



V 1.0

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

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

You have **1000 Star Points** to enjoy this new era with.

Toggles

I Came for the Story, I Stay for the Story (Free) - Even the smallest actions can cause massive ripple effects. With this toggle, the world will adapt to your actions to ensure the overall plot and core events of the canon remain intact.

A Link to the Past (Free) - Your journey begins three years before the start of the series, just one week before the tragic incident involving the Peace Space Station - the mission in which Kelvin Stelar and the entire crew vanished after making contact with the Planet FM.

Continuity Shift (Free) - So similar, yet so different. Use this toggle to experience either the anime or the manga version of the Star Force series.

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

Crossover Toggle (+100sp) - Do the events of Operate Shooting Star really happen or the Lunar Knights drop by for a visit? That's up to you to decide.

Early Leave (Free) - The whole trilogy takes place over a course of a single year, so if you'd rather not deal with a (probable) fourth (or more) world-threatening events, I'll let you end this jump early.



Location

You can choose one of the locations below or gain **100sp** by rolling 1d6. You'll start on the day Geo meets Omega-Xis.

[1] **Echo Ridge** - Welcome to Electopia, where you're probably going to be spending most of your time. This place was one of the early adopters of EM Wave Technology, and it shows--nearly everywhere is connected by the Wave Road. This little town may not be the most important right now, but it is home to Geo Stelar. If you don't do anything to stop it, he will become the world's savior.



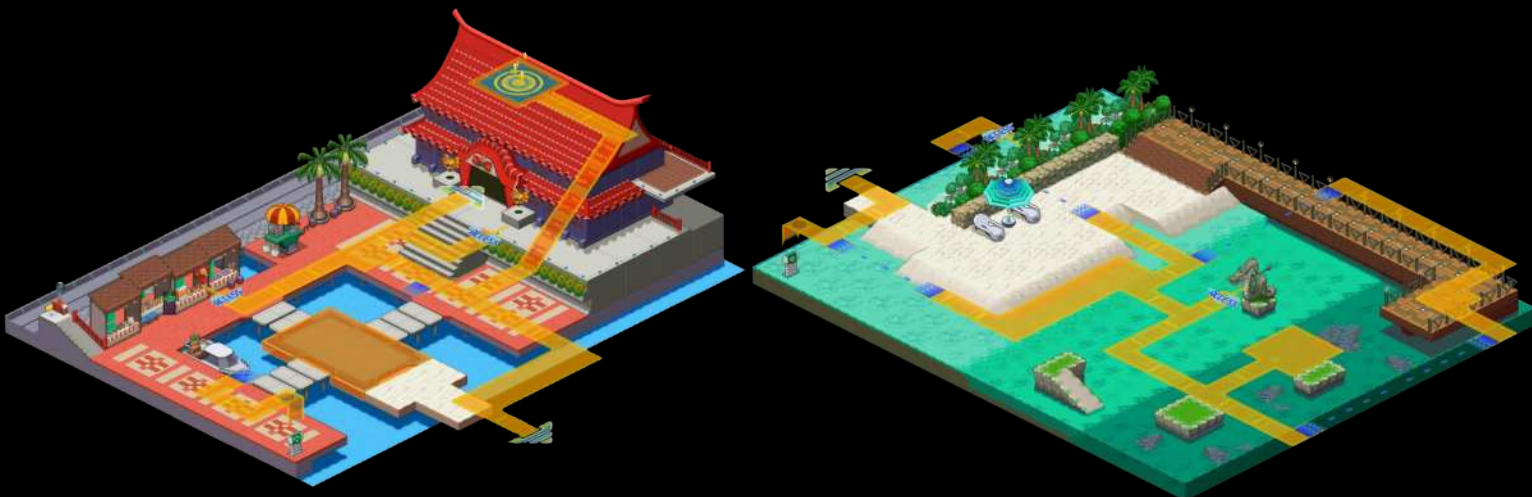
[2] **Loch Mess** - In the northern part of Electopia lies Loch Mess. As you might expect from the name, they say that the legendary Messie lives in this lake, and people from all around come to try and get a glimpse of the legendary beastie. Other than that, this place is fairly unremarkable. The local town uses EM Wave Technology to hover above the lake, but that's the only real notable thing about this place.



[3] **Whazzap** - In the southern part of Netopia is the village of Whazzap, home to the Whazzap Lines and Whazzap Ruins. Both of these have a strong connection with the ancient civilization of Mu, and the local people hold the ancient civilization in high regard. Be careful--if you were to, say, drop out of the sky, you might be chosen as the herald of Mu by the local shaman.



[4] **Alohaha** - The southernmost island of Electopia, Alohaha is a lovely place to vacation. With tropical vistas, an ancient castle, and complete EM Wave support, this place has it all. Why, I even hear in a few months, they may even be bringing in a new island guardian! You won't want to miss that, will you?



[5] **Wilshire Hills** - Located in Capital City, it's a bustling place bolstering the IFL Tower, a gigantic EM waves transmitter, controlling all the EM waves of Electopia. It's also a big commercial center, including a shopping plaza, museum, movie theater and other facilities.



[6] ??? - You find yourself in a safe, random location somewhere in this world. Maybe you're in a different country, like Netopia, Sharo and NetFrica or just in another city. This is an opportunity for you to explore a different side of this world and broaden your horizons.



Species



Human (+200sp) - Ah, humans. Bright, intelligent people who, even now, reach out to the stars in friendship. Not even their setbacks have discouraged them from pushing the boundaries of science as far as they can go. Should you pick this, you'll be relatively mundane, with no real special powers to call your own.

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



EM Wave Being (200sp) - From the AM-ians and FM-ians of space, to the UMAs of Mu, to the Wizards that are about to be born in a scant few months, this world practically revolves around EM Wave Beings. You will become a being made entirely out of EM Waves, existing only in the

EM Wave World. However, there is an exception to this--by making a deal with another, such as a human, you can fuse together into a stronger form capable of interacting with both worlds as needed. You can also force this, seizing control of the resulting fusion, but that would result in a much weaker EM Wave Change than normal.



Origin

You can start at any age, as long as it fits your chosen origin.



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

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



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

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



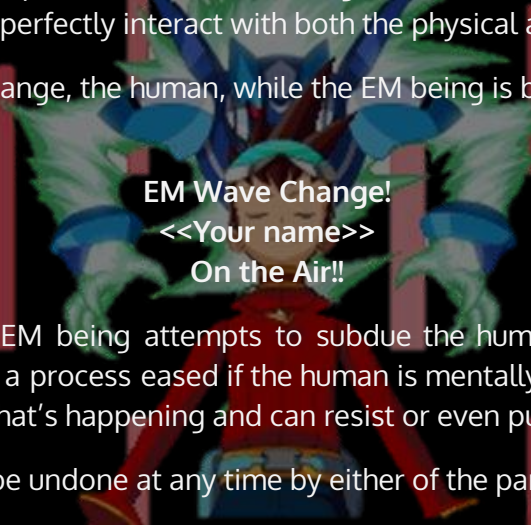
General Perks

All perks are discounted for their respective origin and species. Discounted **100sp** perks are free.

EM Wave Change (Free) -

A powerful transformation that occurs when a human merges with an EM being, resulting in a single EM body that retains the consciousness of both. In this state, the human obtains a waveform, becoming part of the Wave World. As a result, while transformed, they gain all the effects of the **EM Body** perk and become stronger, faster, tougher, able to use Battle Cards more effectively and perfectly interact with both the physical and Wave World.

To perform an EM Wave Change, the human, while the EM being is by their side, has to yell:



EM Wave Change!
<<Your name>>
On the Air!!

Another way is when the EM being attempts to subdue the human's consciousness and assume control over them, a process eased if the human is mentally unstable. However, the human remains aware of what's happening and can resist or even push the EM being back.

The EM Wave Change can be undone at any time by either of the partners.



The Link That Binds Us (Free for this jump, 400sp to keep it with you) -

Bonds have power in this universe, it was first hypothesized 200 years ago by Lan Hikari, a powerful link that connects people's hearts no matter how far apart, even beyond time and space, no one can erase the power of this bond. It came to be known as Link Power, the power we give to another when we really trust that person, the ability for both people to become stronger. The more people you have who trust you and the stronger are your bonds, the bigger this power becomes.

This power doesn't only manifest as strength in times of need, it can safely bring back someone from outer space to their home on Earth. It can grant resistance to possession and strong mental influences, even subjugating them to your will. Temporarily allow you to talk with a loved one from the afterlife. It's essentially the power of friendship that makes miracles possible.

You now carry this power with you, allowing both you and your allies to benefit from it. However, it's not something under your control and remember: it depends entirely on the strength of your relationships, so make some good friends!

Elemental And Properties Cycle (100sp) -

This world has its own elemental interactions and attack type properties: Fire burns Wood, Wood grounds Elec, Elec shocks Aqua, and Aqua extinguishes Fire. Attacks can be further classified into properties like sword, wind, break and possibly others. Each category encompasses associated attacks, for example, aqua-type includes ice attacks, so ice beats fire, sword covers all kinds of blade related attacks, from axes to energy slashes.

With this perk, you can bring this logic to future worlds, choosing whether or not to activate it before entering a new jump.



Galaxy Advance (200sp) - Maybe you're already familiar with its version from 200 years ago. By combining three appropriate Battle Cards in a specific sequence you can turn them into a new, very powerful Battle Card. What are the combinations and sequences? It's up to you to discover, that's part of the fun. Once you use the fused Battle Card, it vanishes, returning the three original Battle Cards to your folder.

Species Perks

Human

Mark of a Human (600sp and Exclusive to Human) - According to the Satellites Admins: "Humans gain true strength when they have something they must protect, if you fight to protect someone your strength becomes unrivaled, that's the mark of a human."

When you're fighting to protect what's dear to your heart, you find strength to push beyond your limits, even if you are on the verge of defeat, something within you refuses to give in: your body ignores pain, your stamina don't fail you and your power increase moderately to help you stand against the threat. A temporary boost that might be enough for you to turn the tables.

Murian

Ancient Blood (Free and Exclusive to Murian) - In your veins flows the blood of Mu, an ancient long-lost civilization that once ruled the Earth through their unparalleled mastery of EM Wave technology. Though the empire of Mu was buried beneath time, a fragment of their legacy endures within you.

As a descendant of the Murian people, you possess the innate ability to perceive EM Waves with the naked eye, allowing you to see Wave Roads, EM beings, and the Wave World itself without the use of a Visualizer.

Solo (Free and Exclusive to Murian) - The people of Mu believed in individual strength, not bonds. In a world where many depend on friendship and Link Power to stand tall, you walk a different path, one carved by yourself alone. To reflect this belief, now you can EM Wave Change through sheer will and without relying on another one. If you have an EM being as a partner, they will instead take the form of a powerful weapon for you to wield.

EM Wave Being

EM Body (Free and Exclusive to EM Wave Being) - Your body is completely made of electromagnetic waves, granting you numerous benefits:

You can see and interact with the Wave World, enter and exit electronic devices and servers, control and modify how they work, as well as find, read, alter and erase their data. Wave Roads are accessible to you and provide a convenient way to quickly reach virtually anywhere. You can also delete EM viruses, EM beings and other electromagnetic bodies such as Noise Clusters. Your peculiar nature also allows you to dive underwater without worrying about pressure or breathing, travel safely in space and move freely through it, and even enter and exit black holes. However, some traits depend on the type of EM being you are:



AM / FM – These EM Beings have a frequency that makes them invisible to humans and can't properly interact with the physical world, having to rely on indirect tactics or perform a Wave Change with a human. Exceptions exist, such as when there are areas with high concentrations of Z Waves, when a Visible Zone occurs or when a human emits strong loneliness waves.



Wizard / UMA – These types of EM beings are visible to the human eye and can interact with the physical world without major issues. However, this also means a human can hurt you, supposing they are strong enough.



Still Within Me (400sp and Exclusive for EM Wave Being) - Any power or item you manage to absorb into yourself, like an **OOPArt**, leaves residual energy within you. This way, you can still use the power even after it has been removed from you.



Residual Waves (600sp and Exclusive for EM Wave Being) - You're a hard one to delete, huh? Like many strong EM Wave Beings, you can come back to life through your residual waves. The boy you Wave Changed months ago? A part of your energy latched onto him and with the right circumstances, you might even awaken again. The place you were deleted? it has your scattered data, perhaps someone could gather it and piece you back together. This doesn't mean you'll come back to life and depending on how you were deleted, there won't be many residual waves left. However, it gives you a chance to return.

PERKS

Drop-in

Hear Me Out (100sp) - Coming from another world makes it easy for you to have a different opinion and perspective that most people might disagree with.

Unlike what happened to teacher Shepar, people are more open to hearing and respecting your opinions and ideas. You won't always be agreed with, but even if your views are unusual or controversial, you're less likely to face harsh judgment or social backlash for speaking your mind.

Double Life (100sp) - Keeping a secret identity isn't for amateurs. You are skilled in balancing your personal life and your double life. Your eyes are trained to spot safe locations to perform a quick Wave Change or slip back into civilian mode. You are unusually good at avoiding watchful eyes, detecting nearby cameras or people just before they notice you, and picking routes that keep your movements discreet.

Additionally, when an incident occurs and you're not actively trying to stand out, your presence tends to subtly fade into the background, making you less memorable to casual observers.

This perk doesn't guarantee your secret identity won't ever be exposed, but it gives you an advantage when it comes to keeping it under wraps.

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

Virus Bounty (200/400sp) - For some people, EM Viruses may be a nuisance, but to you, they're more like walking resources. From now on, whenever you delete an EM being, you will be awarded with an amount of money based on their individual strength. The money goes directly to your Mobile Terminal and it's completely legal.

For an extra **200sp**, totalling **400sp** (before the discount) there's a chance you'll obtain Battle Cards based on the EM beings you deleted.

Post-jump, this perk applies to any enemy you defeat.

Student

Big Wave (100sp) - Battle Cards are awesome. To say you like them is a massive understatement. You possess collector-level knowledge of Battle Cards: instantly recognizing their effects at a glance, knowing the best moments to use each one in battle, how to chain them for powerful combos, and how to build a legendary deck.

Plot Magnet (100sp) - Isn't it strange? The world is so vast, yet important events always seem to happen around you. Much like a main character, you'll never be left out of the key plot events, whether it's an alien invasion, a personal turning point for a friend, or a secret organization's plan for world domination, you'll find yourself naturally drawn toward the heart of it all.

These events don't necessarily target you, so you can choose to engage with them, observe from the sidelines or ignore them entirely and mind your business.

This perk can be toggled On/Off at will, and its intensity dialed anywhere from 0% to 100%, allowing you to control just how entangled you want to be with the plot at any given time

Heart Wave (200sp) - Life isn't perfect and you may already know how it feels to be alone, to watch the world move on without you. But even when you're struggling, when no one seems to reach you, when you find yourself staring at the sky, lost in thought, life hasn't abandoned you.

It'll find a way to place people in your path: classmates who refuse to give up on you, a friendly stranger who sees through your silence and can help you or even someone whose story you can relate to.

What begins as chance can blossom into friendship strong enough to carry you through your problems, as long as you take the step forward.

Guiding Star (200/400sp) - You've got the gift for empathizing and helping people overcome their personal struggles, whether it's fear of being alone, the pain of betrayal, the grief of losing a loved one or a strained relationship with their parents. The right words come to you naturally, providing solace and guidance.

For more **200sp**, if their problems can't be solved by your words and actions alone, a series of events will eventually unfold in their lives, leading them to overcome their problems, grow through these experiences and walk a brighter, happier path.

Scientist

A **Scientist From 22XX (100sp)** - Technology is the backbone of modern society and you know your way around it. You're well-versed in the scientific principles behind EM Wave Technology and related fields, with a level of knowledge comparable to that of a bachelor's degree. Moreover, you're quick to adapt to new technological advancements, able to understand and integrate emerging systems and inventions with ease.

Spaceman (100sp) - Like the astronauts of WAZA, you've received extensive training for the purposes of going to space. You're in excellent shape, able to withstand extreme G-forces. Not only that, but you're ready to deal with zero gravity environments. Whether working aboard orbital platforms or conducting research on the Moon, you're fully qualified for life beyond Earth.

Creativity Spark (200sp) - When you're deeply focused on a problem, invention, or idea, and it feels like you've hit a wall, your mind doesn't give up. Instead, it occasionally sparks with new ideas, helping you break through creative blocks and push forward where others might stall.

These bursts of creativity are noticeably stronger when you're working on something related to your hobbies or personal areas of interest. It won't necessarily give you the perfect answer, but you'll have new angles to explore. However, you're limited to your own knowledge and what's physically possible to create.

Electromagnetic Genius (400sp) - In a world where EM Waves shape both technology and society, people like you are the ones who hold it all together. You possess an exceptional intellect and intuitive grasp of EM Wave technology, able to troubleshoot, adapt, improve and innovate upon existing devices with surprising speed.

Your capabilities place you on par with the finest researchers at AMAKEN, such as Aaron Boreal. Examples of what you can do range from upgrading Mobile Terminals and developing Matter Waves to, one day, even reconstructing EM Beings from fragmented data.

Conqueror

Clarity of Mind (100sp) - A conqueror doesn't rule by power alone, without a mind prepared for the crown's weight, they're bound to become someone's puppet. You've developed a mind that doesn't crumble under pressure or bend to fear, remaining in control of your emotions, rather than letting them rule you. Furthermore, you're prepared to face stressful situations, calmly reflect on the information at hand and make sound judgments, all without falling into paranoia.

Redemption (200sp) - In the eternal flow of time and the vastness of the cosmos, it's possible you might one day take a wrong turn in life, whether through misguided ideals or less excusable choices. But if you ever come to genuinely regret your actions and desire to change, you'll find that life is more forgiving than it seems.

The consequences of your deeds won't go away, but people will be more willing to forgive you and opportunities to make up for your mistakes and change your ways appear.

The one you once fought might become your friend. The planet you destroyed may be rebuilt to its former glory.

Finding the Weeds (200sp) - To rule over an organization is necessary to see through people's masks and realize their true intentions, as the one who smiles at you may be the first to stab you in the back. You developed an impressive skill in detecting shifts in behaviour and inconsistencies in words or actions. Complementing this, fortune seems to tip slightly in your favor when it comes to sensing treachery and uncovering hidden agendas before it's too late.

Boss's Authority (400sp) - You're not like the others, mere pawns of fate. Your path is one of command, and anyone who lays eyes on you can sense it.

You exude the aura and presence of a true boss, compelling others to take you seriously, feel at least a flicker of intimidation, and become more inclined to follow your orders.

This authority isn't limited to the real world. In the Wave World, your presence allows you to issue commands to EM Viruses weaker than you. The greater the power gap, the easier it is for them to submit. EM Viruses aren't exactly known for their intelligence, but if you need chaos unleashed in a specific area, they'll follow through without hesitation.

Items

Items from your chosen origin are discounted, discounted **100 sp** items are free. If any item is broken or lost, a new one will appear within the following week.

Mobile Terminal - Transer (Free and Recommended) - This is an EM Wave Interface, a standard electronic device used daily by people in this world and now, by you too.

The **Transer** is a wrist-mounted device and it comes with all the canonical features, which is to say, quite a lot. For example: using Battle Cards to delete EM Viruses, a Personal Card that also serves as ID, help signal, Net connection, e-mail, notepad, phone, banking system, electronic payment. It also includes the Navi Card, BrotherBand and Battle Card (including folders and library) systems, and can execute many of its functions via voice command. Oh, it can also house an EM Wave Being inside it.

For your convenience this item is unhackable, immune to viruses, and never needs to be recharged.



Star Badge (Free) - Some achievements are too important to fade with time, defeating a world-ending threat, collecting every Battle Card, saving an entire city or a personal milestone. When such a moment comes, a personalized Star Badge will be added to a special menu in your Mobile Terminal as a permanent record of your accomplishment.



Shooting Star OST (Free) - A complete collection of the original soundtrack from the Mega Man Star Force trilogy and the anime adaptation. This item plays the perfect track for the situation, without distracting or overwhelming you.

Only you can hear it and can freely turn it on/off, select specific tracks, or let it run automatically in the background.

Custom Navi Card (50sp, Can be taken multiple times) - You can create a Navi Card of your choice, capable of performing a specific function in electronic devices and offering you advice when needed.

Cloaker/SrchEye (50sp, Can be taken multiple times) - Enjoying a peaceful stroll in the Wave road only to be interrupted by viruses? Here is the solution! by using the **Cloaker**, you can significantly reduce the chance of attracting viruses for a few minutes, giving you some time to explore or relax without interruption. On the other hand, if you want to track them down, the **SrchEye** lets you quickly locate and engage viruses of the same type you've recently encountered, if there's one still around.

You receive one of your chosen item every week and both are stored in the Item menu of your Mobile Terminal. They can only be used while in waveform and outside of battle.

Enrgy (50/100sp, Can be taken multiple times) - Constant battles can wear down even the toughest warriors, but fortunately, you have options:

For **50 sp**, you receive the **SmEnrgy**, capable of providing a small energy boost, just enough to pull you back from the brink of deletion and get you moving again.

For **100 sp**, you get the **LrgEnrgy**, a stronger energy recovery item that restores a moderate portion of your HP, enough to keep you going through a few more encounters with standard viruses.

These items are stored in the Item menu of your Mobile Terminal and can only be used while in waveform and outside of battle. You automatically receive a new one every month.

Visualizer(100sp) - A pair of glasses essential for those who can't see EM Waves, like most humans. Wearing them allows you to see EM Beings, Wave Roads, and locate Waveholes. Not particularly useful if you can already see them.



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

Navi Cards Collection(150sp) -

Those are NetNavis of this era, capable of entering and controlling electronic devices, by swiping their card in your mobile terminal they're summoned to help you. Each one is specialized in a function, you receive 6 of them:

PropellerMan - Specialized in aeronautics, can pilot anything related, like RC chopper, aeromodels, robots to operate in Zero-G and is willing to advise you on how to achieve flight.

PitcherMan - An expert in baseball, his main function is to operate pitching machines.

KeyMan - Unlocks any electronic door, though needs a password if the system requires one.

ThermoMan - Operates air-conditioning systems, comes with three functions: heat, cool and blow wind.

ShovelMan - Controls backhoes.

DriveMan - Operates vehicles and automobiles as an intelligent autopilot, leading you to anywhere you want.

TeacherMan - A Navi specialized in academic tutoring , assisting you with self-study so you can keep up with school, even if you avoided it for three years.






Card Trader (200sp) - This machine is controlled by none other than the TraderMan. He's more than happy to help you clear out those old, dusty Battle Cards collecting cobwebs on your shelf. You can insert sets of three, five, or ten Battle Cards and it will exchange them for a new one. It doesn't accept giga cards (why would you do this?) nor can it give you one.

The more cards you put in, the higher your chances of getting a rare Battle Card, but stronger cards don't imply better results, it's just you and your luck, and once exchanged your cards are gone for good, TraderMan never gives refunds.

Once per month, this machine will give you a random Battle Card for free.

CARD COLORS

-  **STANDARD CLASS** Cards
-  **MEGA CLASS** Cards; rare and hard to find
-  **GIGA CLASS** Cards; so rare, only a few exist

Drop-in

Basic Documentation (100 sp) - It's troublesome to appear out of nowhere and have to explain to the authorities why you lack identification or having to take various licenses and degrees again. This item takes care of that for you.

For every world you visit, you are provided with all necessary legal documents, such as identification cards, citizenship papers, degrees, professional licenses, or similar, suited to your actual knowledge and abilities.

Everything is fully legal and registered in the appropriate government databases and archives, allowing you to function as a local without suspicion or hassle.

Tutorial (200sp) - Is this your first time performing a Wave Change? Or did you just unlock a new power? Cool, but what exactly can you do, and how do you use it?

This problem is a thing of the past, every time something like this happens, your Mobile Terminal receives a short email explaining how it works and what changed. Nothing too deep, but clear enough for you to get the gist of it.

Studywave (400sp) A large EM device about the size of a small room, designed to boost the students' academic performance. It works by broadcasting information directly into the brain via EM waves, unlike the original version. Unlike the original version, this one has been refined to eliminate health risks and avoid interference with nearby electronics.

Simply insert the desired information into its database, and the Studywave can transmit it. However, it takes time for an individual to fully comprehend the broadcasted knowledge, depending on their individual capacity for understanding.

Student

Battle Card Collection (100sp) - This is a bag filled with all sorts of Battle Cards, tools used to defeat EM Wave Viruses. While there aren't any Mega or Giga Cards in this pack, you've got enough to make a folder, thirty Normal Battle Cards.

Personal Sanctuary (200sp) - To Geo, Vista Point is the closest place in his neighborhood to the sky and to his father, a symbol of longing and connection. Like him, you'll find in this and future worlds, special places where you can simply relax, reflect on what's been happening in your life and put your thoughts in order.

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

Satella Gadgets (100sp) -

Aliens from space? Just because you can't see them doesn't mean you can't fight back. Now you have a kit filled with the same gadgets used by a certain investigator from Satella Police to pursue those beings. This kit includes:

- Z Wave Detector: An antenna and its program for your Mobile Terminal, allowing you to measure Z Wave levels and pinpoint their direction.
- Z Wave Neutralizer: a powerful handheld gun. When fully charged, its shot can destroy wave balls and inflict significant damage to many EM Beings. Unfortunately, it can only be fired once per day.
- Z Wave Reflector: a powerful EM Shield activated by your Mobile Terminal, it temporarily protects against EM Beings getting closer to you (a good way to prevent them sneaking into your Mobile Terminal).

Now you're ready to start searching EM Beings. Just... try not to behave like a weirdo, invading homes with an antenna on their head.

Blank Cards(200sp) - You have ten Blank Cards in this pack. These are essentially raw potential. You can program and reprogram these to do practically anything, from accessing discontinued Battle Cards to injecting raw programming straight into EM Waves. You'll want to experiment with all the possibilities to see what you like the most.

WaveTech Lab (400sp) - What would a scientist be without a lab to conduct their research? This facility comes fully stocked with cutting-edge equipment and supplies for working on EM Wave technology, even rivalling those found at AMAKEN. Furthermore, you won't have to worry about the electric bill, somehow this item provides all the power its equipment needs.

Post-jump it becomes a warehouse attachment and can be imported in any suitable location at your will.

Space Station (600sp) - Did they build a twin to the Peace Space Station? You now possess a fully modular, self-sustaining space station.

This station can be automatically imported into orbit around any planet, moon or in space. It

features a stable doorway connected directly to your Warehouse, allowing easy access in and out.

The station is equipped with everything a space station needs, including (but not limited to):

- **Power Generator Module** - capable to supply the entire station without the need of refueling
- **Environmental Control Room** - precisely monitors and controls the temperature, humidity, pressure and gas composition for each module, activating the necessary components to keep it under the parameters.
- **Lab Modules** - Fully equipped with top-tier EM Waves Technology for scientific or technical research.
- **Maintenance Module** - including blueprints, tools, and a zero G maintenance robot capable of moving in space and to fix electrical systems and the outer hull.
- **Service Module** - For general operations and support.
- **Living Module** - Comfortable quarters for long-term habitation.
- **Escape Pod** - Just in case.
- **Recycling Module** - Nothing is wasted; everything is processed and reused.

In addition the station includes Interplanetary EM Wave Communication and BrotherBand Systems, a custom module of your choice, a system for processing and generating breathable gases, enough supplies for at least a six months, and all the necessary materials for each module. It can also receive future upgrades.

Optionally, you can choose for it to be a copy of the Peace Space Station as it was at the time of its launch, with all the functionalities listed above included.

Conqueror

G Viruses (100sp. 200sp for other origins) - A group of ten EM Viruses at your command, but not just any viruses; each one of them could be considered an alpha of their family group, notably larger compared to normal EM Viruses and tougher. Uncommonly for viruses, they seem quite smart, comparable to a dog, and recognize you as the leader of the gang, so they won't mess with your electronics and will happily obey your commands. When not assigned to a task, they sleep soundly, saving you from further responsibilities and if any of them have the misfortune of being deleted, one new random G Virus will be born two weeks later.

Wave Balls (200sp) - That's what happens when a bunch of Z waves comes together: it forms a cluster that spawns EM viruses and emits radiation. Just six are enough to cause a blackout. Due to their EM nature, normal humans can't see or destroy them without specialized equipment, and if left alone for long enough, it can even attract FM-ians. You receive six wave balls, which can be summoned at any location you can see.

Planet JM (800sp) - Turns out there was a third planet with EM Wave Beings living on it besides Planet AM and Planet FM. This planet considers you to be its ruler, and is entirely filled with EM Wave Beings. While they don't have anything on the level of Andromeda, it's still an entire planet's worth of symbiotic creatures that are loyal to you, so do with that as you will.

STAR FORCE

The Power of the Stars - Star Force. By purchasing from the options below, you receive the Star Force of the corresponding satellite admin, who together are known as the Three Sages of the planet AM :

- Pegasus Magic



- Dragon Sky



- Leo Kingdom



The Star Force is a **power of protection**, it can only be called upon when the will to protect someone is very strong. It grants a transformation you can use while in the waveform, giving access to their power and making you notably stronger.



Ice Pegasus (200sp) - Transforms you into Ice Pegasus, an aqua-type transformation capable of flying and launching an ice slash that freezes enemies in place. Like all transformations, you receive a boost in all your powers, but this form focuses on mobility and attack speed. While in this transformation, you're vulnerable to **elec-type** attacks.

Fire Leo (200sp) - This Star Force allows you to transform into Fire Leo, a fire-type transformation specialized in brute strength and high-damage attacks to quickly delete your foes. Charging your attack allows you to fire a long-range fire blast. As expected of a fire-type, this transformation is vulnerable to **aqua-type** attacks.

Green Dragon (200sp) - Transforming into Green Dragon imbues you with the wood-type element. This form favors a more defensive fighting style, boosting your durability more than your other attributes. Its charged attack, Woody Shoot, covers a large area, allowing you to hit multiple enemies. While not as fast as Ice Pegasus or destructive like Fire Leo, you don't fall behind in terms of power. While in this transformation, you're vulnerable to **fire-type** attacks.

Companions and Followers

All companions' abilities and items will carry over and remain fully functional in future worlds.

Brothers (Variable) - In a story about the value of relationships, it would be cruel to leave your friends behind. For **free**, you can import as many companions as you want, they can choose any origin and species available, but receive only 600sp to spend on this jump, no stipends. Optionally, you can spend **50sp** per companion for them to receive 600sp and half the amount of stipends for SF2 and SF3 or a flat **300sp** to import as many as you desire on the same terms.

Bands (50sp) - Ah, find someone you like? Well, pay up, and I can ensure you get a good enough relationship with them that, unless you screw up phenomenally, you should be able to convince them to come along on your journey with you.

Partner (Free) - You've found someone who complements you in a way few others ever could. Whether they're a human or an EM Wave Being depends on what you are, but together, you make a complete team.

This companion has the following benefits: **600sp**, full stipends for Mega Man Star Force 2 and 3. Optionally, you can use this option to import one of your companions, giving them the same benefits.



Hertz (100sp) - The adorable beings that inhabit the Wave World, responsible for delivering commands to electronics and carrying information. They come in many appearances and personalities. Counting as followers, here you have thirty of them, but be careful, they're fragile and even simple viruses can delete them.

If you make friends with any hertz during your time here, they can be included in this group as well.





Drawbacks



The sp you obtain on this section can be spent anywhere on the doc.

Double Life (+100sp) - For one reason or another, you have an identity you can't reveal to the world. Whether it is your nature as an EM being or your alter ego after Wave Changing. It's fine if a few friends know about it. However, until the creation of Wizards and the Hunter-VG, you'll try to hide your identity from the general public.

Emotionally Distant (+200sp) - It appears there's been an accident. This accident scarred you emotionally, making you cut yourself off from friends and family alike, and now you just kinda...mope around. With time and patience, you can rebuild these bonds, but for the time being, you're going to have to deal with a hefty case of depression.

Plot Bunnies (+200sp) - So whatever world-threatening thing is happening today? Well, it seems to almost always revolve around you. If you happen to leave your town for the day, just to relax for a bit, at some point, there will be some sort of event happening there. Most of the time, it'll just be a minor inconvenience, but sometimes it'll be a person who EM Wave Changed, and they tend to be a bit more tenacious than a broken down bus.

Bounty (+300sp) - Looks like the Satella Police put a bounty on your head – 8,000,000 Zenny for your capture. A lot of people are going to be chasing that pretty number, and a fair number of them are going to have the ability to EM Wave Change. This will happen at some point during your time here and you'll have to clear your name somehow if you want to live a peaceful life. Or don't, and let everyone come to you, I'm sure that's good fighting practice.

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

Scenarios

Taking any of the scenarios will force their events to happen, regardless of the changes you make in this world.



"Relationships are the essence of society. Anything you can't solve on your own, can be overcome with the help of a friend. Other people can make us stronger and we can give other people strength, too. If everyone on this planet were connected by BrotherBands, we'd all live in a wonderful world where we could support each other."

BrotherBands were born from this idea, a function from the **Mobile Terminal** that connects people who really trust each other via Link. It helps people to grow closer and strengthen their bonds. It's considered a big deal because you have to share a secret of yours and other personal information like favorite food, hometown, recent interests, etc.

To complete this scenario, you must form **eight genuine BrotherBands**. A shallow bond is not accepted, it has to be a close, lasting friendship built on mutual trust and care. For the duration of this scenario, people are immune to the effects of any perk or items that might help you complete it. You have until the end of this jump to form these eight strong, genuine BrotherBands.

Reward: If you succeed, you and your Brothers receive the perk **The Link that Binds Us** for free. If you already purchased it, the cost is refunded. Additionally, anyone among your Brothers who wishes to come along with you may be brought as a **Group Companion**.

From The Space

The year is 220X, humanity has developed EM Wave Technology and extraterrestrial life has been discovered. Three years ago, NAZA launched the Peace Space Station, carrying the hopes and dreams of humanity. Its mission was to establish a BrotherBand with Planet FM. However,

the paranoid and manipulated FM King interpreted it as an act of war and decided to launch an assault on Earth.

Shortly before your arrival, the EM being known as Omega-Xis betrays the FM King and steals the Andromeda Key, the activation key for the ultimate weapon of Planet FM, and flees to Earth. The FM King is now sending his warriors to retrieve it, intending to use Andromeda, the weapon that annihilated Planet AM, to attack Earth. Will you stand by the Earth's side, aid the FM King in his objective or attempt to seize Andromeda for yourself? The choice is yours.

If you choose to defend the Earth

One of the Satellite Admins will recognize your resolve and deem you worthy of receiving their Star Force. Taking this path will make you an enemy of the FM King and his warriors will actively seek to delete you.

It is recommended that you prevent the retrieval of the Andromeda Key, cause should Andromeda awaken, this scenario danger rises significantly, unless you feel confident facing Andromeda head-on.

Rewards:

- **Immediate Reward:** You receive one **Star Force** from this jump for **free**. You may take it before the jump begins. However it will only unlock its power after your first encounter with its corresponding Satellite Admin, which will occur within your first two months here.
- **Victory Reward:** If you manage to stop the FM King and save Earth, you receive the following item:

EM Wave Satellite - A replica of one of the three satellites belonging to the Satellite Admins. At your will, it can be placed in orbit around any planet, and it will begin to develop an EM Wave World, complete with Hertz and EM Wave Beings based on the world in question. If you wish, its Satellite Admin will be present on board the satellite, should you need their help.

If You Choose to Aid the FM King:

By siding with the FM King, your mission will be to locate Omega-Xis and retrieve the Andromeda Key before the other FM-ian warriors do. But don't underestimate this task, the FM-ians won't easily trust you, some have ulterior motives and might even betray you. Meanwhile, the Satellite Admins continue to monitor Earth from orbit and don't forget that Omega-Xis is a formidable warrior and when he EM Wave Changes with Geo Stelar, they become a force capable of winning many battles others would certainly lose.

Should you succeed in retrieving the key and personally delivering it to the FM King, your mission will be complete and your loyalty will be rewarded.

Reward: +300 sp to spend anywhere in this jump.

If You Seek to Seize Andromeda for Yourself:

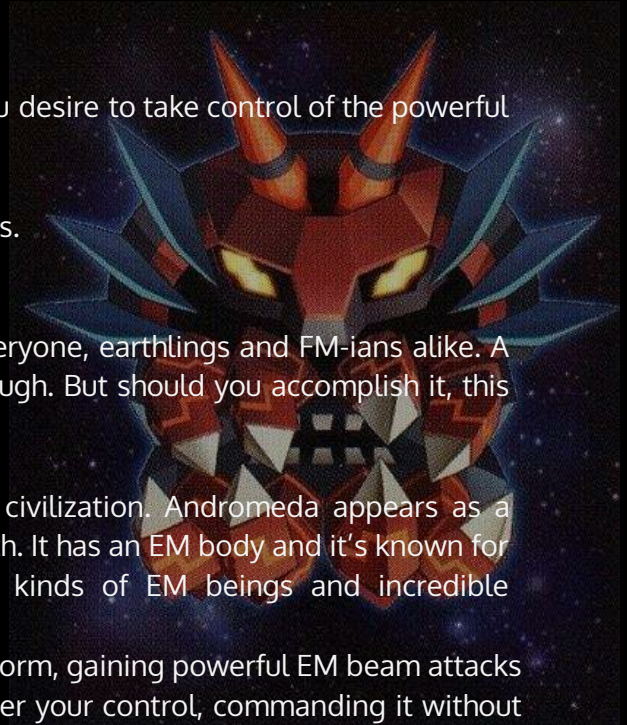
The last option is also a very ambitious one, should you desire to take control of the powerful Andromeda, you have to acquire two items:

- **The Andromeda Key**, in the hands of Omega-Xis.
- **The Control Panel**, in the hands of the FM King.

Pursuing this path means you'll have to go against everyone, earthlings and FM-ians alike. A dangerous path unless you're strong and cunning enough. But should you accomplish it, this weapon will be yours to command:

Andromeda - The ultimate weapon of the FM-ian civilization. Andromeda appears as a massive monster-like robotic head with two sets of teeth. It has an EM body and it's known for overwhelming firepower, the ability to consume all kinds of EM beings and incredible durability, showing no elemental weakness.

If damaged enough, it shifts into a towering humanoid form, gaining powerful EM beam attacks and greater mobility. Now, this terrifying force lies under your control, commanding it without need for a control panel or key.





+600Sp to spend in Mega Man Star Force 2. Everything purchased here, including drawbacks, will only enter in effect two months after this jump's start.

Perks

Ability Wave (Free for this jump. 200sp to keep it with you) - Earth has been plagued by EM Viruses for many years, a constant danger for the little Hertzies. In response, they have been developing the ability to power-up themselves with all kinds of abilities: increasing one's HP, providing protection from high temperatures, making your body lighter and even picking up the latest news on the streets.

Now, you too can make use of them while in your waveform. Ability Waves are stored in your Mobile Terminal, where they can be equipped or unequipped. How many you can keep active at once depends on the type of ability and how much your body can handle.

Star Cards (200sp) - When deleting an enemy there's a low chance they will drop a Star Card, stronger versions of a Battle Card, ranked by the number of stars it has.

The Mobile Terminal will include a special slot in its folder system specifically for Star Cards. When a Star Card is placed there, all Battle Cards with the same name in the folder will receive a power boost. However, you can only include up to **three** Star Cards in a folder at a time, and just one of each card name.

Social Privilege (300sp) - It only lasted for a short time for people in this world, but for you, this wave won't end anytime soon! Society has been reshaping itself to value individuals with high "Link Power", a numerical value measured by the Star Carrier.

Similar to social credit, the more you have it, the better you're perceived as a member of society, unfortunately making people forget what Link Power is meant to represent. But hey! It comes with benefits based on how much you have: half price bus fares, VIP seating in movie theaters, exclusive hotel suites, crossing international borders without a passport and even being accepted into prestigious universities without needing to take entrance exams. However, keep in mind this doesn't give you permission to abuse or break any laws.

In future worlds, people will also tend to offer you better or even special treatment based on your measured "Link Power".

Drop-in

Let Me Tell You One Thing (100sp) - Like Ken Suther, you possess a natural talent for storytelling. You can tell captivating stories that seize the attention of your listeners, keeping them hooked until the very end, unless the story isn't interesting or they are in a hurry. Additionally, you now have an increased chance of finding yourself in non-dangerous, interesting and unusual situations, the kinds of experiences that make for great stories later on. This effect can be toggled On/Off at will.

The Great Budicus (200sp) - Life is full of surprises, sometimes you're mistaken for someone you're not... someone you might even wish to be. You have a knack for pretending to be someone else, taking advantage of the situation for your own benefit. Conversely, you're just as skilled at convincing others that you're not who they think you are, protecting yourself from trouble.



Still On The Job (200sp) - Sometimes things go wrong, sometimes they go wrong again and again. When you're following orders, you'll find that people are more tolerant of your mistakes. As long as you're putting in genuine effort, you won't be harshly punished for the occasional failure. This doesn't give you a free pass forever, but you'll be granted far more leniency than most.

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

Student

I Can Do It (100sp) - Who said age is a measurement for someone's skills? Even middle schoolers can save the world these days, so why shouldn't you be allowed to take a flight to another country? When you really need to do something, age won't be a wall standing in your way anymore.

Your Father Once Said (200sp) - Sometimes, all it takes to push forward is a voice that believes in you. At key moments in your journey, when you're lost or struggling with a personal problem, you'll either remember, read or hear words from someone that will inspire and help you work through it.

One of Us (200sp) - Even when someone is surrounded by friends, they don't necessarily feel important or belonging to the group, each one has something to be proud of, such as strength, natural leadership or even being a world-saving hero! These thoughts will never haunt you, cause your friends value you just by being yourself, you don't need to be exceptional. After all, if they're really incredible, isn't being their friend a reason for you to be proud of?

Kizuna Wave (400sp) -Everyone has high expectations for a hero, but what if they fail? What if they can't carry the weight of people's hopes and dreams? Whether they succeed or fail isn't what matters, it's the courage to try.

Like a hero, you have the courage to move forward even when you're afraid, to try even against all odds. Your courage has the power to inspire others, and even if they fail, their courage will inspire the next. Courage is what connects them all and those bonds give them strength.

Scientist

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

Non-Volatile Memory (200sp) - A mind like yours is too valuable to be lost. Luckily, your brain is built differently from common people. You vividly remember everything that matters to you, even if it happened long ago. Furthermore, your brain will never suffer from age-related problems, such as loss in cognitive efficiency or conditions like Alzheimer's disease. Even if someday you were to fall from the sky and hit your head on a rock, you wouldn't lose your memories and accidentally become a herald by an exotic tribe.

Inventor's Foresight (200sp) - It's hard to predict all the consequences an invention might bring, and you don't want to regret it later, do you? You have a heightened intuition regarding how your inventions might impact society. Perhaps introducing a system to measure Link Power will cause people to obsess over raising its number to receive privileges, instead of building genuine relationships. So remember to trust your guts before releasing your work to the public.

Scholar of Yore (400sp) - To walk towards the future, sometimes you need to look back at the past, the legacy of ancient civilizations. You possess the scientific brilliance needed to understand and decipher ancient materials, uncover their secrets and learn how to replicate and adapt their technology to the current era.

Conqueror

Exploiter (100sp) - Not everyone has the means or resources to reach their goals and many times they have to find their way through whatever life throws at them. You have a knack for taking advantage of whatever situation you're in, making lemonade out of lemons.

Did a guy drop out of the sky? Great, he's the Herald of Mu now, and you're using him to manipulate the villagers.

Did a short kid claim he saw Messie? Perfect, that's your chance to boost your show's ratings.

And if no opportunity arises? You create one yourself.

The Phantom Of The Opera (200sp) - The world is a grand theater and people shall follow your script! You're incredible in making plans and casting people to be your characters, taking advantage of their beliefs and goals to make them follow your script. Of course, a maestro like you can't leave loose ends to bite you back. Those you incite to carry out your misdeeds will find it hard to blame or turn against you, after all, unlike them, you haven't done a thing... except for a little push.

Lone Wolf (400sp) - A chain is only as strong as its weakest link, so why should you rely on others when you can handle things on your own?

Through your own means, you can achieve what others can only manage through teamwork. A normal person might need the help of a friend to navigate the Bermuda Maze or the support of an organization to safely reach the core of a meteor server and yet, you can do both, alone.

Right to Rule (600sp) - Vega believes that those with talent should rule over the foolish, for when the foolish hold power, they bring nothing but suffering. You possess talent, at least a moderate level, in any field that aligns with your personality. While this doesn't replace hard work, when combined with dedication, success becomes only a matter of time. Moreover, you have a keen eye for recognizing potential in others, able to spot individuals whose talent can be honed and refined.

Items

Items from your chosen origin are discounted, discounted **100 sp** items are free. If any item is broken or lost, a new one will appear within the following week.

Mobile Terminal [Upgrade to Star Carrier] (Free) -

Time flies and the Mobile Terminal has already received its successor: the Star Carrier. It contains all functions of its predecessor and comes with upgrades and functions that are becoming a sensation among the public.



The first new addition is the ability to store and materialize Matter Waves, a new technology capable of turning EM Waves into solid objects, including cars, electronics and many other things. Like Navi Cards, their program often comes with a personality, so you can always have a little talk with them.

The second core aspect is providing a numerical value for Link Power, an attempt to measure the trust and bonds you have with your Brothers. But be mindful: the real concept of Link Power is not limited to BrotherBands or confined by numbers.

The Star Carrier also comes with some quality-of-life upgrades, like the Air Display, a floating screen you can touch and hold to interact with the Mobile Terminal functions instead of using its small screen. This also allows you to show your ID to someone you just met or simply see each other on a video call. Another useful feature: Battle Cards are now stored in the form of data, so losing them somewhere is not a worry anymore, especially if you get your hands on a rare one.

By taking this item, your **Transer** automatically becomes a **Star Carrier**; you won't lose any data or your BrotherBands by doing so. As a bonus, I'll add for you the feature to change its appearance to any previous or future upgrade.

In future worlds, it can store money as data and convert it back to physical form, already adjusted to the current setting.



Custom Matter Wave (50sp, Can be taken multiple times) - You can create a Matter Wave with the appearance, function and personality of your choosing. While not powerful, they can lend a hand in your daily life. Your Matter Wave may be a cheerful fridge, a chatty massage chair, a stylish EM Wave stove, a loyal umbrella, a personalized sports car, or even a polite security guard. Each one is downloaded directly to your Mobile Terminal and can be summoned either by selecting them through the Mobile Terminal or by saying: "Materialize <Matter Wave name>".

Matter Waves Collection (200sp) -

Matter Waves are a form of technology capable of converting EM Waves into solid objects and back again, materialized by a Mobile Terminal like the Star Carrier or newer models. Each one has a function that can perform and are intelligent enough to engage in conversations. There are all kinds of matter waves in this world and with this item, the following 10 will be stored in your Mobile Terminal:

Ollie - A skyboard (self-propelled aerial surfboard)

Vac Mac - A vacuum machine, based on the one used in a certain ghost movie. It's not only great for cleaning, but can also suck EM Wave ghosts.

Welzusi Brothers - A Ski set with a good sense of humor

Fill-U-Upper - An eating machine, helps you to win eating contests. Has rivalry with Cook-O-Matic

Gabby Guide - A guide, as long as it has enough knowledge, it can guide you anywhere.

Divey Jones - Diving Machine, equipped with the ability to dig into a lake floor

Cook-O-Matic - Cooking Machine, has rivalry with Fill-U-Upper

ProjectoSnoot - A classic style movie projector, able to play any video files and can fast-forward and rewind.

Tripper - A bike with self-propulsion, especially popular with women.

Mr.Tent - A comfortable tent, big enough to accommodate at least three people.



Indie Proof (200sp) - An item of mysterious origin, powerful enough to rival even an OOPArt, yet it can only be absorbed by those who have forsaken bonds and all ties to other people, thus the user should possess none Link Power. While in wave form, this item grants a considerable power boost, a weapon of your choice and the EM Wave barrier. The barrier, within its limits, protects you from attacks and prevents anyone from approaching you, friend or foe, human or EM body. Should you later choose to embrace bonds and friendship, you may willingly remove the Indie Proof from yourself.

Kamikakushi (200sp. Free for Murian) - An eyeball-like matter transporter EM device from Mu. It creates black holes to send targets to the Un-Dimension. This dimension can be used for storage or to temporarily lock someone in there, but it always has one bright white exit.



Kamikakushi has an EM body, so it can't normally be seen. It can also be used as a travel device to send itself, you or others to anywhere on the planet, though it might take a while to learn how to control it and avoid ending up on a random island.

Drop-in

Trnslatr (100sp) - You poor thing, you! I feel for you! A little jumper all by themself, visiting places where no one understands them ...you must feel alone! **Sniffle!**
Well, please allow me to give you this: An automatic translator who understands and lets you be understood in any spoken language. Be strong, Jumper.

Newsletter (200sp) - You'll receive regular newsletters on any topics you desire, typically containing insightful and useful information. You can freely change what kind of newsletter you want to receive, even targeting specific subjects like: artifacts from ancient civilizations or the whereabouts of your missing friend.

They'll come to you every few days via email, unless there's no relevant information for a new issue, but if your Mobile Terminal (or equivalent device) is broken, don't worry, a printed version will find its way for you, no matter where you are. The newsletters are written by real people, so don't expect information about something nobody knows or isn't willing to share.



Ginger Beef / Gyudon Pot (100sp) - A delicious meal to brighten your day, this mysterious pot has a peculiar trait: once a day, when no one is looking, it fills itself with hot, fresh and delicious gyudon. The pot doesn't discriminate between the different game localizations, so if you're in the mood for something different, it can also fill itself with ginger beef. Its food never spoils, never goes cold and always tastes good.

Ability Wave Collection (200sp) - Another collection, this time of multiple abilities. You can equip as many as your body can support. The rarer and stronger the ability waves are, the greater is the toll they take. They range from utility ones to combat-oriented effects, such as modifying how your Buster works or increasing your HP.

Scientist

Advert Ship (100sp) - An autonomous flying ship built for broadcasting commercials in the sky. It can hover in place, follow a programmed flight path or orbit a designated area. It uses Matter Waves to project giant Air Displays for broadcasting whatever you want. Whether you use it to earn money, spread propaganda about the Jumper's Empire or rickrolling the masses from above, the choice is yours.



Matter Wave Soldier (400sp) - A very powerful custom Matter Wave designed for battle. They have the appearance and personality of your choice, and their prowess is enough to rival Hollow. They count as a follower and can be imported as a companion in future jumps.



Conqueror

Ancient Star Carrier (100sp) - A symbol of Mu's technological advancement, this device served as the prototype for the modern Star Carrier. You receive **five** Ancient Star Carriers, each paired with a UMA capable of performing an EM Wave Change with any human.

These UMAs are loyal and will follow your commands without question. Should either the UMA or the device be deleted, a replacement will be granted after three months.



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

TRIBE ON

Murians receive one for **free**. OOPArts purchased here are free from their lingering spirits.



OOPArts - Powerful relics hailing from the ancient civilization of Mu, whose dominion over EM Wave technology, made them rule the Earth. Each OOPArt greatly contributed to the downfall of its own tribe. Emanating strong EM Waves, Out of Place Artifacts still carry the spirits of their respective tribes and are powerful enough to overwhelm the will of many beings. However, for those that can make this power their own, a new transformation wielding the pinnacle of the corresponding tribe's power is awakened.



Tribe On (Free) - When in the waveform, you can tap into the OOPArts power to transform yourself into a powerful tribe warrior, accessing all their power and unlocking the powerful Link Force Big Bang. This transformation is not limited to a single tribe, you can use a second OOPArt to perform Double Tribe and even a third one to achieve the mighty Tribe King form.



While in Double Tribe, you retain the strengths and abilities of both tribes, becoming considerably more powerful. However, your elemental attribute changes to match the second tribe used in the fusion.



Fusing three tribes will temporarily awaken the Tribe King form. This transformation has no elemental weakness, has all the abilities of the fused tribes, and doubles the base attack power of the Battle Cards during its duration.



Sword of Zerker (200sp) - "In the days of old, there was a tribe whose unparalleled strength allowed them to prosper in the land. This tribe of hot-blooded warriors who swung large swords in battle, was known as Zerker."

This OOPArt allows you to transform into **Thunder Zerker**, a ferociously strong warrior that can charge their sword to launch powerful elec-type attacks that paralyze enemies, leaving them open to follow-up attacks. This form enhances the attacks from all **elec-type** Battle Cards and can charge multiple Battle Cards to quickly unleash them on their enemies, dealing massive damage and giving them little space to breathe or react. However, this warrior is vulnerable to **wood-type** attacks.



Star of Ninja (200sp) - "In the days of old, there was a tribe that moved like the wind and reigned over the land. This tribe of powerful mystics, who could control nature itself, was known as Ninja."

This OOPArt allows you to transform into **Wood Ninja**, a warrior specialized in speed, stealth, evasion and counter-attacks. This form boosts the attack of **wood-type** Battle Cards and grants you a few unique abilities.

The first is called **Auto Lock-On**: By charging a Battle Card and if the enemy is within your attack range, your shots will be perfectly aimed. The second ability is called **Auto-Counter**, an ability you activate by your will when an attack is almost hitting you. If your reaction is fast enough and a counter is possible, your body will move on its own, deflecting the strike and retaliating with a wood element sword slash. However, keep in mind that this warrior is weak to **fire-type** attacks.



Rock of Saurian (200sp) - "In the days of old, there was a tribe that wielded unimaginable power and conquered the land. With their sharp claws and teeth, and their breath that was a flame. This tribe was known as Saurian".

This OOPArt allows you to transform into **Fire Saurian**, a juggernaut of strength and endurance whose powerful flaming attacks scorch enemies. All **fire-type** Battle Cards have their attack boosted, even more than other OOPArts do. You can charge Battle Cards to further amplify their damage. The boost varies with the element, but





Fire-type Battle Cards benefit the most, to the point where taking a fully charged hit is a very bad idea.

While this warrior doesn't excel in speed, it makes up for it in another way. Fire Saurian has an ability called **Super Armor**, which lets you be unfazed by attacks, tanking hits while launching your own attacks, even when you're hit by a strong attack or are nearly dead, your body won't flinch. However, Fire Saurian is weak to **aqua-type** elemental attacks, so try to not get drenched.

Anchor of Pirate (200sp) - A mysterious OOPArt who may or may not exist in this world, but buying it here, it's yours. It's said that: "In the days of old, there was a tribe of seafaring warriors who ruled the seas with cunning, courage, and overwhelming firepower. Their legend was etched into the waves themselves. This tribe was known as Pirate."

This OOPArt allows you to transform into **Aqua Pirate**, an unrelenting warrior adept at facing multiple opponents at once.

This form comes with a chained anchor that can be launched like a grappling hook, latching onto enemies or terrain, allowing you to either pull foes toward you or hurl yourself toward them with devastating momentum.

This transformation enhances all **aqua-type** Battle Cards and its charged attack fires a powerful cannonball that explodes on impact, dealing massive area damage. Additionally, you can charge Battle Cards to apply a splash effect, for example: shooting or slicing a virus will damage those adjacent as well. However, Aqua Pirate is weak to **elec-type** elemental attacks.

Crossbow of Angelus (200sp) - A mysterious OOPArt that may or may not exist in this world, but buying it here makes it yours. It's said that: "In the days of old, there was a tribe that soared through the skies and watched over the land. With sharp eyes and swift as the wind, this tribe of archers was known as Angelus."

This OOPArt allows you to transform into **Wind Angelus**, a swift warrior who dominates the battlefield from afar. Focused on ranged combat and battlefield control, this form amplifies the power of **wind-type** Battle Cards, which specialize in disrupting enemy positioning and piercing through their defense.

Wind Angelus is especially effective at keeping foes at a distance. While not as physically durable as some of the other tribes, it makes up for it with speed, evasion, and tactical reach. In this form, when you charge a Battle Card it gains a **piercing effect**, allowing it to strike enemies even through obstacles, barriers and aura. You can also charge your crossbow to increase its damage and unleash a powerful shot that splits into three swift, piercing arrows, hitting multiple targets. However, this warrior is vulnerable to **sword-type** attacks.



Drawbacks



The sp you obtain on this section can be spent anywhere on the doc.

Money... Money... Moneey! (+100 sp) - If you're not cursed, it sure feels like it. Whenever you aim to make a lot of money, something always goes wrong. The Advert Ship promoting the movie you're producing? Attacked by viruses. Your movie premiere? Haunted by EM ghosts. That prestigious museum exhibit you're curating? The artifacts mysteriously vanish into black holes.

You can sometimes work around this misfortune, but if you don't want to keep worrying about disaster, it's better to keep your ambitions humble.

Viral Attraction (+200sp) – For some reason, you have an unusually high encounter rate with viruses, as if they're drawn to you like a magnet. This drawback doesn't create more viruses than already exist, so if you delete them, you're doing both society and yourself a favor. Still, expect to run into an annoying number of them during your time here.

Rival (+200sp) - One day your path will cross with another, making you rivals. They share a similar background and might be someone capable of Wave Change, a gifted scientist or even a powerful EM Being. They don't necessarily mean you harm, but are prideful, stubborn and will surely get in your way, cooperating only in special circumstances. As expected from your rival, their capabilities are on par with your own.

Ghost Buster (+200sp. Requires OOPArt) - In ideal circumstances, people pass on to the afterlife, but some are too stubborn to move on and to make it worse, refuse to let the living rest. The OOPArt you've obtained in this jump is haunted by the lingering spirits of its ancient tribe, who will attempt to overtake your body. Should you manage to dominate them, whether through sheer mental fortitude or with some help, you'll no longer be in danger when using this OOPArt, and the spirits may finally rest.

Scenarios

Taking any of the scenarios will force their events to happen, regardless of the changes you make in this world.

The Lost Continent of Mu

Two months have passed since the FM-ian threat and much has changed in the world. Matter Waves have become the talk of the moment and are spreading fast, drastically improving the quality of life across society. Link Power has become a symbol of status, granting privileges to those who raised its value.

Yet, as humanity looks to the stars, some look to the past. Unknown to the world, a secret group has been gathering forgotten artifacts of an ancient civilization, seeking to the sunken continent of Mu and obtain the power buried within.

If you choose to protect the Earth :

You must put a stop to Vega's plan to create the Neo Mu Empire.

Rewards:

- You immediately receive one OOPArt of your choice for **free**. It'll eventually find its way into your hands during your time here. Just be careful, if a certain group learns that you have one, things may get dangerous.
- **Victory Reward: +300 sp** to be spent anywhere in this doc.

If you Decide to take and keep Mu for yourself:

You must find a way to bring back the floating continent of Mu from the depths of the seas and awaken **Le Mu** from its slumber, keeping both under your control until the end of this jump. Whether you choose to ally with Vega and support her ambitions or walk your own path is entirely up to you.

Unfortunately **Le Mu**'s awakening won't go smoothly. Upon his return, you and everyone on the floating continent will be recognized as invaders and if he is deleted or destroyed, you fail this scenario. You'll have to subdue and bring him under your control.

Rewards:

- **The Floating Continent of Mu**



- **Le Mu** - Slumbering inside **The Float Continent of Mu**, resembling an electromagnetic fortress, lies Le Mu, the Great Being behind Mu's rise to an advanced civilization. Described by Vega as "the God of EM Waves", it can fabricate countless EM bodies out of nothing and is powerful enough to make an entire continent float in the skies. Its colossal body is impervious to flinching or status ailments. It can materialize weapons in its arms and unleash devastating lasers made of EM energy, and energy is not something it seems to lack.



Alternative Future

One day a warp hole will connect this world to an alternative one, a world where humans lost their Link Power, leading to Le Mu successfully awakening and eventually creating a successor: Apollo Flame, programmed from birth with the single purpose of destruction. Life on the planet met its end and now, Apollo Flame and his soldiers set their sights on this Earth and on you.

To complete this scenario you must delete the Seven Warriors, General Auriga and Apollo Flame. At the start of this scenario, Apollo Flame lies dormant somewhere, recharging his energy reserves. His army will seek to delete you or at least stall you for long enough for him to awaken.

Find your way through this gray and desolate world as you race against time or, if you feel confident enough... let them come, **good luck**.

Rewards:

- The warp hole is closed, you're brought back to your reality.
- **+400sp** to be spent anywhere in this doc.



The background is the cover art for Mega Man Star Force 3. It depicts a futuristic, metallic hallway with a yellow floor line. Several characters are standing in the hallway: Mega Man in the center, a woman in a white and blue uniform at the top, a blonde girl with a ponytail to the right, a boy with glasses to the right, a girl with purple hair and a pink hoodie in the middle, a boy with a spiky headband in the middle, and a large, muscular character with a blue and yellow outfit to the right. The hallway has a large hole at the bottom, revealing a dark, rocky interior. The title 'MEGAMAN STARFORCE 3' is prominently displayed in the center in a stylized, metallic font.

EM Wave Viruses Wreak Havoc...

Systems go crazy due to increased Noise Levels...

MEGAMAN STARFORCE[®] 3

And... Meteor G draws ever closer...

The whole world is in danger!

+800 Sp to spend in Star Force 3. Everything purchased here, including drawbacks, will only enter in effect when the canon's time starts.

Perks

EM Wave Change [Upgrade] (Free) - You no longer need to say the full phrase to perform EM Wave Change anymore, just "EM Wave Change!" is enough and in rare cases, you can even do it instantly.

Purpose (300sp) -

When people work together toward the same goal, even large obstacles can be overcome and dreams once thought impossible come within arm's reach, almost as if a mysterious force were helping them.

From now on, any purpose you set alongside others has a greater chance of being achieved. Whether you want to build a rocket and launch it into space, organize a successful concert, safely bring your friend back to Earth or simply enjoy a school trip to Alohaha. However, at least some effort must be made towards achieving the goal and the more people striving toward the same purpose, the stronger the effect becomes.

Drop-in

Boxers Off (100sp) - The forbidden technique passed down through generations, this legendary changing style has been whispered about for over 200 years. Those who dare attempt it take a great risk, too graphic to describe here. But you? You've mastered it and now you can change clothes without ever getting naked.

Jump Up, Super Star! (200sp) - You're a star in the making! Singing, composing heartfelt music, performing on stage, acting on screen, and charming audiences in interviews. Your talents shine bright, even if you haven't quite reached Sonia's level... yet. But you've got one major advantage: you're spared from the worst sides of fame. So no stalkers, no invasive paparazzi, no viral scandals and no crowds going wild the moment they see you. You're free to enjoy your youth with friends without having to hide or disguise yourself from the public.

Noise Attunement (400sp) - You're now more tuned to Noise, among the benefits: you have an extra sense that allows you to perceive the concentration and flow of Noise around you, you can easily detect Noise Waves and navigate through their chaotic mazes without getting lost, Noisms have become friendlier to you and your resistance to Noise exposure has increased significantly.

Instant Folder Access (600sp) - There are so many Battle Cards out there that selecting the best one in the heat of the moment can be... complicated. Most virus-busters have to go with whatever's at hand, and one wrong choice can be critical. But unlike them, your Mobile Terminal is deeply connected with your Wave Changing, so you can access and use any Battle Card from your folder with just a single thought.

Student

Study Hard, Eat Well and Sleep Tight (100sp) - Congratulations! The First Principal of Echo Ridge Elementary School would be proud of you. Focusing on your studies and tuning out distractions comes naturally to you. The meals you eat are more nourishing and satisfying. And even after a tiresome day, it's rare for you not to get a good night's sleep, waking up refreshed for another day.

A Hero Shows Up Just In The Nick Of Time (200sp) - A normal person can't be everywhere at once, but danger doesn't wait for convenience. Like the heroes in many children's stories, time seems to be on your side when it comes to saving those you care about. Whenever someone important to you will face a danger that would lead to a tragic outcome, you'll always be there to save them, even if just in the nick of time, unless you choose to abandon them. Somehow, you'll come to know about their predicament and location with enough time left to come to rescue, or you might just be nearby when it happens. They're guaranteed to survive until your arrival, but from that point on, it is up to you.

The Moral Dilemma (200/400sp) - Despite your efforts, things don't always go as planned, you might try to recover your friends' stolen belongings, only to get caught in a situation forcing you to save just one and the worst of all, no matter your choice, the others will be angry at you. Fortunately, things are smoother for you, because people recognize and appreciate your efforts, even when you don't obtain the best outcome.

For an additional **200 sp**, no matter how difficult things get, you'll never be cornered into choosing between outcomes that lead you to grief or remorse, there will always be another path for you.

Hope (600sp) - There's always hope! As long as you never give up. Even if your father has been missing for three years and everyone considers him dead, even if your friend was deleted right in front of your eyes, as long as you never give up, you can always turn a bad ending into a happy one. Your father might be alive inside a meteor server, your friend can be reconstructed from her scattered data and even if the odds are slim, things will turn out fine. Keep hope in your heart, and the path to follow will eventually appear.

Scientist

To the Space (100sp. 200sp for other origins) - Space is wondrous, the source of many mysteries and discussions. Reaching and studying has been a purpose of mankind for a long time, and you have the potential to follow this path. You're a specialist in rocket science, with all the knowledge needed to successfully reach space being as clear as day for you, but only reaching space can't be enough right? You also know how to integrate systems to collect data and establish reliable communication with Earth. Now, all that remains is getting your hands on the right materials.

Real Waves Matter (200sp) - Projectors of Real Waves are one of the latest technological sensations and as a scientist, you couldn't be left behind. You've mastered the theory behind their construction and become highly skilled at designing and producing Real Waves, even under tight deadlines.

Need to build a sturdy Real Wave barrier to safely transmit an EM Being from Earth to orbit via Dynabit Transmission in less than 48 hours? You're the one they call. The event stage is overrun with out-of-control Wizards and everything's freezing up? You're the one rewriting the programming on the fly, throwing up a firewall, and reinforcing the stage's structural integrity before the worst happens.

Noise Architect (400sp) - Your understanding of the phenomenon of Noise is deeper than that of your peers. You know how to build devices that are insulated against Noise and do not generate it. You can perfectly separate Noise from the original EM signal, making your inventions more efficient and immune to jamming. Furthermore, you know all the principles for creating, storing and shaping Noise to your desires, even designing machines that use it as a power source, creating powerful jammers that block both physical and EM access to an area and opening Noise Waves.

Boundless Science (600sp) - Why should your brilliant mind be confined to the rules of a single world? From now on, your scientific knowledge continues to work across jumps, at least for you. When developing new inventions, you can selectively apply scientific laws from previous worlds as you wish. One component might rely on the physics of this universe, the next one on a specific law of another universe. This opens incredible possibilities, just think about all the wondrous creations you can bring to life!

Conqueror

All Praise The King (100sp) - Some leaders conquer through fear, others through strength, but the most dangerous of all rule through admiration.

You possess a remarkable skill for cultivating a positive public image, regardless of who you truly are beneath the surface. And even if someone comes to question your nature, proving it is another story.

Heartless (200sp) - Your ambitions don't necessarily align with the goals of a group, but that doesn't mean you can't make use of them. Faking loyalty is trivial for you and if you've joined with ulterior motives, the path to rising through their ranks widens, and you'll know the right time to strike and seize control.

Not a Mob (400sp) - You're a main character, not a random virus doomed to fade away in insignificance. With this perk, your tale won't end in some laughably random or pitiful manner. If you ever fall, it will be at the hands of a strong foe whose power and importance matches or exceeds your own, or by a catastrophic sequence of events worthy of eliminating you. However, don't push your fortune or deliberately throw yourself into danger, lesser threats and hazards still harm you as normal and this perk isn't idiot-proof.

Crimson King (800sp) - And there were those who thought they could stop you from reaching new heights... Fools!! Why merely control a lot of power when you can make it a part of you? You've gained the ability to fuse with EM energy and data, transforming into a very powerful form, like a final boss. How powerful? It drastically depends on the source you absorb, but you might get an idea by looking up at a crimson star in the sky. Post-jump these transformations become Alt-forms.

Items

Items from your chosen origin are discounted, discounted **100 sp** items are free. If any item is broken or lost, a new one will appear next week.

Mobile Terminal [Upgrade to Hunter-VG] (Free) -

The latest state-of-the-art Mobile Terminal, designed specifically for virus busting. Developed by the Satella Police to combat the rise in the number of EM Wave Virus and runaways systems caused by the increasing Noise levels, it retains all the functions of its predecessors while adding new, advanced features. It can be used like a Star Carrier or worn on the wrist like a Transer and the traditional screen was completely replaced by a retractable holographic touchscreen.



The first major addition is the Pop-up System, pop-ups come in many types, providing information and letting you interact with nearby electronics devices. For example, when next to someone's Mobile Terminal, pop-ups will display their name, purpose, emblem of their affiliation (such as work or school) and Wizard, though they may choose to hide it. If you're in front of an elevator, pop-ups will appear showing options like: roof, first floor, second floor... Just tap the one you want.

The second new feature is the Purpose System, which allows you to form a team with other people to fulfill a shared goal.

The third is the Wizard System. Wizards are artificial EM Wave beings with unique personalities stored in the Mobile terminal, they are visible to the naked eye and designed to work as an assistant for their owner.



However, the Hunter-VG comes with a few secrets. It can convert an EM being inside it into a

Wizard, making them visible to the human eye even if their body previously had a different frequency. It was also designed with EM Wave Change in mind and if you ever do, your data (Identity, Wizard, transformation characteristics, etc.) will be recorded into the Satella Police's Project-TC, and you'll be assigned a Transcode. From then on, you can also perform EM Wave Change by saying:

"Transcode <your codename>!"



That said, if you seek privacy this item gives you the option to remain unregistered in the Project-TC.

By taking this item, your Mobile Terminal automatically upgrades to the Hunter-VG and for the duration of this jump, it will continue to upgrade itself to obtain the appearance and functions of any future versions of this device, also allowing you to reject any features you find undesirable.



Echo Ridge Elementary School's 7th Wonder (Free) - Echo Ridge Elementary is known for its 7 strange and mysterious wonders:

1. A faucet from which comes a sound: "Be hygienic and wash your hands!"
2. A human anatomy model that seems to move its eyes when no one's paying attention.
3. A trophy case where, according to legend, once night falls the number of trophies increases by one.
4. A statue whose beard is apparently growing slightly.
5. The entrance door to the shop that no one has ever seen the store lady use.
6. A basketball hoop on the rooftop, its ball mysteriously returns by itself, even if it falls off the building.



Now, you are the proud "owner" of the legendary Seventh Wonder, one just as strange and mysterious as the others.



This item can be anything you like, as long as it matches the tone of the other six. Perhaps it's a painting in the hallway that changes expression when no one's looking, a bathroom entrance that glows and whispers at midnight or a suspicious yellow rubber duck that's always watching you and keeps showing up in different, unexpected places, as if it's following you.



If given time it can spark rumors or mini urban legends wherever you bring it and for the sake of everyone's peace of mind, you can toggle its effects at will.

Wave Station (200sp) - A WAZA-developed system that manages EM technology across a wide area, this device also serves as an information hub for the general public. It includes numerous utilities, such as providing detailed Wave Road Maps of a large region, including the routes of the Wave Liner, Sky Wave, Noise Wave, and Astro Wave. It displays which EM Viruses are normally encountered in the area, as well as updates on recent events. Additionally, if you're capable of EM Wave Changing, this station grants you easy access to the Wave Road directly above it.



Drop-in

Mega snack (100sp) - You've secured a never-ending supply of Mega Snack, the iconic treat beloved by a certain Satella Police commando. These crunchy sticks come in a ridiculous variety of delicious flavors and always appear in your pocket whenever you're craving one.



Ads Pop-Up (100) - Rejoice jumper, your Mobile Terminal now shows advertisements! No, it's not what you're thinking. These aren't annoying spam, but useful pop-ups that alert you of the location and price of anything you're really interested in buying at the moment. Looking for a rare Battle Card? A shopkeeper three blocks away just put one up for sale. Hungry? There's a food stall 250 meters from you selling a delicious gyudon and it's 20% off! This item only detects sales within your current city and allows you to customize how and when these pop-ups appear, adjusting the system to your personal preferences.

Noise Mod Gear (200sp) - What we have here is a pile of cards, each with a number and a suit. You can form a hand with five of these cards. Each card gives you a different ability, but there's a catch: if the cards aren't all of the same suit, none of their abilities will activate. The exception to this rule is if you form a poker hand like a straight, full house, flush and so on.

EM Wave Change-Compatible Battle Wizard (400sp) - It seems Acid isn't alone anymore. You now possess a powerful artificial EM Wave Being designed to your exact specifications and ready for battle. They can fight on their own, virus busting with relative ease, but their real power shines when you EM Wave Change with them. Upon transformation, they grant you a custom weapon, and are highly compatible with all Battle Cards.

In future worlds, you may import this Wizard as a companion. Moreover, If you've purchased a Partner in the Companions section, you may spend this item to boost their power or simply keep both partners with you.



Student

Event Pass (100sp) – Students shouldn't waste their youth only studying. You need to have fun! With this special pass, once a month you can use it for free entry to a major public event in your current world, be it a concert, movie premiere, cultural festival, theme park visit, or something similar.

Giga Energy Card (100sp) - Hmm... how did you get your hands on this? It's far too powerful to be legally sold to civilians. This compact power source holds enough energy to launch even a small rocket into space, make good use of it. You receive a new one every month.

Purpose Cards (200sp) - A set of special cards downloaded to your Mobile Terminal, each one granting an effect to improve your and your team battle capabilities, like increasing the damage of a specific Battle Card type, boosting core stats like speed or defense, and granting resistance to status effects such as Freeze or Confuse.

Unlike regular Battle Cards, Purpose Cards are stored and equipped in a dedicated slot instead of your Folder. You can have only one Purpose Card active at a time and they cannot be switched during battle.

SP Waza Key (400sp) - A symbol of trust from two of the most powerful organizations in Electopia. This item serves as your official link to both the Satella Police and WAZA, who will support you in various ways, under reasonable circumstances.

Do you need to requisition something normally forbidden to civilians, like a Giga Energy Card, request access to classified information or a secured facility? This key grants you what you need, so long as you don't abuse it or become hostile to the organizations backing you.

In future worlds, this item adapts to provide a similar function, granting you reasonable support from an organization of your choice.

Scientist

Ice Cream (100sp) - Scientists are often working under pressure and racing against deadlines, after all, **Meteor G** won't wait until you're ready, so what better way to cool your head than with ice cream? This one never melts, comes in any flavor you wish and has the effect of improving your mood and ease mental stress. One will appear every day in a convenient spot whenever you're wishing for one.

Real Wave Projector (100/400sp Can be purchased multiple times) - A device capable of projecting Real Waves within a certain area according to its programming. Unlike Matter Waves, there's no visible distinction between a Real Wave and the object it replicates.

You can use this projector to materialize EM Waves into nearly anything: bridges, trees, cars, EM shields, fully functional electronics and equipment, giant rocks the size of a person... you name it.

Customization is fully supported, do you want your sakura tree to bloom today or take on a festive Christmas look, lights and all? Want your constructs to change form depending on an external signal or time of day and year? As long as you're skilled enough to program it, Real Waves can make it happen.

For **100sp**, you receive a small Real Wave projector, enough to project something the size of a large tree.

For **400sp**, you receive a large Real Wave projector, capable of generating massive and complex structures, such as a full concert stadium, including all the necessary electronic equipment.

Every year, you receive a new projector of the type you purchased.

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

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

Environmental System (600sp) - Here you have Electopia's most powerful computer system, this massive device uses EM Waves to maintain eternal summer across the entire Aloha island, preventing all natural disasters or, in more dangerous hands, causing them, including a level 7 earthquake (JMA scale) and other large-scale natural catastrophes.

Even if controlling nature isn't your goal, the system is powerful enough to perform many other functions in parallel, such as replacing the WAZA's central computer. The Environmental System comes with a powerful Wizard assigned to monitor and operate it, autonomously or under your command.

Conqueror



Magnificent Throne (100sp. Exclusive for Conquerors) - A state-of-the-art seat built with EM wave technology, worthy of those who aspire to rule the world like a king. Luxuriously comfortable and gracefully floats through the air, moving effortlessly as you desire.

The throne features a variety of integrated systems to spare you the hassle of standing up to get things done. It can project air displays that function as fully interactive touchscreens, allowing you to interface with electronic systems or simply pass the time playing poker, if that's your preference. It also comes with an EM shield and EM lasers for personal protection and automatically links to all nearby electronic devices belonging to you, granting you full control over them within a certain range.



Crimson Collector (100sp) - A small containment tube designed to attract and store the Crimson around a large area. But what purpose does Crimson serve? **Crimson** is a dense, crystallized form of Noise, it has an absorptive nature, typically emitting no Noise on its own, but once it reaches the maximum capacity of Noise it can hold, it releases a huge amount of Noise, reaching over a dozen times the quantity that was absorbed.

It can be used for various purposes: Noise bombs, Noise clusters to attract and generate EM Viruses, and with the right equipment, even to control Meteor G.

Noise Cards (200sp) - This deck of 52 cards may look like ordinary cardstock, but their true power is revealed once inserted into anything EM Wave related.

Technology will begin to spark, Mr. Hertz will shut down completely, and EM Wave Beings will gain a massive power boost at the cost of going berserk if unable to resist the Noise. Defeated EM Wave Beings affected by this item will drop **Crimson**.

Once all 52 cards have been used, a new pack will appear in your Warehouse six months later.

Orbital Base (400sp) - A conqueror deserves a place from which to oversee the world they rule, and what could be better than orbit? This high-tech orbital base floats above Earth, either

the original used by Dealer or a customized version of your choice.

The Orbital Base comes staffed with a group of Mal Wizards to operate it and carry out your orders, and is equipped with everything you need to lead from above, including:

- A complete command center outfitted with advanced EM Wave technology,
- Secure communication networks
- Storage facilities
- Passageway to the ground level,
- Fully equipped private living suite
- And a range of additional amenities.

Its most dangerous feature, however, lies in its ability to interface with and control **Meteor G**, provided you can supply it with enough **Crimson**.

NOISE CHANGE

Noise is constantly emitted by EM technology, it's what attracts viruses and causes all sorts of problems on electronic devices, however the newly developed Wizards emit far more Noise than all other types of technologies, a price humans have to pay for a comfortable lifestyle. When a Wizard goes out of control, a huge amount of Noise is generated and if enough, Noise will condense in visible clusters, crystallizing into a red crystal called **Crimson**.



Noise isn't exclusive to human civilization, it can be found across space and it's responsible for the existence of Noise Waves: worlds of Noise housing Noisms and strong viruses, it's a space that can act like a wormhole, with multiple exit points that can lead to any location in the world and beyond.

Noise is especially dangerous for EM beings, but it's not healthy for humans either. For EM beings, Noise builds up inside them and in high concentrations, if not capable of resisting it, EM beings enter a berserker state, gaining tremendous power at the cost of their sanity. If the Noise level continues to increase without any control, outright deletion is possible. Fortunately, defeating a berserker EM being or remaining in low Noise environments for long enough reduces their amount of Noise.



Lastly, Noise also interferes with the stability of the Wave World itself. When in high levels, the air begins to visibly distort, as if reality is glitching. Wave Roads paths are destroyed, Battle Cards might behave unpredictably: attacks that push enemies back may push them and vice-versa, you may even land attacks on enemies that are normally immune to it and other not-catalogued phenomena may occur.

Noise Control Program (The 400sp version is free for this jump. 400/800 to keep) - A special program that protects you from being corrupted by Noise by resonating with it, providing you a Noise form and summoning more of the same resonant Noise from space. It comes with a Noise Level gauge to measure the Noise under your control and its main feature is the Noise Change. This transformation comes with two stages according to the Noise level:

- ❖ **Noise Form**
- ❖ **Vibrant Noise Form**

Under 50%, you're in the Noise form, there are only a few changes, but once you reach 50% or higher, the equipped Noise form will enter Vibrant Noise Form, providing you with all its abilities, advantages and disadvantages. The higher the Noise level, the stronger you become. However, If it reaches 100% or higher you'll start to be affected by strange phenomena, nothing life-threatening, but still something to be cautious about, this version of the program doesn't allow you to control Noise above **199%** and being exposed to amounts above that will become dangerous for you.

The program automatically analyzes the surrounding Noise and if a high concentration of a specific Noise type is detected, it provides you with a new Noise Change form downloaded directly into your Mobile Terminal , where you can equip or change it. Furthermore, you can perform Multi-Noise, by fusing another type of Noise form into your main one, increasing your power and keeping both the abilities, though your weakness will change to the latter Noise form.

For **800sp** you receive the complete version of the program, choose one: **AcePrgm** or **JokrPrgm**. You can now adapt yourself to any amount of Noise and gain access to their respective Finalization, the strongest transformations you can buy in this document.

There are a myriad of Noise forms you can obtain, including from viruses, but there's no guarantee you'll acquire them during the jump. So here is a selection for you to choose from (**200sp** each, first one is **free**):

ROGUE NOISE **ELEMENT: NON-ELEMENTAL** **WEAKNESS: NONE**

A secret noise transformation. The ability to attune to Rogue Noise is limited to those people who individually pursue strength without relying on any sort of group bond. For this reason, it can't be used by those with BrotherBands nor be part of a Multi-Noise.

This form offers a variety of incredibly potent offensive and defensive capabilities. It massively enhances the damage of sword-type attacks, breaks any enemies lock-on on you, adds a short-lasting paralysis effect on non-elemental Battle Cards and provides you with a strong regenerative EM Barrier. The barrier can protect you from even strong attacks, but breaks after even a single one, regenerating a short time later.

LIBRA NOISE *Element: NONE* *Weakness: BREAK ATTACKS*



A balanced form focused on survival, it slightly boosts fire and aqua-type attacks and all your remaining attributes uniformly. It recovers a very small amount of HP for every non-elemental attack you hit on an enemy.

CORVUS NOISE *Element: FIRE* *Weakness: AQUA*



Fast, considerably boosting fire-type attacks and providing some defense against negative status effects. This form trades some sheer firepower for a more tactical approach. Furthermore, your fire becomes purple and can burn things normally inflammable.

CANCER NOISE *Element: AQUA* *Weakness: ELEC*



This form considerably boosts the power of aqua-type attacks and grants them the ability to trap enemies in bubbles, rendering them vulnerable to elec-type attacks. You can also launch

water bubbles that explode at your command, making it dangerous if you fill the battlefield with enough of them.



This form considerably boosts elec-type attacks and adds paralysis effect when using sword-type attacks, focusing on chaining attacks on your opponent while they have reduced mobility, making the fight flow your way.



This form is focused around boosting wood-type attacks and inducing blind and confusion effects to impair the opponent's senses. It offers high resistance against status-altering attacks and is immune to poison and sensory ailments.

CYGNUS NOISE*Element: NONE**Weakness: SWORD*

This form is focused on mobility and delivering consecutive fast attacks. It slightly boosts non elemental attacks and considerably boosts wind-type attacks. Its wings allow you to float and move unhindered in any terrain.

TAURUS NOISE*Element: FIRE**Weakness: AQUA*

This form is built around brute strength and durability, shrugging off blows and allowing you to attack uninterrupted, aside from massively enhancing fire-type attacks. A Noise powerful enough to make you stand against big foes in terms of strength and area-destruction.

VIRGO NOISE*Element: AQUA**Weakness: ELEC*

This form is built around defense and freezing enemies. It provides immunity to negative effects

like freeze and great resistance to aqua-type attacks. It considerably augments your aqua-type attacks and one of them, is the ability you got to launch fast, wide area wave attacks, freezing hit enemies

CROWN NOISE Element: ELEC Weakness: WOOD



A peculiar Noise form, it's focused on powering summons and fighting alongside them, like a king and his servants. This form doesn't bring many status improvements, but boosts elec-type attacks and you can summon lightning to strike enemies from above. Its main ability is to summon three small, but fiery ghosts from the element of your choice, each one with a specific equipment and fight style.

WOLF NOISE Element: WOOD Weakness: FIRE



This form favors fierce, close-range combat. It notably increases your agility, speed and considerably boosts sword-type attacks (including your claws). The angrier you are in this form, the higher is your status boost.

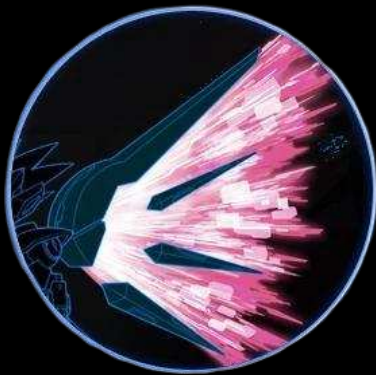
Finalization

Transformations you can access by attuning yourself to Noise at levels of 200% or higher, they become stronger the higher the Noise level used to Finalize. The Finalization you receive depends on the program you've bought: *AceProgram* or *JokrProgram*, but both are equal in terms of power.

Black Ace

Element: None

Weakness: None



Noised-Wing Vernier: A vernier that ejects high-density noise. This piece serves to enable unrestricted high-speed aerial movement and peripheral noise increase through noise-spraying, which allows Black Ace (who draws his primary sources of energy from noise) to create an environment where he can fully display his capabilities.

B.A. Wave Analyzer : This analyzer has the same basic functions as that of Acid Ace. However, while Acid's analyzer conducts its analysis autonomously, Black Ace's analyzer can access Meteor G and utilize that server's massive capacity and resources. Because this analyzer can immediately compute any large-scale analytic calculations, it can delete even unknown enemies instantaneously.



Noise-Wave Devourer: A Wavetooth Device that has undergone adjustments that enable it to collect even greater quantities of Noise. Both of the collection points, located on Black Ace's shoulders and the sensor lines covering his body, work exclusively to collect and absorb environmental noise into his body.

Crimson Regulator: This part can both create and regulate Crimson, a type of crystallized Noise. It can form various types of Crimson, which can then be used as weapons. Additionally, it can even create things like black holes by compressing massive amounts of Noise to generate special super-powered Crimson.



Black Ace massively enhances all your attributes and fights against opponents with incredible speed and your mind will have no trouble keeping up with your speed. All your attacks gain an auto lock-on effect and you're completely immune to negative terrain effects. Poison? Holes? Ice? Lava? You can walk over them like they were normal ground, without taking any damage or disturbing your movements. If you want, you could walk on water or dive and move freely as if there were no resistance at all.

Black Ace also possesses advanced capabilities for data collection and analysis, even surpassing Acid Ace. Furthermore, they can produce black holes and even split one in half with a Crimson Noise sword created by themselves, causing it to explode and dissipate into light and energy.

Red Joker

Element: None

Weakness: None



Meteor Noise Generator: Two Noise generators that operate continuously. Because these devices generate the Noise that forms the basis for Red Joker's abilities, he can work at full power in any condition or circumstance. Besides working as a generator, it can also irradiate Noise for autonomous attacks and access the Meteor G system.





R.J. Control Gear: An extremely powerful device that has been incorporated into the Joker Program. Its power is devoted exclusively to the suppression and control of Noise, allowing R.J. to narrowly maintain self-control in the face of the Noise created by its generators.

Meteor Noise Irradiator: A weapon that collects Noise transferred from the generator and attacks by shooting it out all at once. By combining the destructive power of the Noise with nuclear fusion energy derived from irradiated Noise, this device can create large-scale explosions that engulf large groups of enemies in flames.



Cloud of Crimson: This armor is formed from the generator-created noise that has undergone crystallization. Creates an iron wall against all external attacks and destroys any status-altering program thrown at it in its whirlpool of Noise.

Red Joker possesses overwhelming offensive and defensive capabilities that allow them to mow down anything in their path like a tank. An opponent can be damaged merely by standing in front of their constantly generated waves of Noise. Their heavy armor renders them immune to flinching and most negative status effects. Furthermore, they can fire Crimson Noise as powerful energy blasts and the Noise generators on their shoulder pads can detach and autonomously assault enemies with powerful Noise blasts.



Drawbacks

The sp you obtain on this section can be spent anywhere on the doc.



Noise Magnet (+200sp) - Noise is certainly a bother and for some reason, it seems to be following you. Electronics become prone to malfunction in your presence, screens flicker, pop-ups require multiple taps to respond and when you're unlucky, things break. This drawback lasts until the **Meteor G** problem is solved.

Imperfect Transformation (+300sp) - And things get worse, like Ace, Wave Changing puts a toll on your body. You won't be able to stay transformed for long, so make every second count. This drawback remains in effect until the **Meteor G** problem is solved.

Under Radar (+300sp) - Dealer has marked you as a good source for harvesting Crimson, expect to be caught up in their schemes, from battling out of control Wizards to becoming a victim to their Noise Cards.

Scenarios

Taking any of the scenarios will force their events to happen, regardless of the changes you make in this world.

Shooting Star



EM Wave technology has reached new heights, bringing prosperity and comfort to mankind. However, this progress comes at a price, all this technology produces Noise as a byproduct and as consequence, Earth's Noise levels have reached the point where they're starting to show their effects: EM viruses are becoming more numerous and powerful, Noise Waves are being formed, electronic systems are running amok and the **Meteor G**, a massive, glowing red meteor and server made entirely of crimson Noise and data, is being attracted and getting closer to Earth. It's already visible in the night sky and if not stopped in time, mankind might meet its end. As if that weren't enough, a powerful evil organization will try to exploit this dire situation. Good luck!

To complete this scenario, you must stop Meteor G from destroying Earth, whether by destroying it, redirecting it, taking control of it or finding another way. But things won't be so

easy, after all, with great rewards comes great trials.

King will eventually gain control over Meteor G, granting him the ability to launch attacks anywhere on the globe and you'll be on his target list, if defeated, he'll manage to fuse with Meteor G to become the **Crimson King Dragon**, the embodiment of the red star, and will try to destroy Earth as his final act.



Reward:

Meteor G - The result of something that has devoured all manner of Noise and powerful data in space. That monstrous mass of data has been given many names: Noise Meteor, Meteor G, Red Star, Meteor Server. This enormous meteor, glowing with intense crimson hue, spells death to anything unable to withstand its massive amount of Noise. It's now yours.

The Meteor G is under your control and in future worlds, you can import it in any suitable place, preferably at a safe distance. You can let it remain in space, make it orbit a celestial body or even place it on a collision route with one. If destroyed, you receive a new one in the next jump.

EVENT HORIZON



What's a black hole?

A region of space where gravity is so strong that nothing, not even light, can escape it. A force that devours everything it touches, be it matter, energy or data. The final destination of collapsing stars.

Now, imagine if the force of a super massive black hole was controlled by a single being.



Sirius is an EM being with the ability to control black holes, using his power for entertainment, swallowing up planets, stars, data and EM beings to add to his ever-growing collection. The latter have their will removed and treated like toys, as he said:

"Everything here will cease to exist. A black hole has no need for such things as emotions. You should... be happy. You will live forever within the darkness. You will be mine."

Sirius is calm, condescending and believes all others are beneath him, treating even Apollo Flame like a pawn. Now this being has set his sights on you, as the new toy for his collection.

This scenario takes place some time after the **Meteor G** incident. The FM Planet is now on the verge of being swallowed up and after trying everything on their arsenal to no avail, they'll send a message of help to Earth, you'll come to know about it and may take this opportunity to defeat Sirius or just ignore, but once Sirius finishes with FM Planet, he will come for you and as time passes, the **Black Hole Server** continues to grow stronger, so it's not very wise to run away. If you manage to delete Sirius, the reward is yours:

The Black Hole Server - That's right jumper, you're now the rightful owner of a black hole and can control it as you please. The massive amount of data inside it will grant you great knowledge and insight about this galaxy, from civilizations to EM Beings, there's enough for you to spend a very long time reading it.

You can also use the Black Hole Server to do everything Sirius once did and manipulate their data to create almost anything that comes to your mind. Inside this black hole you're one of, if not the, strongest of this galaxy, but if you don't want to bother with it, you can just send it off to swallow planets somewhere, making it grow even more powerful.

In future jumps, this reward can be imported in any suitable location, just be careful with its gravity or you might change planetary orbits, causing planets to kiss, collapse star systems and... you know, accidentally chainfail.

The End?



Mega Man Star Force 4 (Free/200sp) - Did the plot of the cancelled game pique your interest? By choosing this toggle, you'll eventually step into the story that Mega Man Star Force 4 could have told. An older Geo Stelar crosses paths with genius hacker Kazuma Hikari, and for reasons unknown, becomes outlaw hackers who are sought after by the Satella Police for the hefty sum of 8,000,000 Zenny each.

Hacking was intended to be a major part of the plot or gameplay similar in importance to the Noise system in Star Force 3.

For **200sp**, whatever new power you acquire during this period will become **fiat-backed**.

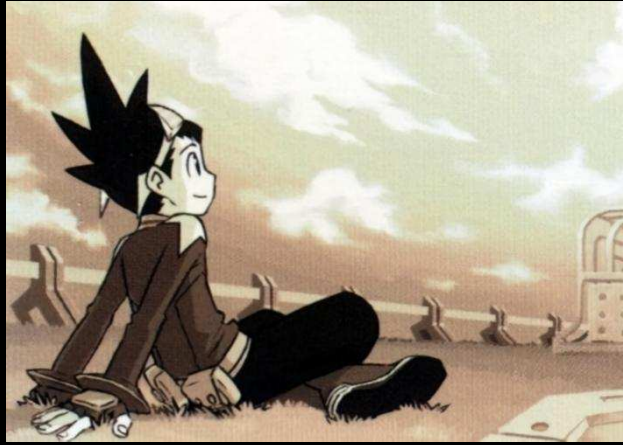
Ending

CONGRATULATIONS!



Your time in this world has come to an end, all drawbacks are removed and now it's time for you to make a choice.

Save Game - You've made a home for yourself here, and you don't plan on leaving anytime soon. Take **+1000sp** as a parting gift, and end your journey.



Honey, I'm Home... I'm Finally Home - You return back to your original world, keeping all your powers, items, and friends.



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



Notes



Made by [IP-746](#)

Thank you for reading this far.

This jump originally began as a personal update to **Pyroi's** Mega Man Star Force Jump, but over time, the sheer number of revisions and overhauls led me to turn it into a brand-new jump and I thought it would be cool to share it with the community. Even so, you may still notice a few elements from the original jump here and there.

→ The Battle Cards, Navi Cards, Matter Waves and similar items obtained outside of this jumpdoc are fiat-backed as long as you use them with the Mobile Terminal granted here.

→ The transformations from each version (Star Force, Tribe On, Noise Change) are equal in power, differing only in their specializations. Comparing each category is complicated, but:

Black Ace = **Red Joker** > Tribe King > rest

→ Anchor of Pirate and Crossbow Angelus are based on unused tribes for Mega Man StarForce 3 before being put aside by the Noise Changed System.

- The scenarios **Alternative Future** and **Event Horizon** are based on extra content from the post-game of MMSF2 and MMSF3, so if you don't take them, it's not clear if they will ever happen or not.

- The power level of the setting apparently increases significantly, especially in the 3rd entry, but Mega Man Star Force fights are more "grounded" rather than reaching Dragon Ball extremes. Mega Man dealt with all the final bosses alone (Transformations and ~~Power of Friendship~~ Link Power surely helped) but even so, this jump provides you with enough to survive. However, if you decide to take a scenario, make sure to have a good build.

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

Changelog

V 0.6

- Starting from the Star Carrier, the Mobile Terminal's money can be converted into physical money and back into data.
- The Partner companion no longer can be imported for free in future jumps
- Minor wording changes on the Mobile Terminal - Transer
- Crossover Toggle now gives sp for the extra trouble you'll have to deal with.
- Adjusted the Virus Bounty perk to work on any enemies in future jumps.
- Minor adjustments

V 0.5 - Initial Release