

Welcome,

**Fleshbag,
To
The World
Of...**

v1.0 Jumpchain Compliant
By Reploid



The year is 200X. Mankind has made enormous advances in computer and Internet technology, and cyberspace is not as you know it.

You are a NetNavi, a fully sentient computer program known in other worlds as an A.I. You still have access to all your five senses and your powers, although you won't need to eat, sleep, or breathe. You still look the same though.

During these ten years, you'll be a denizen of cyberspace. The world around you consists of data. Everyone and everything you see in here is data, even though it may appear as matter. You're in the digital world now.

That said, there are always threats on the internet. Because it has evolved to the point of becoming a manifestation, virtual warfare has never been so real. Computer viruses can be engines of war, worms, or even cannons, while rogue NetNavis run rampant throughout cyberspace. If they 'delete' you, you're considered dead.

You can either use in-built weaponry, gear, or items called Battle Chips which upload data for one-time use to you to fight these viruses and rogue NetNavis. However, to use Battle Chips, you'll need someone to upload them to you.

That's where your operator comes in. This human will help you in battles, and will be a steadfast friend and student, mentor, or child, depending on your origins. In return, you'll help them in any way you can.. Unless you don't have one, that is.

You will be given some things to help you in your journey. You drop in just before Battle Network.

+ 1000CP +

LOCATION

This determines where you start out in.
You're given directions to your hideout and your operator.
You'll have to get there before you can teleport there.

**PAY 100CP TO DECIDE
OR
ROLL 1D8**

ELECTOPIA

1.

Japan.

Glorious powerful technologically advanced country. Slightly different from the Japan you know.

Don't worry, the messed up bits are still the same.



NETOPIA

2.

America & Europe are together now.

I'm not exactly sure what happened here, but I suspect NATO might've merged into one great big state.



CREAMLAND

3.

An island north of Japan.

Covered with ice throughout most of the year, with very medieval-esque architecture. It's princess is very concerned for her country's success.



CHOINA

4.

China. That was obvious.

An ancient nation with an ancient set of traditions and customs.

Choina has a rich and far-reaching history behind it and is a very large, though also fairly quiet, political power.



SHARO

5.

Russia.

Powerful military. Also has a large space observatory lab. It's cold, but actually has a lot of power in the world. Joining an officer if you were coded for combat here might be a good idea.

The motherland needs you comrade.



NETFRICA

6.

Africa in general.

The in-universe guide tells me that '[p]eople live in huts made from straw and mud', '[o]ne of their customs is a search for a water god on the net', and '[n]atives also worship a "water god" which is actually a water purifying system.' This'll be interesting.



THE UNDERNET

7.

Deepnet. Don't stray from the path!

It's a vast, twisted area below the Internet, filled with really disgusting Navis, viruses, and, well, things. Very, very dangerous, considering that all data is matter to you now. You'll have to get out before you can meet your operator.



FREE PICK

8.

You lucky bastard.

Choose wisely or don't choose at all.



ORIGINS

Choose a background for yourself in this new world

DROP IN FREE

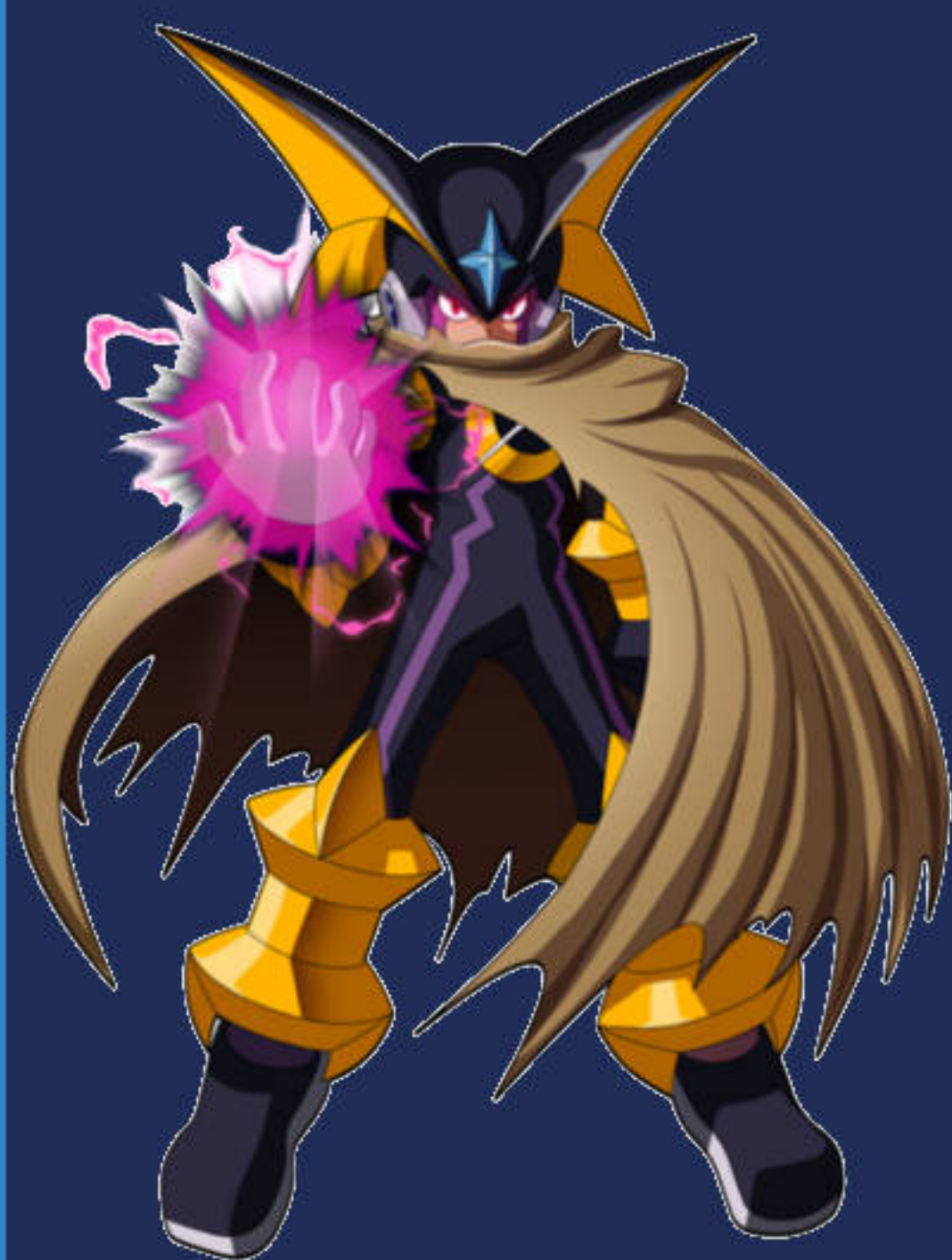
You are dropped into cyberspace in your new body. You have nothing but the items on you and your skills & abilities.

As far as specifications go, you're more of a jack of all trades, as long as we're not taking any powers you may have into account.

You have no operator to rely on. You have no battle chip access by extension. That doesn't mean that you can't keep them until you find an operator, or the jump ends though.

You'll have to go it alone, a self-made NetNavi.

Unless you find someone who will take you in.



COMBAT NAVI 100CP

You were a custom job specially built for combat and netbattling. You were created to higher specs than the rest, and are expected to perform to the best of your ability.

Which is really high.

You have two choices for your operator. The first is a ten year old boy with an obsession over and talent for netbattling, with a desire to be the world's best netbattler.

The second is a military officer specialising in cyberwarfare. He is also a member of his country's Internet Defense Force, although he's no slouch in combat himself.

You'll have to get really good at deleting stuff quickly and exploring the Internet for fights or ops.

Expect to have to fight a lot throughout the years.



HACKER NAVI 100CP

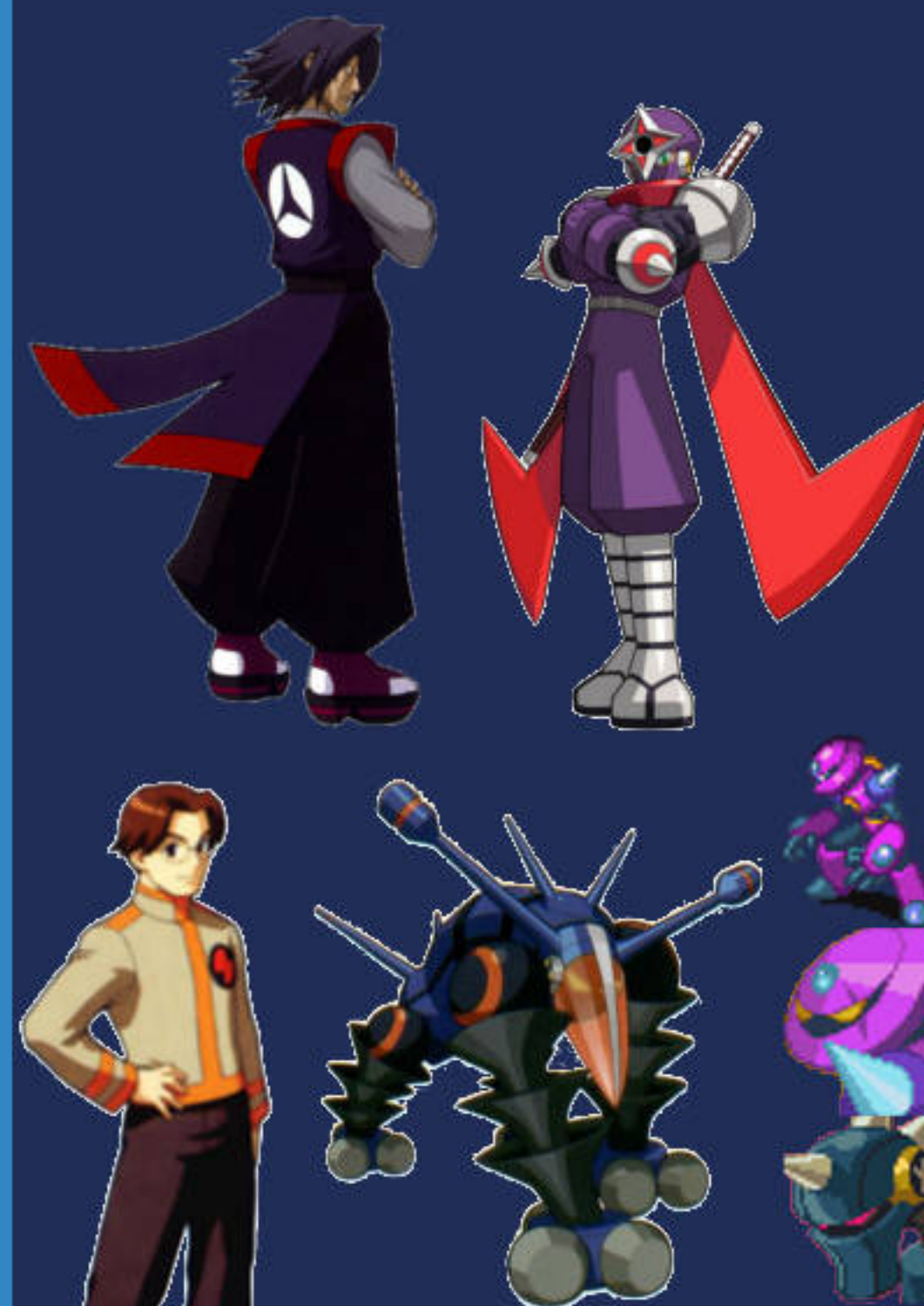
You were built for infiltration, sabotage, hacking and spying. Even though your specs aren't anything to boast about, subterfuge is your forte, and you have the skills & utility to prove it.

Though you won't do so well in a fight as you could have.

You have two choices for your operator. The first is an up and coming skilled hacker hiring his services out to others for money. You may or may not have to do some questionable things depending on which jobs he takes.

The second is a researcher that took you in due to your capabilities in data gathering and research. Though it's a rather cushy job, it gets rather boring scouring the Internet for data on anything from Netbattles to apple pie.

Subtlety and utility over brute force & pure power.



BUTLER NAVI 300CP

You were built for service. With dedicated subroutines and processing power towards being friendly, amiable, charming and polite, social situations are your forte.

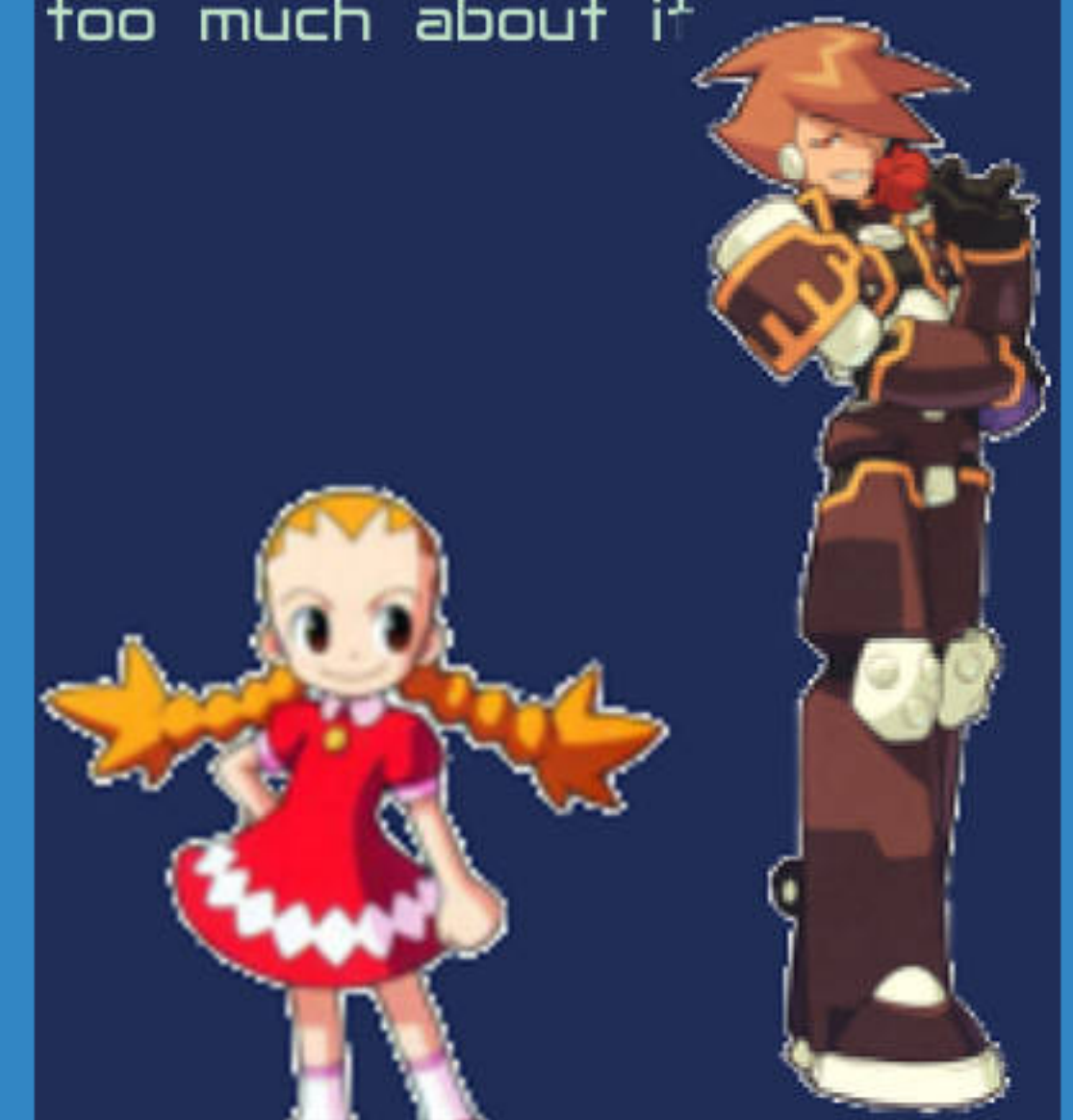
You also have an almost-unlimited budget. In addition, you're also a really good cook, cleaner, and the like. Which is just as well, seeing as you'll have to maintain a large mansion.

How would a NetNavi do that, you ask? Well, through computers and cyberspace, of course!

As for your operator...

I say, this is a remarkably agreeable operator right here! Why, this young girl is a particularly cute and charming specimen of the fairer sex. She comes from a very respectable and wealthy family, and I expect you to be her solid confidante and caretaker.

Combat? Why would anyone do that when they could enjoy a nice cup of tea instead? Besides, these rare Battle Chips will solve your problems. Don't worry too much about it!



SPECIAL OFFER FOR ONLY 300CP

Pay 300 CP to have a companion of yours become your operator. They gain appropriate memories and an appropriate life according to the background you chose for yourself, and by extension, them. They also gain a human form if they didn't have one already, as well as an unbreakable bond with you.

Applies to any background. Yes, even Drop Ins.

ABILITIES

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

CRIMINAL DEALINGS

100CP

Discount Drop In

You're well acquainted with the underworld, and by extension, the Undernet. You know your way around black markets, how to deal with gangs, and even how to build or destroy an entire criminal empire. If you ever decide on a life of crime, dedicate your life to stopping it, or simply find yourself stuck in the Undernet, this'll be very helpful.

BATTLE INTUITION

100CP

Free Combat Navi

Your natural battle skills are improved tremendously. You'll have a feel for not only the overall situation of a fight, but also the subtle nuances of it. You can guide the flow of a battle by attacking the right spot, or healing the right combatant. You can now have a much larger impact on battles than you did before. As a bonus, you'll pick up everything combat-related much faster.

SYSTEM INFILTRATION

100CP

Free Hacker Navi

You gain knowledge as well as a nice set of skills. You now know a lot more about systems. However, this knowledge isn't so much on building them, but rather on tearing them down and sneaking through them. You also gain the ability to move unseen, and to only reveal yourself to those you want to. Not so useful in a fight, but given enough time, the greatest security systems ever made might not even be able to stop you from breaking in, stealing data, and tearing the while system down.

GENTRIFICATION

100CP

Free Butler Navi

This perk will make you familiar in the idiosyncrasies of the upper class. Setting tables, etiquette, and even ballroom dancing are things you're familiar with now, and you'd do well not to forget these. Your cooking, cleaning, and housekeeping skills are also greatly enhanced. As a side bonus, you also get the ability to switch between charming Queen's English and regular pleb speech on the fly. You'll be a fine example of a refined NetNavi after this.

DATA WEAPONRY

300CP

Discount Drop In

You can now manifest weaponry out of data. You can make swords, knives, firearms, and the like. Just not a transdimensional transmogrifier or anything like that. You'll never be disarmed again. Besides, having a beam saber or a cannon made up of 0s and 1s is pretty damn cool. These weapons may also get pretty damn strong as you get stronger yourself. Careful though, these weapons draw on your stamina. Just don't black out using them.

FULL SYNCHRO

300CP

Discount Combat Navi

You work much, much better with your allies. Regardless of whether it's your operator, your companions, or some random guy you teamed up with to fight others, you can work in complete synergy with each other much more easily than before. It'll seem that you've been fighting together for years despite the fact that you've just met two minutes ago. As a side bonus, you also get along slightly better with others, just enough to let them tolerate you as long as they don't really hate you. Teamwork will be a breeze here.

TRAP CHIPS

300CP

Discount Hacker Navi

Oh dear. I'm afraid you just activated my trap card. Or was it chip? It's a hundred years too early for cards at any rate. Create traps, holes, mines, and the like out of data to take out your enemies without having to enter combat. Honeypots and diversions also come naturally to you, and you're also really good at all this. You'll be able to create 'fireworks', cause that rampaging virus horde to disappear, as well as entrap and kil enemy NetNavis with the use of honeypots, zip bombs, and the like.

SMOOTH & SUAVE

300CP

Discount Butler Navi

Why, you're as smooth as silk and suave to boot! You're tremendously likeable now. No more of that 'spaghetti spilling', or whatever you younglings call it nowadays. Social interactions are a piece of cake now, and I'll bet younglings of the opposite sex will be much more willing to engage in, ahem, relations with you now. You'll have no shortage of acquaintances now, with a silver tongue, charisma and appeal that would put James Bond to shame.

GET ABILITY

600CP

Discount Drop In

Since you probably have no operator, and probably can't use Battle Chips, and thus can't use Battle Chips of your defeated enemies to summon them in battle, this is the next best thing. If you can, well, good for you. You can choose to absorb the abilities of any foes you defeat as long as they're made out of data. NetNavis, A.I., viruses, or even humans inhabiting a body made out of data are all fair game. However, you can store only 5 powers at a time. To get another, you'll have to give one up.

NAVI CROSS

600CP

Discount Combat Navi

In a similar fashion to the Get Ability, this allows you to use the powers of another data-based entity. Instead, you use these powers by the consent and friendship of the thing you're getting powers from. The power of love and all that. However, unlike the Get Ability, you can only use one power at a time. To make up for the lack of versatility, you get most of the powerset instead of having only access to one power from each set. You can only switch powersets out of battle though, and only five can be stored at any one time. However, if you get hit by that friend's weakness, you revert back to your original form for the battle.

NAVI CUSTOMISER

600CP

Discount Hacker Navi

Normally, NetNavis come installed with a few features. In the case of a Custom Navi, these features are often. You take this one step further. You're in possession of a program known as the Navi Customiser, which allows you to install preprogrammed features into yourself, swapping out these features in between battles. These abilities come in the forms of added HP, flight, flinching immunity, and the like. Of course, there are some rules you must follow, and there's only so much space in you. Nevertheless, with creativity and time, you'll be able to be program more efficiently or even create your own abilities. More utility than power here.

DIPLOMANCER

600CP

Discount Butler Navi

I say young Navi, this skill is absolutely marvellous! Your speaking and negotiation skills are simply the best. You can now persuade enemies, whether Navis, humans, or viruses, to stop attacking you or others, and maybe even get them on your side. Fights, and maybe even entire battles will cease with your intervention. You'll never have to fight a battle again! Unless, of course, they're brainless fools. Which happens a lot in cyberspace these days.

GEAR

Buy gear for yourself here. Discounts are 50% off. Everyone gets a hideout, a weak buster and a standard chip folder for free.

COOL EMBLEM

I'll design an emblem for you that embodies the spirit of your journey thus far. You can put it on your armour, warehouse, or anywhere else you want it. Don't worry. It'll look good, and you'll like it.

FREE

GAME COLLECTION

A collection of Mega Man Battle Network games is deposited in your warehouse. All of them. Yes, even the ones for handphones. You also get the consoles they work on. You can either use them for meta knowledge, entertainment, or even to freak out the MCs. Either way, expect loads of fun with this choice.

Free Drop In

50CP

DARK CHIPS

These 8 chips are the only chips Navis can use without operators. They appear in your hand when you're close to death, ready to be activated for an insanely powerful attack or burst of power. Each chip does a different thing. However, they slowly delete your data, 1HP at a time. They may also infect you, turning you evil if you use these too often. Despite their tendency to win fights in a single blow when you have one foot in the grave, be careful to not use these too much.

Discount Drop In

400CP

EXTRA FOLDER

An extra folder of Battle Chips. For when you need doubles of the starting folder, or simply another folder to switch to on the fly. This will really help to make you more versatile.

Free Combat Navi

50CP

INBUILT WEAPONRY

Sometimes, you can't just rely on the luck of the draw. Everyone gets a weak gun, but that might not be enough. You might need your own insurance. And what better way to do so than to bring something that's a part of you? You may choose a weapon, ranged or melee. It can be a sniper rifle, cannon, sword, or beam glaive. Regardless, you have a secondary particle beam gun mode that you can use at any time. This weapon starts out weak, but with the right upgrades, who knows what it might become?

Free Combat Navi

100CP

ARMOURED

Besides making you look much cooler and much more badass than you already are, an extra layer of data around you in the form of armour really helps in soaking up those beams, blasts, bullets, blades and blows.

Free Combat Navi

100CP

25000 ZENNY

Exactly what it says on the tin. Quite a substantial amount of money for a Netnavi.

Free Hacker Navi

50CP

iPET TOUCH

This PET model isn't going to come out for at least a decade. Maybe even more. After all, PET technology's still on laptop/phone hybrids. However, this model has a touchscreen, wireless internet connectivity, and so many new-fangled features. No one's going to question why you or your operator have it either. Your operator can also tickle, punch, etc. you with the touch-screen. This may or may not be a good thing.

Free Hacker Navi

100CP

VIRUS CREATOR

This program allows you to write up viruses without having to get your operator to do it for you at his PC. More powerful viruses take much, much longer to create than weaker ones, taking up to years for the strongest masterpieces of doom and havoc. Regardless, their potential for disruption, distraction and damage is invaluable.

Discount Hacker Navi

300CP

STRONG FOLDER

Same as the extra folder, but now with a stronger and better selection of chips. That cannon chip you got? Well, this is a HiCannon now, with double the damage. You'll eventually get these chips on your own, but you can't deny that a headstart for just 50CP more is worth it. Maybe I'll throw in something special for free. Anyway, this is already pretty strong.

Free Butler Navi

100CP

MEGA CHIP PACK

Mega chips are a grade higher than most other chips. They either summon projections of powerful viruses or NetNavis to attack your enemies for a very short period of time, are more powerful versions of standard chips, or are particularly exotic ones. You get 5 of them, enough to fill the standard maximum allotment of Mega chips in a folder.

Free Butler Navi

200CP

GIGA CHIP

Damn, son. This is THE chip. This chip is quite similar to Mega chips in that it either summons projections of entities, manifests weaponry, or buffs you. However, Giga chip projections project some of the most powerful digital beings in this universe, and Giga chip weaponry & buffs are some of the most exotic and powerful kinds out there. Expect to wipe out almost every virus you come across and deal a huge chunk of damage to bosses. Only one in a folder though, and this gets less useful as you get stronger.

Discount Butler Navi

300CP

BATTLE CHIP GATE

Now your operator doesn't need to upload Battle Chips to you. He can now upload them onto areas around you, summoning constructs or viruses to help you fight instead of materializing weaponry on you. More dakka and more peace of mind guaranteed.

200CP

CHIP CREATOR

See all those chips of Navis lying around, being given as gifts, and the like? Well, with this, you can create chips of yourself as a summon, allowing you to give them out to people, or simply use a copy for yourself. One more thing: the chips grow in strength along with you. That chip you made a year ago might be weaker than the one you made yesterday.

200CP

COPYBOT

This machine allows you to move around the real world without having to build a body for yourself. When a NetNavi (or any A.I., really) is inserted into it, it takes on the likeness of the Navi and is virtually indistinguishable from a human by any of the 5 senses at maximum human capability. You can't use Battle Chips, but can use your other abilities in this form.

300CP

DRAWBACKS

Pick up to two of these to gain more points. Beware though, these have long lasting impacts on your stay here..

100CP

PG-13 FILTER

You have a PG-13 filter permanently placed on you. Think safesearch. You cannot access any part of the internet with content inappropriate for 13 year olds. That also includes this universe's equivalent of 4chan. And honestly, when data is matter, that really, really sucks. Tough luck buddy.

INTERNET MEME

You're a meme! Sadly, it's not one that'll make you look good. The meme is more along the lines of star wars kid or (see below) than anything else. Expect to be ridiculed, laughed at, insulted, and generally become the laughingstock of anywhere you go.



/d/ISTURBING INTERNET

You always find disturbing images wherever you go in cyberspace. Whether it's gore, trypophobia, or any other sick or disgusting stuff you are NOT into, you can't seem to not run into them in cyberspace. Again, data is matter in cyberspace, so these may or may not appear as images to you. Good luck.

200CP

INTERNET HATE

You wake up one day, and are greeted with an email saying 'We are Anonymous. We are Legion. We do not forgive. We do not forget. Expect us'. Shortly after, you also get a long rant from the universe's equivalent of Tumblr and their SJWs. The equivalent of Tumblr and 4chan (and all the chans, really) now hate you. Expect hate mail, blackmail, death threats, virus attacks, and the occasional assassin. You're also perma-banned. Hope you like Reddit. Then again, they might hate you too.

TUTORIAL TIME

The tutorials are here, and they shall have no mercy. Tutorials pop up many, many times a day for you. And they don't even stop time for that, as it's almost always tutorial time for you. Entering a new area? Tutorial. Selecting a chip? Tutorial. Aiming? Tutorial. In combat, trying to not die? Tutorial. There'll be a tutorial for virtually everything. And when you've done it already, they'll repeat it again. At the least convenient and even most dangerous times.

SPAM CAN

At all times, even during combat, you get spam mail and pop-ups. You'll get Nigerian princes wanting bank transfers, lottery hoaxes, MikeChang.exe's Six Pack Shortcuts, and even e-peen enhancement ads popping up even when you're trying to shoot an enemy. I guess the advertisement gods really hate you.

300CP

IDIOT OPERATOR

Congratulations! You got an operator, even if you didn't have one before! Unfortunately, they're so dumb that they'll listen to a former criminal and install explosives all over the Internet. If they aren't, they will be soon. Wait, water beats electric, right? You mean swords have a limited range? How do I edit my folder? How do I upload chips? And what's jacking out again?

SPLIT PERSONALITY

You have a split personality due to Dark Chip abuse. This personality seeks to gain control of your body. It will be a constant struggle to stay in control. Just don't let waking up to see the data residue of several deleted NetNavis as a result of the split personality affect you too much. It'll just make it easier for him to take over, and it's probably going to become a daily occurrence soon anyway. Hope you've got a strong will.

DARK SIDE

A clone of you is created. This clone gets corrupted by Dark Chips shortly after, and is now after you. He has all your abilities, as well as the immense power boost dependence on Dark Chips grants. He may revive from deletion once due to this, but his reliance on Dark Chips is his weakness. If you can exploit his insanity from continued data degradation, as well as his need to immerse himself in the darkness in order to stay alive, you might just survive.

FUTURE

The ten years are up. You've done your time. Make your choices. With the following in mind.

AFTERWARDS

Regardless of your decision below, you'll be granted a human form again.

However, you gain the ability to change into your NetNavi form, becoming data in both cyberspace and the real world.

You gain the ability to jack into computers, becoming data for a time. You can explore the Internet, and reside in computers this way.

I'll borrow from another continuity for this. In the real world, you can choose to transform into your NetNavi form. However, you remain solid and tangible.

The transformation is a really elaborate one, known as a Cross Fusion.

JACK OUT

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

Your jumping days are over if you pick this choice.

If you died, you may only choose this.

STAY HERE

Maybe you're enamoured with the idea of an Internet that's far more advanced than your own, manifests as matter, and may or may not have a life of its own. Maybe you have a job to finish, or people you don't want to leave behind.

Bear in mind that you may never return home, even as you stay here.

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

CONTINUE ON

Continue the JUMPCHAIN.

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

Entertain me.

NOTES

In order to access the real world, you'll need a suitable body to possess. You can still access your warehouse through the Internet though, and retain all your powers.

The warehouse acts as a link between the real world and the internet. You can meet your companion or your operator in this without having to inhabit a physical body. For the duration of this jump, your operator can access your warehouse when you give them permission.

You may or may not be in his/her Personal Terminal (PET, it's like a smartphone with no touchscreen) most of the time.

Your operator becomes a companion after the jump ends.

Cross Fusion does not exist in this continuity. This follows the games.

Battle Chip Rules are as follows:

Your operator can choose and upload your chips to you. However, if one chip is used, you cannot use it again for the battle. Some chips can be uploaded together, others can't. There's a short cooldown period after every upload. You have a folder of 30, but it might be hard rummaging through it, so you'd better hope your operator's fast enough to upload the batches right after the cooldown period ends. Chips only summon constructs for one-time use.