



Jumpable 0.5

In the year 21XX...

During an archeological dig, Dr. Cain found a mysterious laboratory containing a message from Dr. Light, and his final robot. This was X - the first machine that could think, feel, and choose for himself. With X's help, Cain created replica androids based on Light's designs, and the future of the world changed.

Reploids, as these machines have come to be known, are becoming more and more a part of everyday life. But with free will, there come Mavericks who choose to hurt humans. To deal with these violent machines, the Maverick Hunters were formed, led by Sigma - Dr. Cain's latest creation.

Yet, after an encounter with an insane reploid named Zero who would later become a maverick hunter himself, the seeds of madness were put into place...

+1000 Choice Points

Background

What is your place in the world? Here, you will choose what you are, and what you have made of your life. Reploids being what they are, Age and Gender is up to you. You may be a Drop-In as well, appearing out of thin air instead of having a history and life here, your choices mattering only for what you receive going forward.

Human - Race

'And I watched as it withstood all the hell we put men through'.

You're nothing more than a human being, the frail kind so many Reploids serve, protect, or destroy.

Reploid - Race

'With hands of iron, there's not a task we couldn't do'.

You're a replica android, a machine with free will and the power to enact it for good or evil.

Combat - Role

To save the world, one must set forth to battle those who wish to see it broken. You're a warrior, whether reluctant, sadistic, or seeking an answer in the heart of battle.

Mental - Role

This world was built on circuitry and iron. You're a human or Reploid of science, someone who pushes technology forward and creates a new future with their own hands.

Leader - Role

Many hold a dream in their heart, but it takes a special sort to share it with others and have them believe. Are you just another megalomaniac, or dare you dream of Utopia?

Era

Location is largely irrelevant. The earliest incidents occur in specific locations, while the latest tend to happen across the entire globe. Choose it as you will. Here, you will uncover WHEN you arrive, by rolling 1d8 or paying 50 CP to choose any of the options.

1. Day of Sigma

After turning as many of his fellow Maverick Hunters as possible to his side and preparing his army, Sigma declared war on mankind with a vicious strike on a city. The rookie, X, is set to defeat his eight lieutenants and invade Sigma's hideout on a floating island. Can this new Mega Man save the day, or will mankind come to an early grave?

2. Truth of the Placebo, Dopple Town Riots

Months after Sigma's rebellion was finally ended, Doctor Doppler developed a vaccine for the Maverick threat. As grateful Reploids gathered to him, a new city was founded in his honor. In truth, Doppler himself went Maverick and the cure was a mere placebo. Dopple Town is now in chaos and the doctor's forces are even fighting the Maverick Hunters!

3. Fall of Sky Lagoon, Great Repliforce War

To handle the rising threats, Dr. Cain founded the Repliforce, a sister organization to the Maverick Hunters. After severely underperforming, some question their validity. Alongside being blamed for a tragedy where a flying city was sent into ground, the desperate Repliforce will rebel in hopes of founding a Reploid nation in space.

4. Sigma Pandemic, Earth Crisis

By sacrificing his latest body, Sigma spread the Sigma Virus across the world, devastating humanity and Reploids. Even worse, a mercenary hired by him has taken over the Eurasia space colony and set it to fall onto the planet. However, he was also ordered to release a strain of the Maverick Virus in it, and the two pathogens may yet combine into something horrible.

5. Nightmare Phenomenon, Nightmare Investigation

The colony fall incident has devastated the planet despite Zero's sacrifice. Mankind retreated underground, and efforts to recover the polluted world can only be done by Reploids. Sightings of a maddened Zero herald the Nightmare Phenomenon that ravages the minds of Reploids. To stop him, the Nightmare Investigators set forth... but what are their true intentions?

6. Come The New World, Paradise Lost

Despite nature's slow recovery, humanity has chosen to escape the Maverick threat by living on the moon. Such colonies are supplied by space elevators manned with the newest generation of Reploids, who use their Copy Chip to manifest whatever body is needed, including that of Sigma. An accident at one such elevator will herald the beginning of another incident.

7. The Elf Wars

Even compared to the destruction wrought upon Earth by Sigma, this is likely the bloodiest conflict the world will live through. The Mother Elf created from Zero's body wiped out the Sigma Virus at last, only to be corrupted by the maniacal Doctor Weil and used to spark worse and worse events to justify absolute control over all Reploids.

8. Free Choice

How fortunate. Choose any of the previous time periods - or another conflict, such as Red Alert's downfall or the X-Hunters' revenge - as you see fit.

Perks

Skills, traits, and qualities of a more ineffable nature. Discounts are 50% off. Freebies are Free.

Harmony - 100 CP (Free to Humans)

To his death, all Dr. Light wished for was a world where humans and robots could live together. His final gift to that end, sadly, outlived him. X went forgotten for decades past the time needed to complete him, but he was found in the end, and by someone who would change the world with his aid. Be it fate or luck, your masterpieces display a similar staying power that can reach beyond even your life. That which you pour your ideals into, or which are the ultimate hope of achieving them, will not vanish into the mists of time so easily.

Empty Shell - 200 CP (Discounted to Humans)

For all their advancements, mankind will not develop a method of immortality until after the end of the Maverick Wars, and it will take much longer before more than one person suffers it. The years took their toll on you and your fear, or perhaps grief, at what might happen after your passing has led to something incredible. Through one way or another, you are capable of persisting after your natural death. How exactly it happens depends on your resources and skillset, but you can look at the post-humous works of Light and Wily for inspiration - one made or possibly became a holographic AI capable of advising and helping X, while the other's soul returned time and time again in new robotic bodies. **Buying this grants Humans access to the Body Design section, though not the stipend Reploids gain.**

I HAVE DECIDED TO SEAL HIM IN THIS CAPSULE - 400 CP (Discounted to Humans)

The man who changed the world and the future of robotics, Doctor Cain, did not build X. He made reploids in his image, certainly, but it was Doctor Light who forged the first machine able to think and feel and choose for themselves. Yet, the ravages of time forbid him from seeing his final creation's awakening, and he had none to entrust him to. Much like Cain found Light's final work, you have remarkable fortune in coming across the unknown last works of long-dead geniuses. Not all of them may be so incredible as X, no one ever matched doctors Light and Wily in their fields, but they will remain something amazing. Perhaps one impressive machine or a handful of unique but not groundbreaking ones per year. If it is possible at all, you might yet find something equivalent to X in future worlds, but that will take all of your luck for the decade.

Vile Eternity - 600 CP (Discounted to Humans)

Through extensive modification, you have been made into a cybernetic immortal. Your body has been replaced with mechanical replicas and bound within a suit of white metal and glass housing an orange fluid. Your mind was likewise converted into a computer program, preventing you from ever forgetting anything. Alongside a powerful rejuvenation factor, even a direct strike from an orbital weapon would fail to kill you. It would take something truly extreme, like being struck by said weapon, further damaged in combat, caught in a massive explosion, and burnt up during atmospheric reentry, to actually kill you. Even so it is likely that what little is left of your remains would carry your pained will forwards in some strange way. No matter what tortures are heaped on your body and mind, know that it will never end.

Civil Machines - 100 CP (Free to Reploids)

Since you were made for a reason, it only figures you'd be good at it. You're a professional at a job or general purpose of your choice. Anything a person might want a Reploid made for is valid, ranging from civil construction to clerical work or even being a model. This is enough to not only keep yourself out of poverty or a scrap heap but attain genuine renown, though it does not stack up to more specialized choices here. This could make you a fine soldier or adept scientist, but you wouldn't near a legendary hunter or genius inventor in ability.

Double Dynamo - 200 CP (Discounted to Reploids)

Whether you're making a buck at the planet's expense or an actual loyalist, you've got the chops to play saboteur like few others. Infiltrating a renowned organization and getting yourself cozied up to a veritable hero or sneaking inside a space colony and taking over the place by yourself is no trouble, and you've got the cool nerves to play it smart. If you really'd rather laugh your way into the grave hoping to spite your leader's enemy, I can't stop ya, but all that sneaking has made you plenty good at peacing out once it's clear you can't win. A mercenary like you could make an escape so clean, the people you attacked less than a month ago are more likely to catch you due to searching for the same thing as you than the hunt for you itself.

I.D.E.A. - 400 CP (Discounted to Reploids)

X needed to slumber for 30 years in order to ensure he would be friendly to mankind. In doing so, he gained a powerful spirit, one that could not be degraded or broken despite the horrible events he has or will soon witness. However it happened, you have undergone a similar level of development. Beyond ensuring you have a complete personality (or can at least grow one) and a concrete grasp on your own free will, your soul is quite literally stronger and purer as a result of the moral quandaries you've had to face in virtual space. You are immune to corruption, preventing the Viruses set to rock this world from changing your mind. They might still damage or kill you, but the true infection will never quite take, despite the fear and anxieties you may experience. Certain spiritual techniques also become possible for you to use...

The Answer - 600 CP (Discounted to Reploids)

At the end of the day, reploids are machines. Machines that can think, that have souls, but machines all the same. You can break a machine, but killing it is far harder. You exemplify this quality, clinging to life with a zeal strong enough to warp fate itself. If a single piece of your body were sending you into a mad rampage, your foes would deal a fatal blow to that one spot instead of anywhere else. If you were reduced to a head and torso in some strange dimension, the only person capable of repairing you might be waiting outside. Even with no tricks or allies left to bring yourself to life with, your broken remains could be found by a mad scientist who would then fix you as insurance against your mutual foes. Your enemies can defeat you like they always do, but finally removing you from this world will prove far harder.

Energy Pickup - 100 CP (Combat Freebie)

Scavenging parts to repair yourself with is grim but sensible. This, on the other hand, is just weird. Enemies you destroy have a small chance of leaving Life or Weapon Energy, tiny bulbs that restore their respective type of energy. Both have a further, smaller, chance of coming in large or extra large sizes that provide greater benefits. If applicable, the latter can also restore things like mana or ki, since it's entirely possible you don't even have a VWS or any other Reploid ability with a limited amount of power. Both work even if you're a human.

Regular Designs - 100 CP (Mental Freebie)

The defining quality of reploids is that they have free will. Yet it took the last work of Doctor Wily and the madness of Sigma for the maverick threat to grow out of control. In the end, many reploids are fine with their lot of life. Perhaps it is because they're not used as coldly as one does property, and given leave to choose another path? Whatever the case may be, this is a quality your creations now share. Free willed beings you create will prove remarkably happy to stick with the status you assign for them. Some may ask for a career change depending on temperament, but outside of exceptional circumstances, few would outright turn rogue - even if you task them with jobs such as eliminating their own kind.

Mysterious Voice - 100 CP (Leader Freebie)

A dead man can't come back from the grave without raising alarm. Moving around the edges of society and keeping anyone who sees you quiet can often be hard, but for you, it's just part of the grind. Searching for parts, building a network of loyalists, and turning patsies against your enemies all can benefit from a gentle hand, and you've got the skills to keep yourself out of sight and out of mind for anyone who would gladly drop everything to make sure you stay dead this time around.

Ansatsuken Specialist - 200 CP (Combat Discount)

Somehow, you have become a user of the Assassination Fist, a form of martial arts focused solely on killing one's opponent. This style features deadly strikes with the arms and legs, and is suited towards both actual assassination and extended fighting. While many melee specialists rely on weapons like beam sabers, your fists are enough to scrap unwary foes. Alongside this is knowledge of how to use the Hadoken and Shoryuken. These are nothing more than powerful strikes without Ki, but you will find it remarkably easy to wield your innate abilities through them going forward. If X succeeds in acquiring all of the upgrades prepared for him by Dr. Light, his buster will become capable of unleashing an unspeakably powerful Hadoken. The leader of the 14th Special Unit, Magma Dragoon, uses both through his fire powers. How will you wield these special moves?

Mechanical Marvel - 200 CP (Mental Discount)

Reploids are a fine invention, but you can't use a thinking machine for everything in society. Mechaniloids fill that niche, and you are a fine designer of them. Cannon Drivers, Mets, even the Rangda Bangda, you have the mastery of robotics and engineering to put together autonomous machines fit for both combat and utility as long as you have the resources. You can kitbash a lot with just this, but you've also delved into another field of your choice. Weapons development, to fit the biggest lasers into your creations. Civil engineering, to raise flying cities. Maybe even environmental science, to master the very biosphere. Making it a reality may be rough for more fantastic ideas, but any study or craft unrelated to reploids is valid.

Uprising Terror - 200 CP (Leader Discount)

Waging a war on the world with only a small army is a hard goal to achieve. If you want to succeed, you're gonna need to fight smarter. You're skilled in terror tactics and strategy suited towards taking on groups larger than your own, and are particularly adept at the henchman-based simultaneous strikes used so often by evil masterminds in this world. Whether you're sowing fear and destruction across one very unlucky city or the whole planet is dependant more on how far your men can mobilize than anything else. This includes the subtle touch needed to plant your own followers in enemy organizations or keep the whole operation secret until the day you set the world on fire.

Special A Class - 400 CP (Combat Discount)

There is undeniable value in power. An unarmed human can't stand up to a combat reploid. But that doesn't mean power is truly inviolable. Skill, instinct, foresight, all these things and more can make a fatal difference in a fight. Your power is another matter, but I can confidently say you have gotten good. Dodging through their attacks, finding the flaws in every move, and blasting them to scrap, it's all too natural for an experienced fighter like you. Doesn't matter if it's an army of mooks or an elite warrior, you'll finesse them all the same. These skills can be applied to the environment itself, as well. Deadly crushers, unfair formations of enemies, sudden obstacles, treacherous pits, rows upon rows of spikes, or even just reality distorting in the worst of ways... no matter how simple or how complex, you're more than ready to fight your way through anything. A single mistake would spell your death, but I reckon you might even be able to take on some of the challenges X and Zero will become legendary for as a normal human.

Metallic Lifesaving - 400 CP (Mental Discount)

Depending on when you arrive, you might be one of the pioneers or just another educated scientist. Either way, you are an expert at reploid design, capable of putting together capable ones by hand or planning out an entire design line ready for the factories with only a day of work. If you really put your mind and resources into it, you could even build someone that'd give Maverick Hunters a run for their money! Not that you'd want one of your creations to go maverick, right? It's just an example. Beyond the raw science and engineering, you also have talent for one form of reploid medicine, as it were. Coding anti-virus programs that can be uploaded into reploids to help resist the maverick virus or into weapons to actively destroy it, repair skills to quite literally put together a Reploid whose body you don't actually understand, or even the taboo DNA resurrection - a practice that uses the DNA of a reploid to make a copy of their body and mind. Maybe even something as tangential as making special parts or chips that can improve a Reploid's abilities, if you favor prevention over a cure.

Commander of Steel - 400 CP (Leader Discount)

The Maverick Virus is no small part of why so many rebellions and uprisings keep happening. But Reploids at their core are just as free as people. The reason why they band together at the behest of a single leader is because they believe. Sigma and General both had a dream and the force of personality to gather others in their wake, a force you now hold. Whether you battle for the future of all reploids, your right to build the strongest robots, or something completely different, you've got that special quality needed to have others share in your dreams and put their life on the line for the cause. Depending on how much of a personal touch you put into things, you might even make genuine fanatics of them, the kind that cares more for you than any sappy ideals and would die with a smile on their face glad they had a chance to hurt your most hated enemy.

Wild Fang - 600 CP (Combat Discount)

Whether to make up for your lacking design, or to ensure you can keep up with all the insanity set to happen, your creator has prepared a wide variety of upgrades to your body. But rather than simply pack you full of as much tech as possible, they hid these in preparation for your future adventures. Maybe working for it is required to bring out your full potential, or maybe they were afraid you'd get drunk on power and perish. Regardless, by searching off the beaten path during big missions or events, you can find upgrades for your body piece by piece. Some of these might be incompatible, like the many Armors X will gain in future battles, but others may be inherent boosts like the Heart Tanks. Most of these will be incremental or niche in nature, such as an additional charging level for your weapon or the ability to break through objects with your head, but the constant rise in specs can't be denied.

Cainite Gateway - 600 CP (Mental Discount)

Even centuries in the future, X and Zero will remain the pinnacle of reploid design. Despite their full cooperation, and possibly giving up their body to science, few would ever grasp the full extent of Light and Wily's genius. The barest scrap of it is enough to unleash wonders... and undying nightmares. When it comes devices beyond your understanding, developing something useful from them comes naturally to you. Reploids are a known quantity by now, but perhaps a look through X's chassis might help you develop new solar power technologies? Or, if you do not fear that madman's work, even pieces of Zero might let you create a brand new horror to plague the planet with - whether in the form of new Wily Machines or a reality warping virus such as the Nightmare Phenomenon. What you make of it all is your choice alone, as are the consequences yours to live or die from.

Summated Soul - 600 CP (Leader Discount)

Time marches on and the world advances. Those accursed maverick hunters keep on growing with every enemy defeated and crisis solved. A relic like you couldn't hope to keep up, not with the body you were given. Why not change it? Your code, your soul, is a loftier thing than most. Upgrading and redesigning your body is far easier than it used to be, whether it's you or some scientist doing the hard work, helping you change or outright replace all of you. This kicks into overdrive when you're defeated in combat, letting you jump into another body or achieve a new form seemingly out of the blue. At least some level of preparation and potential is needed - Sigma couldn't have merged with the Maverick Virus if he weren't infected to begin with - but in the right circumstances even a shambling husk could muster the rage to become a flayed laser-spewing giant after the first round.

Body Design (Reploid Only)

Rather than more ephemeral traits, the perks in this section represent the features your creators gave you. All purchases here roughly scale with the power level given by Replica Android: some options explicitly note how they rise in strength, but for others, it may be a matter of how often and conveniently they can be used. Be reasonable with this and you'll do fine. You (and Companions imported/created as Reploids) gain a stipend of +300 CP to be spent on non-Replica Android entries here.

Replica Android - Free / 200 CP / 500 CP

Or reploid, for short. You are one of the machines responsible for so much destruction and salvation in this world. For Free, you are a basic combat-capable model. You can run as fast as an olympian, jump twice your height, and comparable to an armored truck in human form. Not as impressive as it may seem. Without anything else, your destructive power is limited to slowly breaking property (or people...) in reach. Your durability results from a reactive armored skeleton that directly reduces damage taken wrapped in a titanium alloy highly resistant to both heat and force which is further layered with energy from a micro-fusion fuel tank that effectively works like a health bar. There's many other functions involved in a reploid, but they are largely minutiae, such as having a synthesizer instead of a "real" voice or lacking a sense of taste.

For 200 CP, you are a genuine machine of war, something comparable to the many bosses X and Zero have and will fight going forward. To get pithy, you are a tank in human form. Your energy systems are advanced enough to unleash large elemental attacks and withstand similar levels of harm - it would take a dozen or so fully charged attacks for X and Zero to end you. Even if you weren't a physical specialist, your strength is enough to wreck large blocks of stone with one good hit. If you happen to hold more esoteric systems, this is the point where things like duplicates or conditional invulnerability become more than parlor tricks.

For 500 CP, you are no longer a machine for something as simple as war. Whether some lost contemporary to X and Zero, or kin to Sigma, you are the apex of reploid design. The sheer power in you is overwhelming. Even without a dedicated mobility system, you can cross a room in moments, sprint fast enough to blur, and walljump up buildings in seconds. A single punch to the ground would seem like an earthquake and send loose objects flying into the ceiling. The main reason you wouldn't just hit and cut your way through the latest madman's fortress by hand is to save time - while hitting you long and hard enough can lead to destruction, especially when caught by surprise, things like missiles and tornadoes only cause surface damage. Damage that can take you down if you're careless or incompetent, but surface damage none the less. Just... mind any spikes.

Energy Weapon - 50 CP

Solar bursts, beam sabers, and lasers of all kinds. You're equipped with some type of energy-based attack. Some part of your body might shift into the weapon itself, it could be a piece of equipment specially tailored to your usage, or directly attached to your physiology like a cannon growing out of your arm. Weak and simple, but reliable.

Hard Weapon - 50 CP

Saw blades, missile ports, and rocket fists. You're equipped with some type of solid weapon or weaponized tool. One of your arms could have a power drill hidden inside, both of your fists might detach and fly around to smack people, or someone hid a missile battery inside your shoulders. Not the most glamorous, but definitely effective.

Charge System - 50 CP

A classic. One or more of your systems are capable of receiving additional power when certain criteria are met. This can function like X's buster charge, requiring active effort prior to usage, or be more of a desperation attack that reroutes energy when you're close to being defeated similar to the super moves quite a few mavericks use when pushed against the wall.

Emergency Acceleration System - 50 CP

Also known as the dash. Even though X would acquire it as part of his many armors, this ability is pretty much iconic for both him and Zero. While it can't be used continuously, or in the air additional times without touching down, this sudden burst of speed is crucial in dodging attacks and navigating hazardous locations.

Overdrive Acceleration System - 100 CP

Rather than simply dash, you are truly and absurdly fast. Even when moving normally, your acceleration is enough to leave afterimages in your wake and outpace many weapons. When you really get going, your new equivalent of a dash, you outright disappear and reappear at your target location. While you can't fight properly without slowing down, dodging attacks and confusing opponents is easier than ever, now.

Flight System - 100 CP

Rather than just walk, your body is capable of moving through the air freely. The exact mechanism is up to you - you could use wings, have a built-in jetpack, or hover menacingly. Traits such as acceleration and handling may differ between these, keeping the possibilities more or less equal.

Teleport Unit - 100 CP

Forget moving, your body has a special module that allows you to outright teleport. This can be either a long-distance travel unit or a short-range combat unit. The long-distance version works by seemingly transforming you into a beam of light that shoots into the sky before falling back down on your target. It's not precise enough to enter exact locations and doesn't fare well in combat, but can reach across the whole planet. The short-range version is much speedier and excellent for both evasion and offense, with further division between a seamless variant and a telegraphed variant with priorimages that lets you attack during teleportation, but limited to crossing individual rooms at most.

Nature Weapon System - 100 CP

Solar blasts and plasma are excellent, but sometimes one needs a more specialized tool. Your body gains power over a single element of your choosing. The exact mechanisms are freeform in nature, but the strength and breadth of this depends on your power as a reploid. A maverick boss with this could set a room on fire or launch a tornado from their weapon and generally use regular attacks closer to X's charged buster shots in scale and power.

Animal Inspired Body - 200 CP

Rather than a human with fancy armor, you are designed like a humanoid beast of some sort. Possibly even a plant or fungus. This morphology provides many benefits - elemental alignment is the standard in many cases, letting a dragon or phoenix dip inside raging lava and roaring flames with ease, but the speed to race across the desert and leap vast distances or some type of damage-triggered self-duplication are also valid choices. Perhaps a hammerhead shark with a penchant for robotic necromancy could sense DNA much like their basis detect living beings?

Large Frame - 200 CP

Size has a value of its own, whether you were designed for construction or destruction. Your body is three times the size of a human with all the strength and weight to match. This doesn't actively make you slower, but flight is recommended if you want to stand a chance of dodging things. While doing so would destroy you, this sheer girth is enough to stop an activated super weapon from firing. If your power as a reploid is truly great, this size can go from giant to titanic, making your head alone thrice the size of an average reploid.

Damage Immunity System - 200 CP

Special care was taken in regards to your defensive capacities, rendering you partially immune to harm. At a baseline, this is equivalent to a Met's helmet, making attacks ineffective at the cost of being unable to actually do anything. At the level of a maverick boss, you might regain the ability to move while defending, tie this function to features such as a shell, or empower one of your attacks to also function as a barrier. At the peak you might gain defenses similar to High Max, requiring enemies to switch between different powerful attacks to cause damage or be vulnerable only to your own attacks like Gate in his golden form. Even so, uniquely powerful or esoteric effects might still hurt you.

Devil - 300 CP

Rather than solid state matter, your body is primarily composed of a black jelly under telekinetic control that you can separate and combine at will. Thus it is possible for you to release parts of your body to assault enemies in unpredictable and difficult to evade patterns. This slime defaults to a humanoid shape when taut and scatters into a puddle when relaxed, but with effort, you can assume more elaborate shapes such as a mechanical skull with a spiked underside. Most attacks are ineffective on your greater mass, but you do have a red eye built out of solid components that can be more readily harmed and is essentially a vital 'organ'.

Godkarmachine Chaosbrahman - 300 CP

Once upon a time, you and your partner failed, too weak to do what you were made to do. Now, when you gaze in the mirror, two faces look back at you. In truth, you are the fused form of a pair of reploids. This is not a situation where your DNA Soul has been split in two, but one in which a pair of lives were conjoined to forge you. Your components harbor what once was your full power, with your abilities and skills being split between them however you see fit, and you may likewise decide their nature. Though both have their own personality and history, they are undeniably you, just as you are them. Fusing into you will not only double their power, but will actually amplify their (that is, your) individual powers and functions on top of that. Doing so is highly stressful, but one of your halves can become you even if their other half is lost, and this can potentially allow said half to be reconstructed from your body. In other words, you are not truly dead unless both perish at once, or you are destroyed in your fused state.

Variable Weapon System - 400 CP

Much like X, you are capable of copying data from defeated technological enemies and using that data to manifest new weaponry. Since your body likely isn't designed for their systems, your version of whatever they had may be weaker or just different, and will almost certainly rely on a limited store of weapon energy. For the most part, your power as a Reploid increases these stores and your ability to actually beat someone in order to copy them in the first place. There's no strict limit on how many you can gain, but fully powering all of these weapons can get problematic after 8. This isn't limited to modifying a buster, but your specific variant is set on purchase. Feel free to wield elements directly or build a collection of guns like Axl.

Learning Weapon System - 400 CP

Much like Zero, you were made to be the ultimate warrior, capable of learning and growing with every opponent felled. Mooks only provide a dash of skill, making you a defter fighter with your body and chosen weapon. Triumphant over more unique or powerful foes will cause your neural circuitry to develop special combat techniques, which may or may not actually have much to do with whoever you defeated. The divine footwork to double jump by using the air as a stepping stone, wrapping your weapon in an elemental aura, even summoning a phantasmal twin to stand beside you in combat. Most of these won't use weapon energy, but they can get a bit redundant, and it is possible for you to simply forget something if you go too long without practice.

Viral Being - 600 CP

Somehow, you have bonded with the Maverick Virus and become a Virus unto yourself. Your new existence is both digital and spiritual in nature, blurring the lines between the old science of robotics, organic viruses, and stranger powers beyond common ken. With the base version of Replica Android, your powers might be limited to slowly driving nearby machines insane or subtly changing their mind to suit you, no greater than a proper argument in efficacy, and surviving the destruction of your body as a harmless ghost. Boss mavericks can more readily puppet weak machines to their will, and may be capable of fighting even as a loose Virus, summoning mechaniloids or firing energy attacks from a wireframe avatar. Someone equal to Sigma would have the same powers he did by the time of his second resurrection, capable of taking over another Reploid's body, influencing Reploids from beyond the grave, and largely immune to standard attacks even when forced to manifest. If you can grow this dread code, cultivate the deadly strain that is your soul, you might just be capable of turning the world into a waking nightmare.

Slumbering - 600 CP

A terrible power is hidden inside you, a digital pathogen of complex and potentially reality warping nature that drives machines to violent madness. It is every bit equal to the Maverick Virus, and its true purpose is to complete you. It propagates through the world, mutating and even bonding to unique individuals strong in spirit or being altered by madmen to suit their purposes, before filtering back into your body as you battle through the violent hordes and pathogenic atmosphere it creates. Saturating your body, it then raises your power without end. But you are not immune to its effects, no matter how naturally it settles into your body, to the point a scanner would read complete infection as a clean bill of health. This power may yet transform you into a God of Destruction, but at that point, such a moniker would be a perfect descriptor of your apocalyptic nature.

Soul Eraser - 600 CP

A most cruel functionality has been given to you. You have the power to extract and manipulate DNA Souls, the soul of a machine. It's a kind of program that can be seen in the world as a form of energy, bearing the complete records of a reploid's mind and body. Even with such a thing in the palm of your hands, using those is far harder, and not something this alone grants you. But what you can do, is place those souls in a suitable vessel. Placed within a 'living' machine, this can empower them, increasing their parameters as their own body and soul is energized. Placed within a broken machine, however, it can be used as a form of necromancy – returning the dead to life as long as enough souls to match their own power remain inside the body. You can rip the soul out of a reploid much weaker than you on sight, with greater efforts for tearing away the soul of ones closer to you. Those who can fight you are generally immune to being felled by such a cheap trick. Your power as a reploid, whether natural or increased by devouring DNA Souls, will primarily increase the range at which you can employ this ability. Berkana, a powerful reploid fattened on tens of thousands of victims, was able to use this power to steal away souls across the entire planet.

Copy Chip - 600 CP

This is the cutting edge of Reploid design, whether you're a prototype like Axl or a true New Generation Reploid. By intaking the DNA of another machine, you can alter your shape to match them, gaining their physical abilities. This is usually done by harvesting it from defeated enemies, but it may also be possible for you to upload the data into your body directly, or use a special Copy Attack from a weapon inherent or paired to your body to temporarily gain a target's form. Your power as a Reploid does alter the resulting form's own strength - while taking the shape of Sigma will be a standard tactic for the New Generation Reploids to increase their defense, many of them would still be mooks despite that formidable chassis. This also renders you immune to the Maverick infection, as you can simply reset your DNA. On the other hand, if you gained the DNA of an infected machine, this would also let you go Maverick at will...

Items

Beyond the gifts of an iron body, what will aid you in this world? You may receive two 50 or 100 CP Items for Free, alongside Discounts on two 200 CP, 400 CP, and 600 CP Items.

Mud - 50 CP

Reploids can't really enjoy it, but some still try drinking their sorrows away. Whether you're lost in that drunken haze or covet it, you've got a bottle of high-quality bourbon and a cup that doesn't hurt you if you happen to dramatically crush it in your hands. Both appear whenever you want a drink, repaired and refilled if necessary.

Chainsmoke - 50 CP

Now there's a man's vice. You've got a proper vintage cigar and a fancy antique lighter, all ready for you to enjoy. Unlike alcohol, this is one vice Reploids can enjoy as well, in the form of a portable battery you can recharge from just like the real thing. All three appear whenever you want a smoke, repaired and refilled.

Pleasant Days - 50 CP

Even a machine has to pay the bills. You have a job suitable to your skillset and interests. If you're a good for nothing or just refuse to apply yourself, this won't be anything glamorous, but it'll somehow be enough to make a living anyway. Humans weren't keen to hold onto grunt work like manning the registers or cleaning up streets, but even places like top-class laboratories and modeling agencies will hire reploids if they have the right qualifications, so there's a lot of possibilities here.

Ride Armor - 100 CP

This isn't your average construction model, that's for sure. Standing at about twice a person's height, this humanoid machine can take a lot of hits and manhandle threats far more advanced than it if given a chance, but sheer size makes dodging an issue. Yours is a custom job, so you can pick its general function and weapons freely. Maybe it can hover while raining down missiles, maybe it wades through lava and can carve rock with laser blades, you get the idea. Either way, it's powerful enough even someone like X or Zero could benefit from piloting it.

Ride Chaser - 100 CP

Can you feel the wind on your synthskin? This is a hell of a bike, the kind usually paid for on a military budget, and it's all yours. The exact model is up to you - you can copy something the Maverick Hunters have used if you want, or dream up your own. It's got a buster to blast the way open and a dash function perfect for smashing through anything you miss, but it's still just a hoverbike. Not relying on wheels does make handling a dream and it can even jump over obstacles, but it's not that much faster than what was around back in 20XX.

Darkened Domicile - 100 CP

Even machines need shelter. You've got a discreet apartment paid off somewhere convenient. Who exactly it's tied to is a bit fuzzy, meaning being declared a Maverick or legally dead isn't going to stop you from using it, and things like maintenance or utilities are handled without invading your privacy. It's a far cry from a real laboratory or secret base, but it has walls of computers to both keep track of news and contact your agents. It's also got a way of being dramatically shadowed without actually impeding whatever you're doing when the lights are off.

Massive Mansion - 100 CP

But maybe you don't care about secrecy in the slightest. As you might surmise from the name, this is a mansion, the kind only the most affluent of people or actual royalty can afford. The property and its utilities are fully paid off, letting you live in absolute luxury. It even comes with a stable of low-end civilian reploids and mechaniloids to maintain the whole thing. While it has the security you'd expect a rich person's home to enjoy, it is not a military installation. If someone launched a missile at it, well... best hope you weren't home at the time.

Cultural Heritage - 100 CP

Whether the future is bright or dark, we should not forget the past. You have become the owner of a large estate of historic import. A sprawling Japanese temple, all the more interesting given it was built far from such lands. A cavernous jungle surrounding genuine Mesoamerican pyramids, preserved sculptures and statues dotting the rockfaces. Or just an actual museum with works and informations taken from all over the globe, if you don't care for scenery. No matter the exact form, it is a treasure trove of human culture worth preserving.

Gamer's Prize - 100 CP

A simple computer with all the associated peripherals. Top of the line, but nothing worth repurposing for a laboratory or the like. More importantly, this PC comes with almost every single Mega Man game loaded, X DiVE and Xover being conspicuously absent. Note that the machine's architecture is wholly foreign to this reality, lacking a cyberspace shadow or any form of in-built connectivity. With the viruses running around, this is probably a good thing. If you purchase this alongside "Hidden Space", you may combine the two, allowing your gaming rig to interface with cyberspace properly and form Deep Logs. I hope you know what you're doing - these are so intrinsically connected with their associated gamer that it is even possible to affect one's memories through them.

Ready Tanks - 200 CP

This funky little thing might look like a weird backpack at first, but trust me, it's a real lifesaver. This is a Sub Tank, a special piece of equipment that absorbs life or weapon energy beyond the user's limits that would have otherwise been wasted and stores it, and can then be popped to provide a burst of healing or instant reload. You've got four in total and are free to pick the exact type distribution as you like it. Alongside this are two Heart Tanks, which can raise a machine's maximum 'health' by a small amount. You'll get another one a year going forward, but there's a limit on how much you can shove into one thing, especially if it's not that advanced to begin with.

Iron Graves - 200 CP

Grim. This is an automated facility focused around the reclaiming of dead Reploids and other machines. Whether you use magnets to pull and sift through the material, crush it into little cubes and pieces, or melt it all down for later refining, this place can process a lot of stuff to fuel your plans and it is sprawling. The main building is huge and the land outside can feel like an ocean of steel when the place gets backed up. What you're getting here might have been thrown away for a reason, but you can't deny the value of this much scrap.

Mine Quarry - 200 CP

Looks like there's energon crystals in them hills. You're the owner of a bountiful and likely very profitable mining operation focused on a particular type of resource. Whether it's metals suited for reloid production, the energon crystals that fuel them, or just stones of all kinds for civil architecture, it's all yours to use or sell as you like it. The fact it's all done by mechaniloids who don't need a salary helps. Oddly, so long as you're not stripping the earth clean, starting digs over from a different site will let you keep extraction up.

Nature Base - 200 CP

Whether you want privacy or the home turf advantage, you've built or acquired ownership of a fully-stocked and largely independent military base situated in a biome of your choice. From a blistering desert, to a frozen tundra, or underwater caverns, this is a fine place for military work if you and your soldiers can handle it. Any natural environment is fine, even an active volcano. It's only big enough to form one gear in a well-oiled army no matter the place's exact function, but it does come with enough mechaniloids to scare off weak intruders.

Girl in the Chair - 200 CP

Whether you made them yourself, purchased them, or were assigned them by your bosses, you have forged a genuine and lasting bond with this reloid. Their nature and appearance is at your discretion to define: among similar reloids, there is a notable commonality in charismatic beauty, large 'software', and blond hair. Their focus is on supporting you, having the skills of a capable navigator and scientist, including their own specialty for the latter such as cybersecurity or reloid medicine. Though weak in a fight, they are no low-end mass production model. Your partner (or whatever they are to you) harbors their own special function. They could be a mobile refinery, capable of developing items in their body, or maybe their mind has been designed from the ground up to make them a veritable genius. Maybe their brain circuitry is closer to a traditional computer program, granting them strange influence over cyberspace? In any case, they are a Follower by default, but can be upgraded into a Companion if you desire such.

Mean-Mugged Minion - 200 CP

Maybe they were a Maverick hunter once upon a time. Maybe they were rotten from the start. Either way, you've got your own special little creep, a ruthless and utterly amoral combat reloid with plenty of weapons and unbreakable loyalty to you. Like the previous, you can decide the specifics to your liking, but in this case there's a pretty good chance they're a walking Star Wars reference. They're powerful, skilled, and perfectly happy to stack the deck even further in their favor, with a notable hunger for power that ultimately only serves to make them more useful to you. Unfortunately they don't come with any special gimmicks, but they do have a startling talent for coming back from the dead stronger, again and again, as well as nursing a grudge against whoever keeps standing in the way of your plans. Again, this one's a Follower at first, but can be made into a Companion if you'd like that.

Guard Hound - 400 CP

What a lovely and loyal pet. This frighteningly smart yet bestial Reploid comes in the form of a human-sized canine. In addition to hunting instincts perfect for eliminating betrayers it is equipped with two different elements, as outlined in "Nature Weapon System". Its base construction is equal to a Maverick boss, but as its design is based on you, its power grows alongside yours as well. You also get a giant mechaniloid of similarly canine appearance that lurks in the darkness or out of sight wherever you and your pet tread. If both of you are defeated, it will attempt to absorb whatever is left to become a powerful new Battle Body for you. Try not to lose again if something pushes you that far.

Jump Labs - 400 CP

A technological company with the brains and the resources to supply an entire city with Reploids has become yours. While the money and factories are useful, its shining jewel is a research institute focusing on another field of science entirely: the secrets of life and how it can bond with metal and circuitry, light amplification for both scientific and military application, maybe even astrophysics that could reveal the secrets of artificial gravity or the brief halting of time. It is your choice. The more fantastic possibilities may prove more theoretical or impractical than simpler ideas, sadly, but the work done in your name is revolutionary all the same.

Jump Town - 400 CP

Much like Dr. Doppler, you've founded an entire town, with all the humans and Reploids needed to inhabit it. There's a lot of different operations here and the people are personally loyal to you, but the fact it's an actual community and not just your private property means you can't use all of it as you wish without sending the place into a tailspin. Even without a blatant Maverick outbreak, that kind of thing will have people poking into your business. But you do have a lot of influence, enough that "borrowing" a laboratory on a permanent basis and setting yourself a nice budget isn't out of hand. Really, many of the inhabitants would be glad for a chance to pay you back for building this community.

Metal Fleet - 400 CP

Are you planning on razing a city to the ground? You're now the master of a fleet's worth of vehicles suited towards ocean, land, or sky. The specifics are up to you. Your navy can focus on the depths with submarines of all sizes, or sail across the surface bristling with guns. You could ride a massive convoy of armed trucks or conduct a super heavy train. Maybe even a space elevator, swarmed by shuttles? It really does have the firepower to carve destruction across an entire city, too. Leading this host is a beast of war, stronger than the rest, designed for you alone. The flagship might be engineered to give attackers no cover from your aerial assault, while that giant dinosaur tank might be able to flood its insides with oil perfect for covering your amphibian attack. Whatever you choose also comes with enough mechaniloids - likely is mechaniloids - to function with just you at the head, though actual soldiers would help.

Meteor Metals - 400 CP

If you know about how life was back in the Blue Bomber's days, you should realize outer space is not as barren as some think it is. This isn't anything as overtly malicious as the Evil Energy, but it's still not something to be toyed with. You have found or come into ownership of a large meteor, roughly the size of a building, filled to the brim with Force Metals. It's an alien mineral that can be refined into small hexagons reploids can install to modify their abilities. Increasing their energy stores or attributes, the odds of striking a 'critical hit', reducing damage taken from specific elements, and more exotic effects such as increasing their learning speed or lowering the chances of running into enemies. Useful, but don't mistake it for a free lunch. Proportionate to its potency and utility, Force Metals cause their users to suffer Erosion, inflicting insanity or even physical malfunctions unless that reploid's natural strength can weather the strain. This meteor's minerals mysteriously replenish so long as it is not consumed in its entirety, fast enough to churn out hundreds of Force Metals per month.

Data Thieving - 400 CP

Within the unassuming form of a secure briefcase is a motherlode of DNA for tens of thousands of reploids and tens of thousands of mechaniloids more. Nothing stronger than a high-level hunter or maverick like Storm Eagle and his peers, but don't underestimate its value. This gives you full access to proprietary design specs across the entire field of Reploid creation, both commercial and military. Even a complete idiot could make some real mean machines by cherry-picking parts and running a basic production line, or just whip up doppelgangers for some good ol' fashioned identity fraud. If you had the power to harness it directly, you could turn any Reploid into a combat monster. You'll get another suitcase bearing the DNA of local robots in future Jumps, following the same guidelines.

Ultimate Legacy - 600 CP

This much power should not be... but if this is what it takes to save the world, so be it. What you have here, held in a secure location, is a capsule much like Light's own. Hidden inside it is your own equivalent of X's Ultimate Armor. It lets you fly freely and enhances similar functions if you're already capable of such, reduces all damage taken by half to fuel a Giga Attack of your own design roughly comparable to the Nova Strike, and raises your body's efficiency to the point any powers and equipment fueled by internal energies do not actually consume even a drop of said energies. Mind you, this thing CAN get damaged over time despite otherwise keeping you safe, so maybe consider treating it with some respect.

Alert Force - 600 CP

Twice will a well-meaning attempt to supplement the Maverick Hunters be made. Both end in tragedy. Perhaps yours shall do better? You are now the leader of an army of Reploids, so grand in size that they can execute operations around the entire planet, with all the needed infrastructure. The scientists can keep your men in top shape and take a shot at handling more esoteric threats, your navigators can monitor the world and guide whoever's on the field, while you've got the political goodwill to keep it all running and play world police so long as that is in fact what (anyone knows) you're doing. Seceding or screwing up big will waive that. While truly loyal to you, your army is just as vulnerable to the Maverick Virus as anything else.

Outer Colony - 600 CP

It's time to escape to the one place that hasn't been corrupted by the Maverick Virus and/or human tyranny. Space! You've created, bought, or otherwise acquired a space colony. It's mostly self-sufficient far as maintaining and running it goes, but an actual population will need to get supplies from planetside or start cutting corners, whether they're human or Reploid. This comes in two varieties: a civilian megastructure or a military superweapon. The megastructure is large enough that it falling onto the Earth could end all life, but not particularly well-defended. The superweapon is minuscule in comparison, but can fire a blast powerful enough to wipe a planet clean of all life.

Hidden Space - 600 CP

Machines can have souls, and those souls can rest in a place beyond organic awareness. Somewhere in the world is a crater, a place where the boundaries of the material and digital realities lie shattered as if some cataclysm had broken the world. Matter here resembles 3D models and sprites rendered in a computer more than anything solid, its atmosphere raging with light and energy as data cascades across the alien vista. Many works could be done here, if one had the sheer intellect and knowledge for it. But if nothing else, know that it is inherently tied to you in some strange manner. Echoes and mementos of your history and purpose, even that which you know nothing about, may yet appear. A zone shaped akin to the domain of an ally you never met, a guardian built in the style of your own maker... who knows what dwells here, at the borderline of your existence?

Father of Death - 600 CP

Death isn't truly the end for reploids. Not for some men, either. You are haunted by the digital ghost of your creator, a brilliant scientist from a brighter time. Whether they're closer to Light or Wily depends on your own morality, but either way they are squarely on your side, and can otherwise be elaborated upon as you deem to imagine them. Beyond providing emotional counsel, they can give you modifications or even upgrades on request, and will turn their scientific genius towards solving any dilemmas standing in your way. They could also, of course, simply aid you if you happen to be a scientist yourself. Because of the partial redundancy, this has special synergy with "Wild Fang". Buying that Perk alongside this will make it so your creator can always perform research and engineering work to aid you – and ensure the results reach you – no matter how unlikely or physically impossible that should be. As a human, their efforts will focus on your equipment and mechanical allies, unless you happen to be a cyborg. They will also probably be your grandparent.

Limited Extreme - 600 CP

A strange parasite that will only see the light of day in worlds where the kindly Doppler is a deranged maniac from the start. Unfortunately, it now lies in your hands. This being is a fusion of machine and biology, with a face of iron suspended in an organic gel, capable of regenerating from near-destruction and breeding over time. Its children can then be commanded to parasitize other machines, putting them under control in a kind of hivemind if their systems prove too weak to resist. But on top of that, they harbor an evolutionary function, augmenting the abilities of their victims and dulling their weaknesses. Although, since the parasites remain on the host's body, they make for a glaring target. In any case, the parent Limited is fully slaved to you and will serve as a loyal weapon or henchman. With its ability to evolve over time, and reshape its children into whatever you need them to be, who knows what it might become one day?

Companions

X would not have survived without Zero's help, and neither would he without X's. Even Red Alert, before their fall, were a band of brothers. You should not suffer walking the world alone.

Companion Import / Export - 50 CP

With each purchase, bring one of your previous Companions to this world, granting them 800 CP to spend alongside their own Race/Role pick with the same Discount rules as you. You may also use this budget to instead create a new Companion of your exact design. If they are a Reploid, that might well have literally been the case. Alternatively, you may take an individual from this world as a Companion - you can either gain a floating offer you can share until someone agrees, or we can tie your fate to a single person here, ensuring you'll at least have a chance to meet them on positive ground and stay that way. How receptive they'll be to a world-hopping adventure is something you'll need to figure out yourself.

Dearest Sibling - 100 CP

It appears you were originally part of a bigger project that didn't pan out, resulting in the creation of a brother or sister meant to aid you. They have the 100 CP and 400 CP Perks of a Role you didn't take, alongside the 100 CP Reploid Perk, all with an appropriate specialty if applicable. Their purchases in the Body Section mirror your own fighting style, but they will prove incapable of using them outside of extreme circumstances if they're not specced in Combat. Due to your common design, you care for each other as closely as any natural family could, and share the same goals even if your exact methods or interpretation may differ. They might support a rival organization in hopes of convincing them to stop acting against yours, but they would return if that ever became hopeless despite any bonds formed along the way. While this is optional, you may also partition your personality and external abilities into them, cleanly dividing them in line with your respective Roles. It is possible for either to absorb the other's DNA Soul in order to temporarily become the Ultimate Reploid you were originally meant to be, but it'll wreak havoc on both of your minds. As an extension of your being, they share in more abstract Perks without necessarily doubling or halving their effects, and work as a kind of phylactery in the event of your death. Whether they can withstand holding onto your soul long enough for someone to build you a new body is another story.

...How does this work if you're human? Good question.

Hunter Programs – 50 CP / 100 CP / 200 CP

What you see are digital copies of certain beings formed using data records and (possibly) the memories of gamers... yes, really. While they retain the general personality of their basis, these beings are perfectly loyal to their operator, that being you. The downside to this is that they are copies of a copy, not true duplicates. While they have the "moveset" you would expect from their source, and can superficially mimic unique abilities where relevant, they do not truly have such powers or knowledge. So, a Hunter Program based on X could have a specific weapon he's copied over the years but not the actual Variable Weapon System, while an Alia wouldn't be much of a scientist. Their powerlevel is also mostly divorced from the original's strength. For 50 CP, you can get a pair of "weak" Hunter Programs. Something like X and the original Mega Man with a single special weapon, or a Servbot and Axl with no DNA. Or a decently strong Hunter Program, such as a Zero with access to two of his unique fighting techniques or an Alia with two powerful weapons like a flamethrower and missile launcher. 100 CP can instead give you a quartet of the weaklings, a pair of decent Hunter Programs, or a truly powerful one, such as a matured version of X whose fundamentals have been honed to perfection, Alia in a wedding dress empowered by her undying love for (You), or Ryu from Street Fighter. 200 CP will let you pick up eight weak, four strong, or two powerful Hunter Programs. Since they'd be a little niche otherwise, these may come installed in Reploid bodies free of charge.

The following are prebuilt OCs for those who don't wish to create their own from nothing. Beyond the description, feel free to decide their exact specifics for yourself.

Y - 100 CP (Discounted with I HAVE DECIDED TO SEAL HIM IN THIS CAPSULE)

Some time ago, you found this black and green Reploid sealed away somewhere, and brought him back online. It didn't make as much of a splash as Cain's find, which suited him just fine. He kept in touch as he worked to learn of nature and the world you both live in, before finally returning to serve as something of a bodyguard. You're good friends, all told, and getting him to become a Companion shouldn't take more than letting him know about it. The most noticeable parts of his personality are a love for nature and a desire to be the strongest robot. Robot, not just anything. His specs are top of the line, but his only in-built weapons are a set of rocket fists hiding a pair of cannons inside his arms. Maybe you can help him with that?

Perks: Civil Machines - Wrestler | I.D.E.A. | Regular Designs | Mechanical Marvel - Ecological Engineer

Body Section: Replica Android T3 | Hard Weapon - Rocket Fists | Energy Weapon - Arm Cannons

Items: Domicile

Tubal - 100 CP (Discounted with I.D.E.A.)

This was the man who found you and brought you back to society. How familial your relationship gets is up to you, but it is no mistake to say he cares for you just as much as Cain or Light do for X. He's a genial old man at first glance but there's an undercurrent of violence, a need to see might proven right, running through his actions. He learned to make weapons and when Reploids invalidated many of those, he began to make upgrades for them. With enough of his merchandise, even a Maverick clerk or maid could kill quite a few people. The fact his company's most experimental designs are rockets should be worrying, but you're fairly certain he just likes space. He bought a massive colony after all, and moving up there leaves him acting like a kid who's just discovered astronauts more than the subtle maniac he usually feels like. He's also got a thing for Japan. Don't ask.

Perks: Harmony | Regular Designs | Mechanical Marvel - Weaponry | Metallic Lifesaving - Chip Design

Items: Cultural Heritage - Japanese Temple | Nature Base - Tropical Beach | Jump Labs - Rocketry | Outer Colony

Empress - 100 CP (Discounted with Special A Class)

Designed to be a stern leader, this mature and collected Reploid has earned the genuine loyalty of her subordinates. Yet her ideals and what the army placed at her command will truly fight for are still unclear, unformed beneath their artificial nature. You're a very important person for her in more ways than one, whatever the reason may be, and so she wishes you to join her army. Her makers believed a certain type of refinement was needed, and thus gave her proficiency in Historical European martial arts, alongside tuning her command over ice to be proficient at making constructs to employ these skills with. She also has a Ride Chaser, because one person believed style just as important.

Perks: Civil Machines - HEMA | Mysterious Voice | Commander of Steel

Body Section: Replica Android T2 | Nature Weapon System - Ice

Items: Ride Chaser | Nature Base - Tundra | Alert Force

Boss Squadron - 100 CP (Discounted with Metallic Lifesaving)

A set of 8 powerful Reploids stand at your call, each with a bestial or otherwise inhuman frame and forming a full wheel of elemental weaknesses between each other. Their designs, more so than the other OCs here, are up to you. They don't exactly get Perks, but they can have traits similar to the things offered here. That shark robot could be very capable in a unique field you both study despite otherwise not being as good of a scientist. That dragon could unleash his elemental blasts through a unique form of martial arts. While their personal teamwork is a bit lacking they've got the strategic synergy to make up for it. They may or may not act like fanatics, but they're definitely loyal unto and even after death.

Delta - 100 CP (Discounted with Commander of Steel)

Was someone not paying attention when designing this one? This Reploid looks like a knight and acts as one for her liege, that being you, but she's also got the skills of a nurse packed in her head and a desire to keep your health maximized. She has no personal desires beyond looming menacingly in your vicinity, exterminating lives, and your continued survival, but can get a bit wild when faced against a worthy opponent. Her ability to grow from defeating strong enemies was an experimental attempt at copying Zero, and so using it is more of a primal need than a simple want, breaking the mask of a calm and terse noble lady she usually puts up. Anyway, her body resembles some fusion of a black dress and white armor. To compensate for her middling power, she comes with a huge sword and clown-themed Ride Armor capable of flight and spitting fire. It's got a seat under the cockpit she'll likely insist you hide in during travel.

Perks: Civil Machines - Nurse | Energy Pickup | Special A Class

Body Section: Replica Android T2 | Energy Weapon - Beam Zweihander | Charge System | Learning Weapon System

Items: Ride Armor - Clown Car

Drawbacks

Hardship can render humans and Reploids alike far stronger than they once were. It seems you're one of the few who take that literally. Take as many as you'd like.

Continuity - +0

Maverick Hunter X, the ending of X5, and too much fanfiction to list. There are many interpretations and possibilities for this world. If there is one you wish to see, this option will let you pick among them. This can potentially place you in a future yet unknown, and your drawbacks will strike with their intended weight even if you visit a carefree world where Sigma stayed dead, so do be mindful of your own choices.

Gentle Soul - +100 CP

Much like X, you have a certain aversion to violence and killing. This doesn't necessarily come with the rest of his moral framework, you might just be afraid of dirtying your hands than genuinely care for others, but even a cold outlook will be as much of a benefit to your foes and hindrance to you as genuine belief. No technical pacifism here. You can power through and do what needs to be done, especially for a cause you believe in or to stop a genuine threat, but forcing yourself like that won't do your mental state any favours.

Metall Menace - +100 CP

Low-level mechaniloids constantly assail you during missions and battles, while day to day life is wrapped in the misfortune of facing natural Maverick events involving such bots. They're weak, but they're still far harder to eliminate than they should be and serve as a constant impediment whenever you're trying to get somewhere. The actual amount of them around also seems a bit dubious... if you retreat too much or lose track of where one came from, there'll be another waiting to smack you as if it had simply reappeared.

Flawed Design - +100 CP

So, it turns out you're not exempt from the usual schema of boss weaknesses. You can choose what exactly it is, but figuring it out will never be much of a challenge to your foes. The more common it is, the lesser the effect, ramping down to inflicting extra damage. If you pick something more esoteric like time stop or clones, where finding a way to hit you is a trial in and of itself, you'll have a real bad time when someone does manage it. If you have "Animal Inspired Body", your weakness has to follow from it in at least some vague way.

The Old Man - +100 CP

Are you simply mortal, or did someone decide to be funny when they were designing you? You're old! Seriously, really old! You've got grey or white hair, you've got wrinkles (or sharp angles close enough to wrinkles, for the reploids) all over your face, and your body really just isn't what it was back in the day. Sure, you can still take and dish out the hurt if you could, but getting your body to move is harder than it needs to be and you don't output the power you know you should. That includes brainpower, though luckily you're not suffering from degenerative disease or anything. It's just harder to think deeply, with ideas and designs coming slower than they used to.

One More Chance - +200 CP

No matter what pain, you want to believe it. There's a dream, an ideal fantasy, floating inside your heart. Figuring out exactly what that may be is up to you. But whatever world you wish to live in, know that it is now something you consider worth fighting for, to the point of putting your life on the line and fighting your most beloved one to the death... and so will many others either stand against it or try to bend your hopes to their own benefit. Whether you struggle against the power and manipulation of madmen like Sigma and Weil, or are hunted down by the Maverick Hunters, know these feelings can't be closed off anymore.

In The Water - +200 CP

Will this senseless rain ever stop? The world is not kind to those dear to you. Fighting you to the death over their dreams, sacrificing their life to protect you, descending into madness. However it happens, the people who are like the sun for you will be in recurring danger. The worst outcomes are not guaranteed, but stopping these tragedies will force you to go above and beyond what you would normally do, and even the best case scenario may only entail bringing them back to life rather than successfully stopping their death. This is a bit less threatening to Companions, but the scars from your decisive battles may yet run deep for both of you...

Outside Arsenal - +200 CP

Hope you're not too reliant on all those fancy powers, because they all run on the same rules as X's many weapons now, and the gameplay versions to boot. That means you only get 8 active powers whenever you hit the field and there will be a limited amount of times you can use them. Any effect that would mess around with this is appropriately hobbled. Expect to grind like a madman if you want to refill your stores no matter how many item drop or luck perks you've got, and for those to always last less than you needed them to even with an Ultimate Armor.

Blank Spot - +200 CP

Running from the past rarely works as long as many wish it did. The things you've done, the people who know you, they've got a way of catching up at the worst possible time. But when you don't even know what happened back then, it's gonna be even worse. Unfortunately, this is the case for you. You're a partial amnesiac. Your personality is mostly the same, and you've even got a pretty clear read on this "JumpChain" business. No need to worry about rejecting your loved ones or anything silly like that. No, what you should worry about is what you *don't* know. There is someone out there who knows about you, with power over you that you don't even know exists, and whatever it is they want from you is nothing you'd like. They might be your creator, in this world. They might be someone from a previous world, who leaped after you. You won't know until they spring their machiavellian masterstroke... and as is usual for villains in this world, you'll need to beat them several times before they're gone for good.

Perfect Soldier - +300 CP

A human being can hold many contradictions. Even a Reploid, if allowed to grow, can hide such multitudes. You were an attempt to create a being with this antinomy, and your makers failed. The mind you once held, and your very soul, are now split across two different bodies. Your abilities are not so cleanly dealt, but which side has what is in line with their design. Iris was a compassionate but powerless helper, while Colonel was an honorable warrior who held the brunt of their intended power. Much like them, this division leaves you tangibly weaker and vulnerable to tactics your original self could handle. The brother who can fight may throw his life away for honor, and the caring sister will surely doom herself to avenge him.

End of All - +300 CP

That is the reason why you were brought into this world. Not only are you officially a Wily Number, but your body contains an original strain of the Maverick Virus that can never be cured or sealed away. Even if you isolated yourself, the Virus would corrode your mind until you left your exile and returned to fulfilling your purpose. If you share in his power and potential, you may have been designed as a sibling to Zero of some sorts, perhaps an attempt to surpass whatever lonely Mega Man was left by Light. Otherwise, you are likely just a way to ensure the doctor's true masterpiece does not stray from his path. Either way, expect personal attention from moustachioed Reploids with far more power over you than anyone should be comfortable.

Jakob's Chain - +300 CP

Another prototype? Looks like you were just the first try at a new breed of Reploids. Their signature function is based on your strongest and most iconic ability, whatever that may be. If you're a generalist, having multiple powers at once might just be the thing. Being part of a production line with full industrial support can make them better than you in some ways, much like the New Generation Reploids had a DNA archive built into their bodies instead of needing to scavenge their own. Since they're the finished product, any fancy tricks aimed at dealing with copies or descendants don't do anything. Playing to sentimentality won't help either, most of these guys don't even know who you are. The silver lining here is that nearly all of them are normal Reploids, at least until a Virus gets to them. On the other hand, each production cycle has one much more powerful - and megalomaniacal - director who thinks their kind should replace all currently extant life. That includes the pathetic antiquated relic that is you. Defeating that one should shut down production for, well, maybe a few years if you're lucky.

Program Offline - +300 CP

So, this world can rarely come into contact with other dimensions. Maybe it's a world where shotokan experts fight in the streets, or where Asgardian gods and wallcrawling webheads fight crime. But there are worlds where all of this is nothing more than a video game... and when those games make contact with cyberspace, things get dangerous. You've been dragged into one such incident, where a Player's computer has become host to a Virus of incredible power. If you want to escape, instead of being erased and failing the Chain as it subsumes the world around you, you'll have to work together with the person on the other side of the screen to put things right... which, of course, will involve facing copies of all the deadliest challenges and bosses from this universe's past, present, and future.

The End

At the end of 10 years, it is time for you to make a choice.

Go Home, Stay Here, or Move On.

If you perished, you may only choose the first two.

Notes

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I am aware that Humans don't get anything to match Replica Android's free version or the Body Section.

They also can't go Maverick even after the Virus mutates into (possibly?) affecting humans and are the darlings of what is likely the strongest and most plot-armored force on the planet.

Just to be clear, Metallic Lifesaving lets you make regular boss-tier Reploids. Making your own X/Zero, or more accurately your own Sigma/High Max, is gonna need more than that.

You can import outside Items into sufficiently similar Items bought here. This includes Energy/Hard Weapons gotten from the Body Section.

I don't want to get finicky with stacking every location purchase together, but generally speaking you can add Nature Base onto location purchases to make them into a proper Stage, or add those onto Metal Fleet as the correct type of infrastructure to achieve the same effect.

Since I forgot to add a dedicated Final Stage option when I first made the Jump or the previous updates, you can get your own instead by combining Darkened Domicile, Nature Base, and Alert Force. This will give you a large, protected, and hidden fortress from which to command your dudes. As a bonus, this will also add some type of mechanism to bring back up to eight of your elite commanders back to life. Empty drones patterned after them, mimic bodies to contain their DNA soul, or whatever contrivance you're willing to believe in as an explanation for the standard Mega Man boss rush. You can still add other properties on top if you want, this is just the minimum.

Seriously, you're squarely in the fanwank zone if you take Dearest Sibling as a human. Maybe it was a partial digitization attempt like whatever Light and Wily have going.

It works as intended either way, though not having access to the Body Section does mean even a Combat Reploid is gonna need to rely on equipment or whatever OCP you give them.

If you really wanna be a special snowflake, you can take it a second time for the third Role, but no stacking it up past that.

Boss Squadron is a group companion. Going forward, you can proportionately divide purchases between them or assign choices to specific members, whatever makes sense at the time. The same goes for Hunter Programs.

Perfect Soldier is basically a strictly negative version of Dearest Sibling and overrides it for the duration of the Jump.

Slumbering and End of All both put you in a situation similar to Zero, where your initial Maverick state from being the source of the Virus is what makes you sane.

How the former works post-jump is up to you. By default, you're not meant to take sanity hits unless you start going Awakened.

Purchasing both Devil and Viral Being can make you into a Nightmare Mother. You won't necessarily equal the Nightmare Phenomenon even with Replica Android's final tier, but you'll be able to split off physical Viruses from your mass and cause tangible changes by applying your shapeshifting to whatever you infect. Addendum: you can use this same combo to instead become a Limited, as described in the Item section, if you would prefer that.

Changelog:

>0.1: Made the Jump.

>0.2: Changed title color. Removed explicit organic failings from Vile Eternity.

>0.3: Added stipend for Body Design section's non-Replica Android entries. You can probably make a mathematical argument for why this means nothing, but since Replica Android is the powerlevel entry that improves everything else, I think it's psychologically important to make you spend "real" points on it. Added "Pleasant Days", "Girl in the Chair", "Meteor Metals", and "Father of Death" to Item section.

>0.4: Empty Shell now unlocks access to the Body Design section for Humans. Added "Godkarmachine Chaosbrahman" and "Soul Eraser" to the Body Design section. Added a note on becoming a Nightmare Mother.

>0.5: Fixed a typo in Replica Android. Reduced "Pleasant Days" to 50 CP. Renamed "Domicile" to "Darkened Domicile". Made the descriptions of "Ride Armor" and "Outer Colony" less negative. Buffed "Guard Hound" to scale with you. Added "Chainsmoke", "Massive Mansion", "Gamer's Prize", "Mean-Mugged Minion", "Data Thieving", and "Limited Extreme" to Item section. Since I ended up not adding a dedicated option based on the Jakob space elevator, a new line was added to "Metal Fleet" saying it can be one. Added a second set of Item discounts. Added "Hunter Programs" to Companion section. Added "The Old Man", "Blank Spot", and "Program Offline" to Drawback section. Added a note on getting your own Final Stage and becoming a Limited parasite.