

# Megas XLR

[PLAY THAT CATCHY THEME SONG](#)

Living here in Jersey

Fighting villains from afar

You gotta find first gear in your **GIANT ROBOT CAR!**

You dig giant robots!

I dig giant robots!

We dig giant robots!

Chicks dig giant robots!

NICE!





Welcome to MEGAS XLR....one of Cartoon Network's greatest shows....that was tragically canceled. Let's not dwell on that! Okay? Anyways Coop and Jamie were just chilling doing their own thing until they found a GIANT ROBOT! And from there things get wild, with aliens, kaijus, and robots start showing up. And they are not here for Jersey's cheesesteak sandwiches they are here to destroy the human race or to get their hands on Megas. Well you are going to be here for at least One year. Hey if you want to stay the full ten years go right a head but after that years is up there will be a portal ready to send you out of this setting or not. I'm not your parent. Anyways here and enjoy

**1000 Megas Points**

# Origins

**The Big Guy:** The Driver, Video Game Expert, and God-Like Mechanic! This is the Coop Origin. You can choose to be a Sibling or relative to Coop if you wish...but He still gets Megas there will be means for you to get your own don't worry.

**The Sidekick:** Uhh. So, you are the guy that's riding Shotgun and that's it. But don't be fooled by this origin given enough time you can be just as good as a pilot/driver as Coop. But for now, you are good company and provide moral support...and sometimes cool ideas.

**The Future Soldier:** Just like Kiva you got sent to present-day New Jersey, actually make that New Jersey of the year of 2004. You're also stranded here until you can fix the Time Flux Unit

# Perks



## General

**YOU DIG GIANT ROBOTS! (Free):** You have your own set of background music that can play at pivotal moments or in battle. It also includes a theme song of your own.

**I DIG GIANT ROBOTS! (Free):** When comes it to singing you are KING! You have the voice of an angel...AN ANGEL OF ROCK! You will always sound amazing when you sing. Can be toggled.

**I know this thing like the back of my hand. (100 MP):** Well this perk gives you the basis of piloting a mech. Trust me you are going to need this.

## **Big Guy**

**Nice! (100 MP, Free for Big Guy):** You know the lingo of the early 2000s. May not seem like much but man it would be hilarious to confuse people by the way you talk.

**Fat and Furious (200 MP, Discount for Big Guy):** Okay first of all no that's not a typo. Second You not one know how to drive, but you also can eat as much as you want without having to worry about things like Heart Disease, Cardiac Arrest, or Diabetes

**Now I'm Mad! (400 MP, Discount for Big Guy):** There's always going to be that one guy. That one that pushes you to your limit. When that happens you can deliver a speech of what they did or said to anger you and then deliver a beatdown! This will always go your way but if you are not completely unbeatable, you can still lose but it becomes that much harder.

**Video Gaming Skills = Mech Piloting Skill (600 MP, Discount for Big Guy):** Or any kind of skills actually. Anyways the way this perk works is that your video games skills can be applied to other skills. For example, better you are at Fighting Games the better you are fighting. But your general gaming skills will improve your mech piloting skills. So get out there and get better at playing video games.



## **The Sidekick**

**Lovable Coward (100 MP, Free for The Sidekick):** Sure you are a bit of a coward. But you have the charisma for people to overlook it. In other words, you are just a good guy to hang out with. You have this “Dude” energy to you and people like ya for it.

**Comic Knowledge (200 MP, Discount for The Sidekick):** You have a surprising amount of Comic Book Knowledge. This can be useful for inspiration or for predicting what an alien race invading the planet will do first. This includes the comic books from this show and in real life.

**Low Priority Target (400 MP, Discount for The Sidekick):** It is strange for whatever reason bad guys tend to ignore you or leave you alone or save you for last. This means you are considered low priority this can give you an edge. It gives time to escape, it gives you an opening in a fight. Its basically like a very, VERY weak form of plot armor but mostly for how unremarkable you are.

**Future Badass (600 MP, Discount for The Sidekick):** While Coop gets all the fun. Jamie is always riding shotgun and then in an alternate future he becomes a badass/ But how? Well he picked up a few things while riding shotgun with Coop. The same is true of you. Right now you are basically on the same level of Jamie. However, as time goes on you begin to pick up things and learn some stuff. Eventually, you get good, you begin to stand on your own without anyone coming in to save you. Given enough time you can probably beat black belts despite never being formally trained for a day in your life.



## **The Future Soldier**

**Just Like Basic Training (100 MP, Free for The Future Soldier):** You know how to fight, Operate any vehicle, and use any weapon. Pick a martial art and you are a master at it. You also know how to plan and strategize.

**I Can See the Value in it (200 MP, Discount for The Future Soldier):** One man's trash is another man's treasure. What can be considered junk to some is necessary parts for you. Basically, you can scan discarded objects and wrecked vehicles and find some use in them. That destroyed plane? With some work, the engine of that machine can be used for your mech. That destroyed Vending Machine? The buttons can be used to replace the buttons on your mech that have been damaged.

**Stay Cool Under Pressure (400 MP, Discount for The Future Soldier):** Well you come from a future where humanity is fighting to survive. So it would be beneficial if you are able to stay calm in intense situations. This perk does that. You can remain calm in stressful situations, and you can think clearly despite the pressure that you are under during it.

**Fluent in Technobabble (600 MP, Discount for The Future Soldier):** And you know how to use the tech too. But first what is Technobabble? Basically is that fake scientific garble that is used in Sci-fi and futuristic stories. Its mostly used for a character to sound smart to make a piece of technology seem more advanced. But you understand it completely to the point you can translate to layman's terms instantly. But this also means that you know how to operate machines that are considered "Futuristic" by early 2000 standards. So things as innocuous as smartphones to more complex like a mobile suit you know how to use them all.



# Items



## General

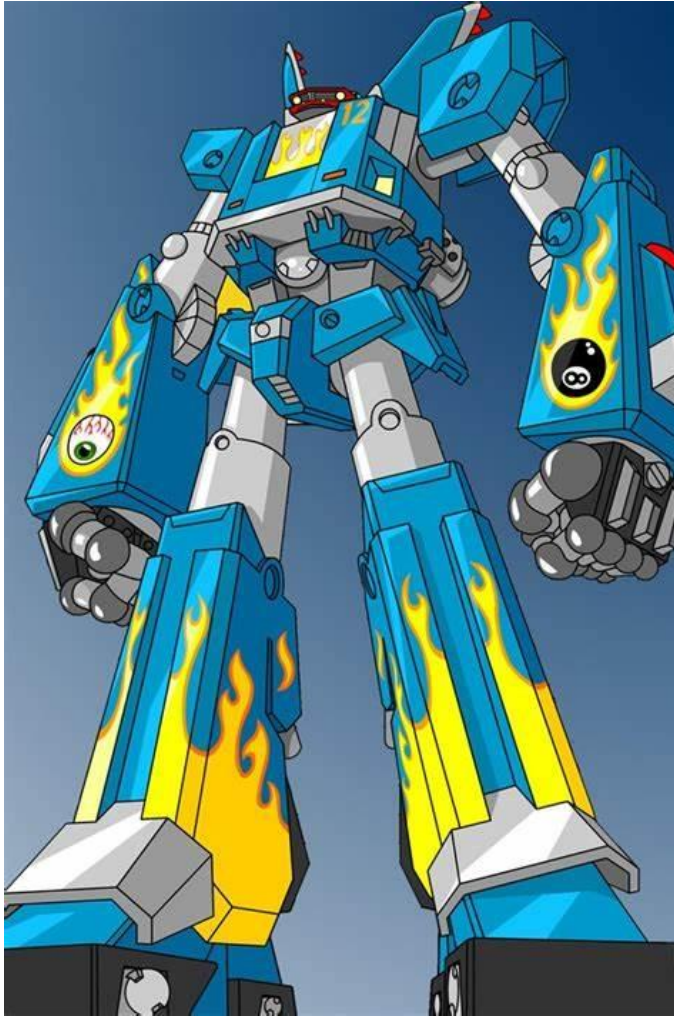
**Outfit (Free):** You can't show up in this setting naked! It includes a regular pair of pants and shirt. But it also includes a vest, chain, and belt with a custom buckle for Big Guy.

**Drone Robot (Free):** Think of this as a starter mech for this jump it just looks like one of those mook mechs from episode one. But hey at least you won't be completely helpless when you enter this jump. It has some shielding a blaster and.... that's it. Oh yeah, you can import a mech you own into this but...why...eh its your choice. By the way, it looks like this:



Have fun! Oh, it can also be imported into the other mechs in this jump.

**GIANT ROBOT CAR! (500 MP):** What you are here for! MEGAS! Or at least a duplicate of it. Hey! Time Travel could be involved. Okay yeah, you CAN import a mech that you already own into this item....but it WILL look like Megas. Also, it acts like a capstone booster for your capstone items. This is done by importing the item (It's a mech) into this one.



**Darlene (+100):** Uhh this is a joke item. Are you sure you want this? I mean I will pay you just take it off our hands...I mean maybe you can find some used to this hunk junk. Well to put this simply what you have here is a mech....But it doesn't do anything. Except move. Hmm But then again maybe there is something that you can do with it. There is SOMETHING to this Mech. You CAN Import it into the other mech options here even the **Drone Robot**. But one, it will look like the mech that it is being imported to. Two, It won't give an improvement of any kind to whatever mech you imported it into. (Give it a month then you'll get the hang of it). But maybe you'll discover a secret about it.

## **Big Guy**

**Mega Slush Machine and Video Games (100 MP, Free for Big Guy):** Mega Slush is the nectar of the gods. The most delicious beverage in the entire series. And this Machine dispenses this wonderous drink. It never runs out and comes with an infinite supply of cups. In addition you have a bunch of consoles and video games from both the jump and the real world.

**Mechanic Gear and Car (200 MP, Discount for Big Guy):** Your tools that you use to fix stuff and the car that you use your tools on to do maintenance on it. The car has been customized to match your personality and for some reason it as the ability to attach to a mech and pilot said mech. Now where are you going to a Mech?

**Your Own Robot (400 MP, Discount for Big Guy):** RIGHT HERE! You found this robot (Pictured below) and decided to fix it up. While not as powerful or impressive as Megas, It is still your robot and you can improve with any parts you may find in junkyards, robots that have been destroyed, radios, planes, cars, and other stuff. It can be piloted in whatever manner you wish. By default, it will be driven like a car and can be controlled with an assortment of video game controllers and peripherals. You can import any mech you own into this robot. Hell, you can import them all. If you Import this thing into “**GIANT ROBOT CAR!**” Item this mecha becomes a Megas but with your preferred designs.



## **The Sidekick**

**Collection of Comics and Magazines (100 MP, Free for The Sidekick):** Well While the Origin above has games. This origin has a large collection of comics for you to enjoy. As well as magazine. GET YOUR MIND OF THE GUTTER! These magazines aren't *Those* types of magazines. Just normal Magazines that you can flip through mindlessly

**Personal Scooter (200 MP, Discount for The Sidekick):** A scooter that gets some good mileage, goes fast and doesn't break. Not much but hey not everyone can cars that can pilot giant robots.

**Custom Glorft Robot (400 MP, Discount for The Sidekick):** What? I didn't say you were NOT gonna get a Giant robot to pilot. Anyway, this thing is Glorft Mech. But it has been customized so that you can pilot it without difficulty. It has the same features that a normal Glorft mech has. For those of you who don't know that includes rocket a gatling laser cannon and and it can transform into a spider mech. You can import any mech you own into this robot. Hell, you can import them all. If you Import this thing into "GIANT ROBOT CAR!" Item this mecha becomes a mini Ultimate Mass Destroyer. Able to tank blows from most powerful mechs (Such as Mazinger or shin getter). And fire beams and projectiles that can down most mechs on the same level as REGIS Mark V



## The Future Soldier

**Data Slab (100 MP, Free for The Future Soldier):** A strange iPad looking device that can scan objects and give you information about them.

**Standard Weapons (200 MP, Discount for The Future Soldier):** Well standard for the future. These are energy rifles and pistols that recharge after a few minutes.

**Standard Mech (400 MP, Discount for The Future Soldier):** This mech is that you have been using to fight the Glorft. It might not be impressive as Megs. But it is impressive in its own right. It has Wrist Metal Whips: That can drag enemies around as well as leach to them, Wrist Mounted Blasters, Wrist Energy Blades, Wrist Energy Whip, and Rockets. It is also capable of Space Travel. You can import any mech you own into this robot. Hell, you can import them all. If you Import this thing into “**GIANT ROBOT CAR!**” Item I will become more like its original futuristic state. Looking more sophisticated and will have more advance weaponry than the weapons that Megs has in its current state.



# Companions



**WE DIG GIANT ROBOTS! (50-200 MP):** It's dangerous to go alone. So how about you bring some friends with you to make it easier. 50 MP to import one companion. 200 MP to bring them all. Each gets 1000 MP and a background. Why 1000 MP. Well...it would be rude to deny your buddies their own giant robot. That isn't the drone.

**CHICKS DIG GIANT ROBOTS (50-200 MP):** Same as above but you make new companions that you'll come across in this jump. 50 MP for, 200 MP for 8. You can never have too many friends. Each gets 800 TP and a background.

**Coop (100 MP):** You can use this to bring Coop with you or to make sure he gets Megas. Pay double to get both.

**Jamie (100 MP):** You can use this to bring Jamie with you or give him, his own Mech that works, it looks like a Glorth Mech. Pay double to get both.

**Kiva (100 MP):** You can use this to bring Kiva with you or give her, her own Mech that works.... sadly it doesn't have a working temporal device, so she's still stuck with Coop and Jamie. Pay double to get both.

# Drawbacks

**Is this the gear shift? (+100 MP):** You have trouble piloting your mech at first like it will take a good solid week before you can get the hang of it.

**MY FOOD! (+100 MP):** ALL YOU WANTED WAS A MEGA SLUSH! Seriously every time you want to get some fast food or some snack SOMETHING will prevent that from happening!

**Traffic (+200 MP):** No matter where you are going or what travel in...unless you are flying; you WILL encounter traffic and it will be super annoying.

**Clumsy (+200 MP):** DON'T GO ANYWHERE NEAR CHINA SHOPS, FOR THE LOVE OF GOD!!!... (Ahem) You're now somehow one of the clumsiest people in the world. When you dance, you've got two left feet. Handles on any weapon are more slippery, but only when you hold them. The less said about elevated footwear, the better. Do you see where I'm going with this? Expect to get pity or sympathy from most parties you join.

**Weekly Maintenance (+300 MP):** Things need to be fixed regularly we get it. But this is kind of ridiculous. Every week you need to give each of your equipment a once over. Maintenance basically. Checking fuel, making sure the engine is still working. That sort of thing. But if you forget to do this you might find your mech is malfunctioning or your weapons might jam. That sort of thing.

**Didn't think this through (+300 MP):** You have this bad habit of rushing into battle without a plan. And when you do come up with a plan it tends to backfire in your face. This will happen whenever you enter battle.

**I Insist (+400 MP):** Magnanimous has taken an interest in you. So he has essentially kidnapped you to have you compete in his little tournament. The only way to earn your freedom is that you need to keep winning. But here's the thing in the last match he'll tell you to take a dive so that he can make money. But if you can nab a win, he will come to deal with you; personally. Win are you are sent back home.

**Oh, Come on more of these guys?! (+400 MP):** Okay normally you will be dealing with at least one mech a week. Now you have to deal with an entire platoon of enemies each week but here's the catch. One group will keep coming back with more troops each time you beat them. It will get tiresome at first and downright scary later. Hope your skills are good enough to deal with this problem.

**What Have You Done to My Warehouse?! (+500 MP):** Well We kind of lost the keys to your warehouse but it's fine! We should be able to find them just when you finish this jump. So consider all your items confiscated by the DMV.

**Back to the Basics (+500 MP):** Perks, powers, system? THIS IS A SHOW ABOUT A GIANT ROBOT FIGHTING MONSTERS AND OTHER GIANT ROBOTS!!! You don't need any of that. Your perks and powers are gone. Anything that was not purchased here is banned. Well until your time here is up of course.

**WHEN DID GUNDAM GET HERE?! (+600 MP):** Okay sure this a mech series BUT WHY IS GUNDAM HERE?! Well great you are going to have to deal with issues from Gundam or rather you have to work

with the earth federation to stop Zeon from taking over the worl. How is Zeon and the Earth Federation here? Time Travel Shenanigans. But things are gonna get crazy

**Super Robot Wars (+600 MP):** Now the enemies from the Super Robot Wars series (All Entries of the series) are now invading the world. Prepare for much more grandiose battles, a wide array of heroes, and tough adversaries. This can get crazy and ugly but hey you want this

**CARTOON CARTOON ISSUE! (+800 MP):** Okay now back in the Cartoon Cartoons era several shows will reference each other during episodes. But if you think about it that should cause more problems. And now it does. Every Cartoon show that was considered a part of the Cartoon Cartoons. In other words, any Cartoon Network show that was made between 1995 and 2003. This will result in more villains and creatures showing up to cause trouble.

**IS THIS REALLY NESSCARY?! (+200 CP):** WHAT THE HECK?! I guess not so I'll explain. Congrats jumper instead of just cartoon worlds of the Cartoon Network shows of the 90's you have also added Teen Titans Go! WHICH WILL ADD EVEN MORE VILLAINS AND A GROUP OF INEPT SUPER POWERED TEENAGERS...and the reboot version of the Powerpuff Girls. And to make it worse this means you will have to contend with KAIJUS!!!

# Ending



**Back to my time:** Time to head back home. Your original Home

**Come on we got Beef Jerky:** Hey it could be fun hanging out with Coop

**Let's take this show on the road:** Keep going with your jump chain adventures

# Notes

By Sonic Cody 12/Sonic Cody 123/Cody Majin

If you find a way to get enough CP to purchase each mech and import them into Megas, the result will be the result be a mech on the same level of durability and power as Evil Coop's Mech. Which was able to take down the original Megas. And if you have seen the show you would know that is quite the accomplishment.

Basically this thing



It doesn't have tool like this but you get the idea.

If you not only do the above but also import Darlene the result will be something truly special. In addition to the Future Coops Mech mentioned above it will also be a fusion between the R.E.G.I.S. Mark 5 and Megas. It is now an adaptable mech that can absorb parts and pieces of technology to add to itself, using those parts to upgrade itself...and it will still look cool instead of just an amalgamation of pieces of technology. It also has the same features as the R.E.C.R. Energy Absorption Can absorb electricity power to replenish itself. Laser Beam: Can fire red laser blast from its eyes. How can this be? Well, it turns out that Hunk of Junk had a special part that upgrades any mech that it is installed into. Hey, might as well reward you for buying all that AND Choosing to take that Hunk of Junk of a mech.

Eh One more time.

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