Never worry about being killed in your sleep again (only partially killed).

Netopia

Magwear (100 CP): Straight from a rich, entrepreneurial businessman, this outfit looks like normal clothes. But it's not normal, not in any way, because these clothes actually protect you completely from all radiation under a certain threshold. You could, for instance, survive in Kotobuki indefinitely so long as you stay away from the source while wearing these! They're stylish and useful!

If you buy this and Cybersuit, you can combine them into a single item which grants radiation immunity.

Airplane (200 CP): For the purposes of avoiding potential terrorist attacks, you now have this wonderful private jet. Anytime you have to travel by plane, you simply need to call up a number you'll always know in order to prepare the plane at the nearest airport. From there, you simply need to get on, and the pilot will take it from there. Very luxurious, comes with free drinks and food, and never crashes no matter what. If you have a pilot's license, you could even pilot it yourself!

Castle (400 CP): The thing about Netopia is that there are a lot of castles. It had a very prosperous golden age in which tons of unique castles were designed, built, and integrated with very cool, exciting, cutting edge technology. Between the unique architecture and interesting electronics, these castles are some of the peak attractions of Netopia.

And now you own one, too. You have your very own castle you get to live in, except it comes with all the amenities and luxuries of a (somewhat) post-scarcity world. This is the castle of your dreams. It even comes with a command center where you can modify the various bits of technology around the castle to your liking, along with a series of dungeons down below filled with various lethal and non-lethal traps. What else could you want for hosting a grand party?

Your Very Own Startup (600 CP): Maybe not quite that, but you have a huge business enterprise perfect for you and your entrepreneurial self. This enterprise focuses mostly on

programming and network development, having dipped its toes into just about every facet of cyberspace. It has contractors across the world in all the major hubs, from Scilab to Creamland's research centers, and all of the collective knowledge of its workers are loyal to you and you alone.

This company not only has the combined capability to administrate the majority of the net, but to build out the infrastructure for a completely new and more advanced internet (coming to you in Megaman Battle Network 3!) from basically scratch. Create Web 3.0, develop more interesting and exciting networks connecting nations, grant the digital world a little bit more color, implement more advanced security measures, and more.

Your workers here have all of your programming and research perks just to give them another leg up. Monopolizing the market is very fun and totally not morally wrong.

Yumland

Spicy Yumland Curry (100 CP): This doesn't have to be curry, but you found yourself with a limitless supply of a very flavorful, spicy, hot meal. Whether chili, curry, jambalaya, stew, chicken soup, or something else, this is in a large soup pot and is some of the best food you'll ever taste. Feel free to share, this is soul food. Keeps you warm no matter how cold it is.

Pen Pals (200 CP): Oh look, a friend! Another friend! A whole lotta friends! And they all love to write to you about what's going on in the rest of the world. What luck to be so well connected!

You have a network of pen pals who love to write to you about the happenings of other countries. They also love answering all of your pointed and intrusive questions about politics, villain locations, and what the best food in their country is. They're no spy network, but you could easily grill them for some really good, juicy information. Never find yourself isolated and without information in a new country.

Chat BBS (400 CP): This is the treasure trove of information, the message board to end all message boards. If you're a Navi or have the ability to traverse the internet, you'll find these large digital boards in various locations for you to scroll through and read as you'd like. If you're outside of the internet, you can access these message boards from any electronic device you own, and you also get one of these large boards in your Warehouse.

These message boards have all kinds of useful and interesting information. Relevant gossip, local happenings, nearby events, combat strategies, locations of useful items, enemy weaknesses, and plenty more. They're a veritable gold mine of useful info at your fingertips. They also include maps for your convenience.

Ghost Data (600 CP): The data which remains behind after a Navi is deleted is known to gain a will of its own. It reconfigures itself into the form it once took, a shell of its former self and yet

strong all the same. These are known as ghost navis, a simulacron of their former selves who aren't truly alive, but cannot be said to be quite dead.

You attract this ghost data, allowing it to take shape. Whenever you kill an enemy, ghost data gathers around you, something nobody can really see until it's directed towards a mission. When you collect enough, you can form it into the shapes of those you struck down, with them having all of the powers and abilities of the original. These ghost navis hold no true mind, but you can direct them to specific tasks and they can fight even better than the original. So long as you have the data necessary, you can create as many of these ghost navis as you'd like.

Creamland

Ancient Forest (100 CP): Have you ever wanted to have a beautiful and serene forest with some mountains in your starting location? Are you tired of the extremely monotone and boring urban lifestyle? This item is a massive forest with a mountain on it. You may import this into any location you want each jump, raising the city or town that's in its vicinity to a higher altitude and adding a ton of large and vibrant trees everywhere.

It's quite beautiful, and makes anywhere a great camping or hiking spot. Comes with campgrounds loaded in, and you always know the layout of everything within the vicinity. You can choose to have this appear as a digital forest and mountain within an internet-connected server if you'd like.

MagnoMetal Supply (200 CP): Do you like the future? Then you'll like this. MagnoMetal is the future of technology. It is the perfect conductor for circuitboards, it has just the right durability to last seemingly forever, and its properties are everything you need to build all the most complex network infrastructure for just about any occasion. This metal is specifically needed in order to further advance PETs and Navis further than they already are, as the current infrastructure wouldn't support the complexity necessary to host anything greater than what's widely available.

You get 1 metric ton of this every week unless you want the shipments to stop.

Dimensional Core (400 CP): Is this a distortion in reality? How did you find this?? Whatever the case, you're now the proud owner of a Dimensional Core. These wibbly-wobbly freaks of physics really just float around shining a nice, bright red light. Oh, you want more? Well it also spits out random garbage and viruses from the internet, materializing them into the real world. If you have no particular way to control them or utilize the real-world-physical-ohgodwhy-data objects, you might find yourself in a pickle, but I'm sure you can find some interesting use for this. You may choose anywhere in the jump you want this to appear in, such as the villain's base!

Cross Fusion Research Lab (600 CP): One of the interesting things which came out of researching Dimensional Cores is the new scientific field of taking bits and bytes and making

them very real, generating physical mass out of electrical signals. This facility was built specifically to take advantage of that phenomenon and figure out how to take it even further.

A lab the likes of Scilab is now within your purview. It is staffed with the greatest minds of the generation, all working towards understanding how digital data can be brought out of the internet and placed into the real world. From a branch specializing in taking objects out of images, to a branch focusing on adding properties to objects through flavor text, and even one very large branch focused entirely on bringing Navis into the real world and potentially granting Navi powers to humans.

Any research done in this lab complex is fiat-backed into the physics of future jumps. With enough time, research, and successes you could literally power up the entire world, fuse the internet with the physical universe, and mass-produce anything someone draws a picture of. If you purchased Dimensional Core and place it in this lab, you can speed up the slow research by 10x.

Kotobuki

Aesthetically Appealing (100 CP): This iteration of the internet is soooooooo boooooooring. It's all just straight lines and circuit boards, maybe a few sign posts, but it's barren and mortifyingly efficient. Kotobuki had the right idea to take the network infrastructure and edit it into nice and fun shapes, reminiscent of a beehive.

Now you can, too. Any properties you own, whether legally in jump or through CP backing, you can change at any time to look however you want so long as you don't change the size. They update immediately with a force of will, looking exactly how you want them to. Now get out there and make things look exciting!

Apartment Complex (200 CP): Housing is very important, we all need a shelter over our heads to survive. You get a 100 story apartment complex under your ownership, with a penthouse on the top floor all for yourself. Importable to any location you desire, this is a very high quality apartment complex with a great view no matter where it's placed. Lease it out for money, or let your companions have rooms here. Any companions you allow to live in this place gains a basic background in the jump you're in, "importing" them but without any actual perks or items from the jump document.

Server Farm (400 CP): I heard you like farming. Have you ever farmed servers? Now you'll get your chance, with this large property full of servers ripe for growing! This location has a large quantity of computer servers growing from the ground, walls, and even into each other. They feed on electromagnetic radiation to grow larger and faster. Every one of them has a large amount of processing power dependent on its size, and all of them are connected in a network.

A central computer mainframe utilizes these servers and can access each one individually or all at once to utilize their processing power. This can give you some pretty insane results for

computation, supercomputers, analysis, and more. Shoving a program army into here can solve pretty much every need you never knew you'd ever have computer-wise.

If you combine this item with the Apartment Complex item, these servers will constantly produce Bug Fragments at a relatively fast pace and all the servers' electromagnetic radiation requirements will be met in full. Great for the best computers out there, not-so-great for anyone who may want to live in the Apartment Complex.

Worlds Collide (600 CP): Gospel's plan has gone too far, it's beyond the point of no return… or so it seems, since this couldn't exist otherwise!

Maybe Gospel hasn't managed to gather the required number of Bug Fragments to do this yet, but you find yourself with a large, 10 km by 10 km area where the human world and digital world intersect. The edges which separate them are oddly missing, and where one begins and the other ends is no longer clear. Any human who walks in here and out will stay in the human world, while any Navi who walks in and back out will still be in the digital world, but within this area they can interact in the same space.

Pieces of the digital and human worlds coexist here, filled with programs, humans, Navis, animals, and this is a place where all can live in harmony. A human can enjoy the beauty of the digital world while a Navi can enjoy the wonders of the human world. They can dine together, live together, be true companions in a way they never would've been able to before. A utopia if you find a way to keep the viruses out…

Each jump you may select any 10 km by 10 km area for this perk to affect, and then reap the benefits.

Operator

P.E.T. v2 (100 CP): The second iteration of the Personal Electronic Terminal! This boasts better processing speed, increased memory, more efficient data crunching, and new features! Its biggest advancement is its new architecture to allow for fully sapient Net Navis capable of true thought and emotion. Unfortunately because of advances in technology, any battlechips from the first iteration of this technology are no longer compatible unless it's a CP-backed item unless you take the Battlechip Upgrades item.

Iconic Accessory (100 CP): You have a piece of clothing which defines you. Anyone who sees it knows that it's who you are, and they'll be able to pick you out of a crowd easily. Whether a headband or even just a hairstyle, nobody can mistake you for anyone else, or mistake anyone else for you. This accessory is always good looking, comfortable, and never catches on anything or causes problems.

Battlechip Upgrades (200 CP): Ever get tired of having to replace your entire battlechip library every time the internet and your P.E.T. updates and becomes incompatible? Do we have the product for you!

This is a 200 CP subscription to the Big Battlechip Collection! Every time any kind of network and tech architecture changes, all of your tech changes to become compatible for all upgrades or side-grades. If the whole internet upgrades and all of your battlechips become dinosaurs, you can be assured that every single one of them will be upgraded to the newest working version. This has the added benefit of fiat-backing all of your technology, so there's that, too!

Gold Ring (200 CP): This isn't necessarily a golden ring, but a gift for friends and loved ones. You have a limitless number of mostly-useless items which make incredible gifts. Whether a teddy bear, a golden ring, a video game, or something else, you just have to reach behind your back to pull it out so long as you're giving it to someone else. Perfect for making quick friends or having a nice gift for your true love.

Universal Network Adapter (400 CP): How convenient! In a world where everything must be specifically tailored to the available internet architecture, this is a godsend. It automatically adapts to whatever port you have available and whatever port you want to connect to, acting as an intermediary so you can interface anything with anything else. You need to connect a first generation PET to a 5th generation computer? Well now you can! No glitches, guaranteed!

MotherComp (400 CP): This computer has processing power upon processing power. With this alone, you could host a city-wide internet capable of analyzing nearly limitless data while hosting hundreds of thousands of AIs without crashing, lagging, or slowing down at all. This computer grants total control over the network infrastructure of the surrounding city, able to control all wireless devices within its proximity, and in this world pretty much everything is a wireless device. You still need some way of getting around any firewalls blocking you out, but people have always been particularly bad at cybersecurity, and public infrastructure such as security cameras and police databases are wide open for you.

Marine Harbor (600 CP): Den City's local government is run out of this place, along with most of Den City's public internet infrastructure being controlled and monitored by the Mother Computer. While you may choose if you want a copy of this location or if you want something else on a similar scale, you can be guaranteed a perfect hub to run all your operations out of. This location will always include a government headquarters with all necessary offices and infrastructure to host a governmental body. It also has some research labs, a solid and efficient network infrastructure which can be expanded to cover all internet requirements up to a city, and comes with an organization full of people designed to help everyday citizens with their problems and issues. And it's all yours. This is your throne, Jumper.

NetNavi Backup Server (600 CP): Navis are alive now. Truly alive, with a soul in their little digital bodies. If they die, it's likely truly forever even if you make another copy with the same

memories. But Navis die, and they die often. The digital world is not a nice place, nor is it particularly safe for anyone.

That's where this Server comes into play. All of your friends, allies, and companions have their consciousness continually scanned into this server, keeping an active copy of who they are, including their soul and essence. Should anyone you care about ever actually die, with no way for you to bring them back, you can always fall back on this server to know they're okay. Obviously you can't do anything with this data unless you have something to insert that consciousness and soul into, but you can be confident that you may one day bring them back. You may insert them into a Net Navigator body should you know how to program them, or into the form of an AI, or even into artificial bodies easily, so long as you have something available. They'll be truly alive once more.

Net Navigator

Program Loader Module (100 CP): You have a program loader built into you, allowing you to customize your algorithms quickly and easily. It has 256gb of space for various programs, modules, and subroutines you can load onto yourself. You can access this loader from any computer you're at and modify it as desired.

HeroData, TurboRunData, and RepairData can be loaded without taking any space. You'll have to pick and choose any further programs you include, though, such as if you want Microsoft Word to be part of your UI or if you want to load in some emotion or charisma programs to make people think you're less of an idiot.

Symbolism (100 CP): You have a symbol which represents you. It's always cool, slick, and has a charm that draws people in. Those associated with you will find themselves with similar symbols, and you can have any or all of your items include this symbol. Nobody can copy this symbol, and anyone who sees it will immediately associate it with you so long as they know of you. Never have your stuff accidentally taken again!

Internet Square (200 CP): One of the most beloved updates to the infrastructure of the digital world is the inclusion of the Internet Square servers! Well, the increased security is nice, too, but that's not what you're here for… These Internet Square servers are public servers administrated by the government, designed to be bustling plazas where friends and strangers can come together, meet new people, share messages and information, do business, and have a safe place to kick back and relax.

You may either import this into each jump (including this one) as either a digital server completely safe from all combat, viruses, or enemies; otherwise you can import it into the real world as an actual marketplace with many events, some housing and apartments, and plenty of fun activities and a relaxing park nearby. Regardless of how you import it, it will always be safe and a friendly location for people. You get a free apartment or living space in one of the nearby apartment buildings, too, and there are plenty of merchants willing to give you discounts on

goods. The park is very calming and relaxing, too. Have a nice, safe place to relax, you've earned it.

HeroData (200 CP): This program designates you as a hero! While this is installed, everyone who sees you knows you as a true hero, willing to do the right thing. Those on the side of righteousness view you as an icon, while those of evil alignment would fear your presence. Stand on the side of light and fight for the future! Fight for the weak and pave the way to a better tomorrow!

TurboRunData (400 CP): A program which can be loaded into a Navi in order to allow them run functionality. It's been modified to allow those it's programmed into to run significantly faster than normal, speeding from one room to another in an instant. You can even go fast enough in short bursts to make it seem like you're teleporting, perfect for dodging attacks or getting into your opponent's face to hit them with a sword.

Hero Sword (400 CP): Once held by a great hero from another universe, another timeline that could've been. This Z-Saber holds incredible power, able to cut through nearly any material so long as it's not indestructible, cleaving through any defenses short of a Dark Aura and splitting metal like butter. It boasts incredible range, too, able to reach further than expected to split your enemies in half. Use the sword of a legendary hero to save the world.

Digital Ice (600 CP): You ever wanna cause the apocalypse? Well do I have something for you! This item can only be used once per 10 years or jump, whichever is sooner, but when you use it, you can be guaranteed it'll work to devastating effectiveness.

This item is a program which will immediately create a simulacrum of Freezeman's ability to freeze all network architecture. Digital ice will cover the internet, stopping all processes and holding the world hostage. Most of the ice can be deleted with the right programmers, though even that would require some of the best in the world. ⅓ of the ice, though, is completely unbreakable except through your death, leaving even mostly fixed machines and networks still bugged. Any new infrastructure that's built will even get infected, since this ice is a worm.

You can end this effect at any time, and control which networks it freezes.

RepairData (600 CP): This is a routine which allows for the instant application of the Repair program. At any point, you are capable of running this Repair program so long as it's installed within you or your Navi, instantly reverting the area back to its intended parameters. Broken machinery is repaired, destroyed walls are restored, refuse and litter are disappeared, and everything is reset to a working condition. If someone keeps breaking your things, feel free to spam this program until they get bored and leave. This cannot restore things which have been destroyed so thoroughly that it's no longer fixable given time and effort from experienced workers.

Companions:

Import (50 CP/200 CP): Import 1 companion with 600 CP to spend on perks and items. For 200 CP, you may import 8 instead. They get a Race, Nationality, and Origin.

2xImport (100 CP, 300 CP): Import 2 companions with 600 CP. They share an Origin and Nationality, while one is an Operator and the other is a Net Navigator. For 300 CP, you may import 16 companions, ignoring the 8 companion limit for this jump only, following the same rules.

Average Operator (25 CP, one free with Net Navigator origin): This is a completely normal operator. They're either an elementary school kid or some kind of average adult with no particularly incredible traits. They have a Navi and some basic netbattling skills. You may choose for this person to be your Operator. You may choose this Operator's personality so long as it's pretty average. They get 300 CP, the Operator race, and any Nationality you'd like.

City Official (50 CP, free City Netbattler with Net Navigator race): This is someone a little higher on the totem pole when it comes to local politics. He or she has a good amount of influence and some actual skill in netbattling. This individual is also a great quester, able to pick up side quests quickly and easily, and complete them in a good amount of time, and is always willing to help others out. Especially if there's a nice reward. You may choose this person to be your Operator. They get 600 CP, the Operator race, the City Netbattler origin, and any Nationality you'd like.

Princess (50 CP, free Royalty with Net Navigator race): True royalty is hard to come by, but this individual is tangentially related to the ruler of a small country. He or she has a great deal of political influence, owns a business empire in this jump, and greatly enjoys their luxurious life. They're a genuinely good person, but it can sometimes be difficult to tell behind their pompous personality and general disregard towards people they don't know. You may choose this person to be your operator. They get 600 CP, the Operator race, the Royalty origin, and any Nationality that you'd like.

Crimelord (50 CP, free Gutter-Rat with Net Navigator race): Not a bad person, but not necessarily a good person, either. This individual only cares for their family, both biological and adopted, which includes you. They lead a gang with ruthless efficiency, seeing that all of the members are seen to and living a comfortable life, but this person does not shy away from the darker aspects of society and will do whatever it takes to make sure their family is taken care of. You can choose this person to be your Operator. They get 600 CP, the Operator race, the Gutter-Rat origin, and any Nationality you'd like.

Anchor (50 CP, free Reporter with Net Navigator race): Quirky and fun-loving, this professional anchor is very lovable and loves their job. They're of small stature, but that just makes everybody love and want to protect them more. It's difficult to not like this person, and

they're pretty good at fighting too, when it comes down to it. You can choose this person to be your Operator. They get 600 CP, the Operator race, the Reporter origin, and any Nationality you'd like.

Villain (50 CP, free Gospel Member with Net Navigator race): This person has too many redeeming qualities to be called a monster, but this person also is happy to strike out against the world violently, so it's a give-and-take. They grew up lonely, without family or friends, and their childhood was marred by tragedy after tragedy. As an adult, they took it upon themselves to get revenge on the world no matter what it takes. They're highly successful in life now, holding a powerful position that is highly sought-after, and are looking for the right opportunity to exploit their position to devastate the world. Maybe you can talk them out of it, as their only real friend? You can choose this person to be your Operator. They get 600 CP, the Operator race, the Gospel Member origin, and any Nationality you'd like.

Digital Ghost (25 CP each): For every time you take this, you may take with you on your adventures one Navi you've slaughtered. Their ghost data will reform into an even more powerful version of them, completely loyal to you, who will fight by your side for the rest of eternity. They count as followers and cannot take perks or items in future jumps.

Normal Navi (25 CP, Free with Operator origin): This is a completely normal Navi with no special characteristics. Mass-produced, reliable, and capable at just about anything you need it to do so long as it has the time to learn. They don't come equipped with any digital weaponry, so their only form of available combat is fisticuffs or the battlechips you send in. You may choose this Navi's personality.

Elite Navi (50 CP, Free City Netbattler with Operator race): This Navi is like the Normal Navi, but better. They have no elemental advantages, no special skills or styles, but what they do have is extreme competency in nearly anything they do. They could single-handedly take on an entire invading force alone and come out on top without resorting to needing you to feed them battlechips. You get a chip folder based around unusual but powerful battlechips which this Navi can wield with ruthless efficiency. It has the City Netbattler origin and Net Navigator race, 600 CP, and any Nationality you are.

Beast Navi (50 CP, Free Reporter with Operator race): Select an animal. This Navi is based around that animal, with integrated weapons and attacks related to such an animal's natural capabilities. You get a free chip folder based around the animal, great for staying in character. It has the Reporter origin and Net Navigator race, 600 CP, and any Nationality you are.

If you pay an extra 150 CP, have the Reporter origin along with Dangerously Competent: Netbattling, and your animal of choice is a toad, then this Navi is exceptionally powerful, terrifying, dangerous, and could probably 1v1 nearly anything in the setting barring Forte/Bass. Shock your enemies to death, paralyze them with a devastating followup attack, and just S-rank everything you so much as touch.

Weather Navi (50 CP, Free Gutter-Rat with Operator race): Select a weather phenomena, from frost to thunder to wind. You have a Navi designed around such a weather phenomena, capable of controlling digital variants of it. Generate thunder clouds, blow your foes away and control the battlefield, generate digital glaciers to freeze your opponents in place, and more. You get a free chip folder based around that weather phenomena designed to control the field and limit your opponent's movements and options. It has the Gutter-Rat origin and Net Navigator race, 600 CP, and any Nationality you are.

Weapons Navi (50 CP, Free Royalty with Operator race): You have a Navi designed around using a single weapon with extreme proficiency, or multiple weapons with only a high level of proficiency. Digital swords, axes, flails, giant wrecking balls, and even an armor specialty is available if you'd like that. It can be great at either short or long range depending on its capabilities. Comes with a balanced offense/defense chip folder full of digital weapon chips related to this Navi's specialty. It has the Royalty origin and Net Navigator race, 600 CP, and any Nationality you are.

Esoteric Navi (50 CP, Free Gospel Member with Operator race): You have a Navi who has been designed around an esoteric principal. Perhaps it's been created with the concept of shadows and invisibility, gaining the ability to assassinate others and obscure its own data. Perhaps it uses magnetism to crush its foes into dangerously compressed bits of data before wiping its foes' data from the internet entirely. It's possible it could be designed to be the fastest Navi in existence, taking the principal of "speed" and turning it into a Navi whose processing speed is eons beyond what anything else is capable of. Whatever the case, it's incredibly skilled at the idea that gave it form, but it's not very good at anything outside of its specialty. It gets the Gospel Member origin and Net Navigator race, 600 CP, and any Nationality you are.

2xHero (300 CP, Requires purchasing or owning another Fiat-Backed Navi or being a Navi yourself): This Navi is the more powerful, more efficient, more ruthless counterpart to your normal Navi. What your regular Navi does well, this Navi does great. What your regular Navi excels at, this Navi is godlike in. This Navi is always at least twice as capable as your regular Navi. If you happen to be that Navi, this Navi happens to just be better than you at literally everything. Everything except one thing: that being social skills, because this Navi has literally no social skills to speak of despite how well-meaning it may be.

This Navi especially shines when working alongside your regular Navi, though, as when they work together, both of them see their capabilities increased many times over, a perfect unison of skill, teamwork, friendship, and the will to do the right thing. Your 2xHero will always have the back of your Navi, and yourself, and will fight to make sure your will is enacted upon the world.

Drawbacks:

Keeping the Continuity (0 CP): Have you come from Megaman Battle Network 1? Do you have a history in this paradise of a world? Did you personally butcher Dr. Wily a couple months ago and leave his corpse on the steps of a morgue? Good news for you, because now you can keep that history and all the baggage which comes with it! Keep the age you had when you left the previous jump, and events conspire to push you into the origin you choose in this jump.

- **Drawbacks Galore (+??? CP)**: You may keep any drawbacks you took from Megaman Battle Network 1. If you do, you get ¼ of their CP to keep into this jump and may take them for the same CP bonus into any future Megaman Battle Network jumps. The drawbacks adapt to be just as bad regardless of how easy they may seem to be.

Short Ride 2 (0 CP): Instead of staying here the full 10 years, you'll instead only be here until Gospel is taken down or completes their goal. Maybe you can take the time to befriend their lonely leader?

You Thought You Could Fast Travel? (+100 CP): The internet is supposed to be incredibly connected, and yet for most of the time in this version of the internet Lan has no access to the connections to get anywhere fast. Now you suffer the same situation except worse. Any abilities that allow you to teleport or warp anywhere are disabled, any shortcuts which others might be able to use are locked off to you, and any form of transportation you take will be extremely slow. You'd be better off just running everywhere at this point. I hope you run fast.

You Forgot Something (+100 CP): "Hey Doc, I need you to create an anti-malware program to get rid of all these malicious viruses! What's that? You need me to go find fire-data from somewhere? You don't know where?!"

Whenever you need to do anything important, you find that in order to accomplish the task you need one or more items. What items, you ask? Items which can only be found in one specific place, and it's only obvious which place you find them if you go around talking to everyone and piece together what they know. Yes, these are fetch quests but worse, because you actually have to use your brain to figure out where the items are.

Warm Netopian Welcome (+100 CP): The classic Netopian welcome, except you can find it everywhere! Just like Lan on his first trip to Netopia, you can expect to get mugged for your cash, intimidated into giving up your worldly possessions, and then have your passport stolen within a day. And that's just day one.

Wherever you go, petty crime seems to follow you. As long as you always remember to lock your doors, stay away from shady characters, and never accept unsolicited help, you'll probably be okay. After all, most crimes are crimes of opportunity, making it even slightly difficult would

curb it. But every once in a while, a particularly crazy and dedicated criminal will manage to ruffle your feathers and make your day worse. It can be quite annoying, though, if you forget to lock your house's door one day while doing yard work and some idiot sneaks in to steal your wallet (and then sues you because they stubbed their toe… criminals aren't very smart).

Think of the Children! (+200 CP): Isn't it odd how Lan and his friends always save the world with the blessing of their families? I mean, Lan's dad literally told Lan "try not to start a world war!" before sending him off to the villain's secret base. Yai's parents would fund the alteration of a boat to make it through dangerous waters to the WWW base in the next game, even. How about we sprinkle a little realism on this crazy plane.

You're now an 11 year old kid, first of all. You have a kind, protective, understanding family who isn't neglectful and who won't allow you in good conscience to go off and save the world. In fact they care for you so much that they're just shy of being helicopter parents. They manage your schedules, they encourage you to do a lot of extracurricular activities in slightly overbearing ways, and they do their best to not give you enough free time to actually make much of an impact in this world unless you break their rules. Even when a major event happens near you, they'll do their level best to get you out of there as fast as possible. Other people act similarly in that you're a child, and you must therefore be protected and kept away from any dangerous situations.

If you want to be involved in the plot, expect to get in a lot of trouble and/or professional counseling and/or invasive interventions from your parents. And possibly the courts, child protective services, and the police as they intervene for your own good. You can take your family as companions after this jump if you'd like, they really do love you. If you're a Navi, your Operator and their family considers you family and like the Operator's brother and the same restrictions apply.

Program Advance Hell (+200 CP): You thought you were the only one able to use completely broken and unfair combos? Bah! Literally 1/10 of this iteration of the internet is absolutely filled to the brim with completely unfair attacks, combos, and program advances to trivialize all combat. The rest of the world realizes this and has decided that being overpowered monsters is the best course of action.

Expect to face off with opponents hoarding Lifesword attacks, magnetline-into-colorpoint-into-multihit combos, and god forbid you don't encounter at least one person abusing the all-powerful Gater program advance. I'm sure your defenses can hold up against absolute pain.

Oh, and just to pour salt on the wound, it's much harder for you to personally find all these powerful battlechips to use for these program advances.

If You Die In the Game, You Die In Real Life (+200 CP): Nobody likes extra chain-fail conditions. They're quite awful. Instead you get this sweet jump-fail condition, because that's

so much better, right? The way this works is simple… if any of your Navis (imported or otherwise, a Navi who you legally own) gets deleted, you fail this jump. If any operators who own you get killed, you fail this jump. If, for some bizarre reason, you don't have one of these, you get one who is feeble and weak, who would barely be able to survive a single battle against a Mettaur or who can barely move and survive without outside assistance who you now need to protect somehow. If you fail this jump, you lose all perks and items purchased from this jump document and move on to your next jump having wasted your time here.

Looks Like My Summer Vacation… Is Over (+300 CP): Not really, you won't have a vacation in the first place! Every single time you try to do anything relaxing or slightly vacation-y, it will be ruined, and you will be sad. Whether a bomb threat cancels your camping trip, the AC breaking stops your home relaxation, the plane you're on gets hijacked (and filled with deadly poisonous spiders?), or your house specifically gets targeted by a psycho claiming to be a repairman, you won't get a break and any attempt to decompress will be interrupted in a frustrating and potentially dangerous way. No rest for the wicked, as they say. At least nothing will be immediately deadly as long as you stay away from planes?

The Big Freeze (+300 CP): Freezeman decided to not be a moron in this timeline. Unfortunately for you, this is probably a very bad thing. For the uninitiated, Freezeman used his ice to completely freeze all critical weather infrastructure around the world, causing global natural disasters and catastrophes, and Lan and Megaman had to go around destroying all the ice with various malware-removal programs, of which they couldn't even remove the worst of it without killing Freezeman who wasn't even bothering to hide.

In this timeline, Freezeman made all the ice so strong that his own death is the only way to remove the ice. Not only that, but instead of just standing around menacingly, Freezeman is instead hiding somewhere in the world that can't easily be found and he's immune to any scrying powers you have. Finally, instead of waiting for Lan and Megaman to become powerful enough to face him, he starts his worldwide freeze at the very start of the jump. Can you find him before he crushes all of society under tsunamis and earthquakes? He'll destroy the area he's hiding out in last, so maybe if you let society partially crumble you can narrow it down.

The Full Kotobuki Experience (+300 CP): You've taken on a lot of radiation there, Jumper. Too much, in fact. Your body no longer responds to you properly, as ailed as it has become. You say odd things when you mean something else, your arms move when you try to move your legs, all of your emotions feel a jumbled mess, and you may or may not have sudden bouts of madness. This isn't anything you can't learn to work around, but it'll take considerable effort to learn that left is now right and up is not a color. I believe in you, Jumper, you can learn to live with your disabilities.

A Numbers Game (+400 CP): Bad news: you've been cloned several hundred times. Worse news: the clones have your perks. The absolutely most devastating news: you have to kill every single one of them.

Every one of your clones has 1/10 of your capabilities, which should help. Some of them have 1/10 of the perks you have decided randomly, some have all of your perks at 1/10 of their power. All of them are around 1/10 as strong and capable as you are. None of them are all too intelligent, either, so tricking them and picking them off won't be too much of a hassle.

But fighting a massive number of not-quite-jumpers can still be incredibly dangerous. So do be careful and clean up your mess.

Forte is Fighting [you] (+600 CP): We all know Bass. Even if you don't know him, you probably know him. He's the strongest Navi ever designed, in part because he was created around the Get Ability program. Every single thing he kills, he takes every power, ability, strength, and skill of the thing he kills and adds it to his own power. He also eats bug fragments, a lot of them, absorbing their power as well to become nearly unstoppable. He has had plenty of time to generate absurd amounts of power, and now he's confident in his ability to win against even you.

Bass hates humanity, he wants to destroy humanity the way humanity tried to destroy him. He's decided that you're probably going to stand in his way, and wants you out of the picture first. If you're a Navi, he's going to likely beeline for you as soon as he notices you, and he's pretty good at noticing people. If you're an Operator, he's going to spend a bit of time trying to find a way into the real world in order to eliminate you, and with the existence of Copybots, Dimensional Cores, whatever Gospel is doing, and probably much more, that won't be difficult at all.

Can you face down the strongest Navi who can take the powers of whatever he kills? Even if you have a 1-Up, he'll take all of your powers the moment he kills you and be stronger for it. Your perfect defenses don't mean anything because he has Northwind to blow your defenses away temporarily, and your perfect attacks can't break through his Dark Aura unless you strike twice with your most devastating attacks, and that may just give him the time to kill you.

Maybe you should just hide and pray he doesn't find an ability to track you down…

Notes:

City Netbattler vs. Official Netbattler

It's never actually explained what the difference is, but there is a difference. Chaud, who is an Official Netbattler, regularly refers to how the various crises are Official Netbattler purview despite Lan being a City Netbattler, both in this game and in future titles. I'm going with the interpretation that Official Netbattlers are federal while City Netbattlers are local/municipal.