

## Medabots Jumpchain version 1.0

Welcome to the 22<sup>nd</sup> Century, where kids and adults alike use three foot tall robots to fight each other and solve all of life's problems. That's right. Welcome to the world of:



Yes, the wonderful world of... well, mostly hyper-advanced, three foot tall fighting robots. Yeah, this world's pretty boring, all things considered. I mean, there was something about a weird gang who is trying to steal rare medals and take over the world, and possibly time travel and aliens, but other than that... totally normal. Yes, the world you find yourself in is based on a mix of the anime and GBA games. But as you know, everyone will take it in stride. Yeah, people around here are cool like that. Still, try to make your time here entertaining, alright.

With how laid back this world is, you don't really NEED anything else to have fun here. Still, I suppose I should give you the ability to buy some stuff. Here you go:

**Acquired: 1000 Choice Points.**

Have fun. And remember you're doing this for MY entertainment, so don't be boring.

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**Origins:**

**So, who do you want to be?**

**Drop In – Free**

For your age, roll 3d8 and add +10

You wake up one day in the middle of the woods with no memory of how you got there. On your wrist is a strange watch, and next to you is a little robot that's calling you master.

+ You have no memories of this world, no attachments to hold you back.

- You have no memories of this world, no friends to help you out

**School Kid – 100 Points**

For your age, roll 1d8. If you rolled 1-7, you are 10 years old. If you rolled 8, you are 11 years old... lucky you.

You wake up and... oh no, you're late for school! Yep, you are a student at Riverview Public School, the same age and grade level as Ikki, Eirika and the Screws. Prepare to go back through the tortures of compulsory education, and hope that your parents will help you pay for medaparts, because those things are expensive and kids can't get jobs.

+ Access to most of the main characters. Also, you can use the excuse of “just being a kid” to get out of most of the trouble you'll find yourself in.

- You have to go to school. Also, you're barred from a lot of things and places because you're a kid.

**Rubberobo – 100 Points**

For your age, roll 2d8 and add +16

You wake up in a strange rubber slug suit, with some weird guy barking orders at you. Congratulations, you're now part of the Rubberobo gang: a gang of weird losers who... nope, weird losers pretty much sums them up.

+ Access to the scientists working with the Rubberobo gang, which means quicker access to powerful medaparts and special prototypes.

- You're stuck in the gang taking orders from everyone in the gang higher than you. Also, people will look down on you and laugh at you if they ever find out you're one of the Rubberobos.

### **Renegade Medafighter – 200 Points**

For your age, roll 1d8 and add +20

You wake up staring at a wall with all sorts of pictures connected by thumbtacks and string... and your phone is ringing with a call from your boss wondering where you are. Yes, you are a fully functioning adult... at least by day. By night, you don a mask and adventure out as a renegade medafighter. Whether to fight crime, become number one in the world medabot rankings, or just steal the pants (or rare medals) off of all the average joes out there, you awe the public with your mysterious ways and incredible robattling skills.

+ You have a part time job that somehow pays all your bills and allows you enough time for your “hobby” on the side. Also, you start with a more impressive medabot than any of the other origins.

- You will never have enough sleep, what with working all day and robattling all night. Also, as a responsible adult, you can't really get away with nearly as much as a kid or loser gang member.

### **Keep your gender from your last jump, or choose for 50 CP.**

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#### **Skills:**

**You'll need some skills to survive in this world. Okay, you don't really. But have some anyway.**

### **Dynamic Entrance – 100 Points (Discount Drop In)**

Like a bolt from the blue, it's... you! No matter what the situation, you always know how to make an appearance and can always catch the attention of everyone in the area you're entering. Whenever you have to enter an area or announce yourself to others you just naturally know the most flashy and amazing way to do it, and you can turn heads or command attention any time you enter a room.

Whether it's a rousing monologue from the top of a bridge strut or taking a flying leap to stick a perfect landing in the middle of a battle, you always know how to make an amazing entrance.

### **Fighting Spirit – 100 Points (Free Student)**

Your will to fight can always continue on. No matter how bad you're outmatched or how tough the fight gets, you can always summon up the mental fortitude to keep on fighting. Even if you're bleeding out and nearly dead, you can still perform one last attack. Also, any attempt to make you doubt yourself or surrender backfires, strengthening your resolve and causing you to fight even harder. Note: this does not guarantee that you will win a fight, just that you can see the fight through until the bitter end. You can still be beaten by a faster, stronger, or more skilled opponent.

### **Call In the Squad, Robo – 100 Points (Free Rubberobo)**

You have minions! That's right, at just the press of a button or in a single shout you can call in a squad of Rubberobos to help you out. This squad consists of four fully grown adults in rubber slug costumes and a single Foxuno medabot. This squad starts out at the skill level that you'd expect out of a team of Rubberobos (utterly incompetent) and won't get to a skill level much higher than “dead average” no matter how much you try to train them up or help them out. Still, they're always good for a laugh and could be a good distraction at some point.

### **In a Blast of Smoke – 100 Points (Free Renegade Medafighter)**

You are the master of the escape. Decoys, smoke bombs, and switch-and-baits are just the beginning of the varied tactics you are proficient in to get out of trouble. Whether disappearing in a blast of smoke from on top of a bridge or distracting others with the light of the moon as you leap away in the middle of the woods, you almost always seem to manage to get off scott free. No matter how slim, as long as there is a chance that you can escape from a situation it will soon become clear to you how to get out of that situation, though you may be limited by your physicality and the resourcefulness of your opponents. Not every situation is escapable, but if the one you find yourself in is you will find the way out. Also with this perk, you gain the knowledge and skills to create miniature smoke bombs that can pour out enough smoke to fill an average room in just seconds.

### **Collector – 200 Points (Discount Drop In)**

You have all the parts you need... and then some. Yes you seem to have garnered a keen insight on collecting, whether it's parts, trading cards, or bottle caps. Like other collectors you instinctively know how to make trades and buy and sell collectibles. But for you it goes a bit further. Whether it's trying to find that last piece of Archeetle-Dash for your Kabuto-type medabot collection or trying to find those rare ! and Cat Medals so you can grab a Botro Medal, you have gained a supernatural sense of where a collectible is and how to get it. Note, this also carries over for any collectibles in subsequent jumps, like Blast Shards from inFAMOUS, Djinn from Golden Sun or duel monster cards from YuGiOh.

### **Mechanic – 200 Points (Discount Student)**

Buying medabots is expensive. Buying additional parts for your medabot when you keep losing robattles because your medabot is a broken down piece of junk is even more expensive. Well, at least for you this problem has been mitigated. You gain a keen insight as to how medabots work and how to keep them together. While you don't quite know enough to reverse engineer them or build a medabot from scratch, you do know quite a lot about the construction and make up of medabots. You can pretty much fix medabots in your sleep, and won't ever have to worry again about medabots falling apart on you. Also, this increases your knowledge of engineering and mechanics, so that with a little study you can pretty much repair any simple electronic device or machine. So while you might not be able to fix an ancient alien spacecraft about to crash into your town, you are skilled enough to fix a car or computer for your family and friends. Also, as an added bonus, you somehow look cooler in overalls than you otherwise would.

### **Disguise – 200 Points (Discount Rubberobo)**

What do they mean, \*insert your job here\*? Can't they see you're actually \*insert something else here\*? Yes, you somehow have everyone fooled. With just a simple Miko's outfit or monk's robes you can convince a whole town that you are a group of wandering priests/building contractors. With a few jackets and copious amounts of hair gel, you can convince everyone you run a rock'n'roll biker gang. No matter how silly your costume or how outlandish your story, you'll somehow be able to pull off the wackiest disguises and no one will be able to see through them. Well, almost no one... somehow, your disguises don't work on anyone under fourteen years old. Bummer.

### **Tactician – 200 Points (Discount Renegade Medafighter)**

Dodge left, jink right, and fall back to lure them into the trap. Somehow you're just naturally good at strategy and tactics, and you have memories of fighting at the level of the world championship. Where others just charge forward and unleash all firepower, you're smarter than that: you've been there and seen it all before. Due to your “experience” as a world-class medafighter, you know all of the tricks and the exact capabilities of your medabot. Your command of tactics makes controlling a battlefield trivial and commanding a medabot just as easy. You are highly skilled at coming up with strategies on the fly,

and if you're given time to prepare... well, even superior opponents often find fighting you horribly difficult.

Note, while this does make you better at strategies and tactics, it doesn't erase stupidity, ignorance or bad sense. Sometimes jumping on the back of a crazy killing machine of a medabot might be a valid strategy, but that doesn't make it a good idea. Just sayin'.

### **Why was this dropped here? - 400 Points (Discount Drop In)**

This is awesome! Some medabot dropped a medal in the river and now it's yours! Yours! That's right, you have inherited the power of luck... well, kinda. Your luck only applies to finding things that other people have dropped. Every month, you find on the ground or in water reasonably valued items worth a modest sum. These are enough to keep you in parts and rent for quite a while, but not enough to increase your standard of living significantly higher than the average person, should you choose to live off of what you find alone and not get a job. One of those months every three years, you also find one genuinely valuable item worth no more 100,000 dollars, usually something highly sought after by thieves and collectors. And better yet, whatever you find is never searched for by whoever lost it... even if you see it fall right out of their pocket. This doesn't really make you luckier in any other manner, though.

### **Heir to a Family Fortune – 400 Points (Discount Student)**

Congratulations, you have a rich relative... oops, actually make that HAD. In that case:

Congratulations, you've inherited a ton of money. That's right. A relative (or just random person, if you're a drop in) has died and left you as the heir to their family fortune.

This perk comes with an absolutely obscene amount of money, a large manor, a fancy car (or horse drawn carriage, if you're so inclined), a trio of utterly devoted servants (maid, butler, and chauffeur), and the respect or envy of practically everyone you meet. Not only that, but you have received a kingly gift as well: a matching set of custom medaparts designed by you to your exact specifications and aesthetics, which ranks above average in power, armor and speed when compared to your average medabot.

Also, if you're a student this will allow you to choose to be enrolled in the prestigious Rosewood Academy instead of the plebeian Riverview *eugh* Public School.

### **Illegal Modifications – 400 Points (Discount Rubberobo)**

Modifying medabots is a time honored tradition, and a generally good strategy. You, however, take things a bit further. While your medabot looks just as normal as any other medabot, you have tweaked it out even further than what the World Medabot Federation allows.

Your first set of medaparts is modified with disallowed technology, making it stronger, more powerful, and faster than a regular medabot. Whatever your chosen medaparts, they hit twice as strong, move 1.5x as fast, and has three times the amount of armor.

### **Right On Time – 400 Points (Discount Renegade Medafighter)**

Mega-Emperor about to turn your friends into a fine red paste? Don't worry. You always show up just in time. Whether it's a horrendous death-trap or a dangerous medabot gone out-of-control, you always show up in time to help your friends out. You just **always** seem to be there. This doesn't however promise that you will be able to save or help your friends, just that you'll arrive there in time to try.

### **We Have the Technology – 600 Points (Discount Drop In)**

Doctor Aki ain't got nuthin' on you. YOU are the world's premiere meda-technology expert. Aki may have have been purported to have invented them, but you know medabots inside out, upside down, frontways and back, and in Peru too.

With this perk, you know everything about the basic technology of medabots. Self-repairing M-Alloy,

This also stacks with any other engineering or technology knowledge you have, letting you incorporate them into medabot designs. This does NOT however give you supernatural knowledge of specific medabots or parts, just the technology behind them and how to build it.

For some reason, nobody cares that kids are participating in organized gambling. Why should you? No matter who or where you robattle, it's always for stakes. But that's normal for this world. This perk does a more than that. From now on, any fight, battle, match or contest you participate in is for stakes. You and whoever you're against will inevitably bet something on the match... and no one will think it strange that you bet on your own fight. And for some reason, nobody ever has any problem paying up when they lose. As long as you win, you WILL get what was bet. This doesn't mean you'll win though, just that you'll inevitably bet that you'll win... and your opponent will inevitably bet that they will.

You are large and in charge! No matter where you go or what you do, you inevitably end up running things in a middle management sort of way. If you are a schoolchild, you will inevitably be voted in as student body president or homecoming king. If you work at a shop, you soon become a manager. If you jump into work at the medabots corporation, you'll soon be leading the team creating the most top secret of prototypes. And if you end up in the Rubberobo gang, you'll soon be bossing around Squidguts, Shrimplips and Gillgirl with the best of them. No matter where you go, you'll rise up the corporate ladder with astonishing speed and skill. And to top it off if people don't know who is in charge, they'll automatically assume you are. Oh, and if your work has an executive break room, you're always invited in.

You and your partner are one. Whenever you get into a fight or battle with a partner, you gain a psychic link to them that allows you to fight and act as a single person, controlling two bodies. If you find yourself in a fight with multiple teammates you can only link up to one of them, though you can change which one you are linked to with about five seconds of thought. I'd advise against this, though, because it is awfully disconcerting for the people you link up with to link and delink quickly. You also find that echoes of memories hang around for a long while after you delink. While these echoes are too weak for you to remember them, they do give you an instinctual knowledge of the moods and quirks of your partner... you can communicate with them with hardly a word, and always know what to say to get your point across to them in as few words as possible. This also works the other way, with your partner gaining echoes from you as well. The more you link with someone the more these echoes stack, though it takes years of linking for you to start getting clear memories from your partner.

**You dropped into a technological wonder world. You probably want some toys to play with, huh? Go ahead. I won't judge you... much.**

This is your basic Medabot. It includes a Tin Pet of your chosen gender, and four matching medaparts for that gender. The medabot you get here is among the weaker tier of medabots: it starts at the level of a Noctobat, Dr. Bokchoy or Botafly, and caps out at the level of a Sailormate, Foxuno or Attack-

Tyrano.

**Advanced Medabot – First one Free for Renegade Medafighter, each additional costs 300 Points**

This is a slightly more advanced medabot. It includes a Tin Pet of your chosen gender and four matching medaparts for that gender. The medabot you are allowed to get here is about average to above average strength for an average medabot: it starts at the level of a Neutranurse, Brass, or Samurai, and caps out at the level of a Metabee, Sumilidon or Belzelga.

**Ultimate Medabot – 400 Points**

This is the pinnacle of medabot technology. It includes a Tin Pet of your chosen gender and four medaparts for that gender. Note, these parts do not have to be matching, so you can mix-and-match your favorite medaparts. The medabot you are allowed to get here are among the most powerful of all medabots: what you can choose starts out at the level of a Rokusho or Arcbeetle, and reaches all the way to the leagues of Mega Emperor and Robo-Emperor in terms of power. You may also choose any medaparts for weaker medabots as well. This Medabot will almost guarantee you the win, except against a medabot of comparable power.

**Favorite Part – 50 Points**

This gives you a single medapart of your choosing, of any type or power level you want. Go wild.

**Tin Pet – 150**

A Tin Pet of your chosen gender. This does NOT come with any medaparts.

**Medal – First one free, each additional costs 100**

The Brain of a medabot. You get one medal of any type except Kabuto, Kuwagata, !, ?, Cat, or Botro. These medals can NOT use the medaforce.

**Rare Medal – 100**

This choice modifies one of your medals to be able to use the medaforce. What is the Medaforce? No one really knows. However, it apparently lets your medabot move even after parts have shut down, and gives them the power to shoot insanely large energy attacks. Some say that it also gives other abilities. You'll just have to experiment with it yourself and see. Also, you may change the chosen medal's type to Kabuto, Kuwagata, !, ?, Cat, or Botro, if you wish.

**Brain Scan Algorithm – 100**

So you don't want to leave your friends behind? That's fine. With this option, you can instead import one of your existing companions as a medabot medal. Note, you must already have a medal, and it overlays the existing medal. It changes the medal type to Omega.

**Medawatch – First one Free, each additional costs 200**

The most important part of a medafighter's outfit, the medawatch. It allows the medafighter to talk to and issue orders to their medabot, change parts, and even transport their medabot to them. Each medawatch must be matched to a medal, and can only be tied to one medabot at a time. If you want to fight with more than one medabot at a time, you must buy multiple medawatches.

**Mysterious Cloak – Free**

A snazzy cloak. Okay, maybe not so snazzy. Okay, it's kinda dirty and torn. Okay, maybe it's just a burned and torn bedspread or curtain. But at least you look all mysterious and cool with it on.

**Signature Outfit – Free**

You have a signature look that you always like to wear, so have ten copies of the same outfit. These change size with you as you grow, but otherwise provide no benefits other than a regular set of clothes.

**Spice-A-Roni – 50 Points**

A lifetime supply of the Medaropolis Treat. That's right, it's Spice-A-Roni. Comes in your favorite Spice-A-Roni flavors, and will never run out. That's right, it's FREE FOR LIFE. Your cupboard will always be full of this delicious family favorite, and after the jump is over you gain a never-ending box of it. Please note, you still have to cook it before eating it... unless you just like eating uncooked pasta.

**Rubberobo Costume – 100 Points, discount Aura of Fail, free for Rubberobo**

A complete set of Neoprene Groove Suit, Solar Shades, and Cosmic Antennae. Or in other words, a Rubberobo costume. While horribly unfashionable, it IS a great insulator. Waterproof, non-conducting, and eye-scarring; what more could you want from an evil gang costume? This is autosizing, one size fits all, and comes in black, dark green, or bright-yellow-with-a-rainbow-on-the-front. Have fun... you bloody weirdo.

**50K Yen – 100 Points, 5 billion yen free to Heir to a Family Fortune.**

Cash money. Everyone likes that, right?

**Cell Phone – 100 Points**

A cell phone. Comes with unlimited talk and text, though it's not advanced enough for data. Also, you may find that you have friends' numbers automatically registered in your phone.

**Camera – 100 Points**

Whether an up-and-coming news reporter or just a photo-junkie, you need a good camera... and this camera is one of the best on the market. Perfect auto-focus, wide angle and zoom lenses, unlimited film, light-sensitive flash and a nigh indestructible casing. Comes in your choice of traditional or instant/polaroid cameras.

**Phantom Mask – 100 Points, free for Renegade Medafighter**

A simplistic mask that does a pretty good job of hiding your identity. While this won't fool anyone who suspects it's you, this does come with a slight aura that makes it less likely someone who doesn't suspect will figure out it's you.

**Companion Pet – 100 Points**

Using the same basic technology as medabots, but with much less power, conventional AI (no medal) and no weapons. You gain one small mechanical pet. This can be anything small, from a mouse to a parrot. It can talk and think, and has a decent memory system... though anyone with technological know-how can mess with the memory, causing misunderstandings.

**Moped – 200 Points, discount for Renegade Medafighter**

Sometime running just isn't fast enough to get you where you need to go, so have a moped. It'll never run out of fuel, and will never break down. It's not very cool or stylish, but it'll get you where you need to go. Comes with an unstylish helmet.

**Medabot tools – 200 Points, discount Mechanic**

Medabots are in constant need of repair or tune up. With this toolkit, you have all the tools you'd ever need to repair, fix, or mod your medabot. It comes with a myriad of tools, armor patches, cleaning brushes, replacement servos, and insulating oils. Also comes with a stylish toolkit.

**Passcard – 300 Points**

The ultimate in promissory notes, this card allows you enter any place you wish to go. Just show this card when you are stopped at an entrance, and you are given all-access status to explore to your heart's content. Show this at the Medabots Corporation, and you're free to check out even the experimental

testing labs. Show this in the Rubberobo base, and they'll just assume you're an out-of-costume teammate. While this allows you entrance in most places, it doesn't really give you the permission to enter. If you get caught in a restricted area by the person who would have had to give you permission to be there, hope you have a good story.

### **Blueprints – 400 Points**

Want to know how to build your favorite medabots? Now you can. Pick 10 medabots: you now own a complete set of blueprints on how to build them, along with an extra set of blueprints on how to build male and female Tin Pets. While this doesn't give you the knowledge of how the technology works, it does show you exactly how to build the medabots themselves. You might be able to reverse engineer the technology, but considering that medabots are based on some crazy nano-tech it might take you a couple of decades.

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### **Disadvantages:**

**You want to make things harder on yourself? Sure, go ahead. I'll even give you some points for it... but only up to 600 points. After that, you're just doing it for fun. And remember: any disadvantage you purchase will override any advantage you purchased earlier for the entire duration of the jump. Have fun!**

### **Mister Referee! +0 Points**

Then it is agreed! This robattle will be a submission match, and I will be your referee: me, Mister Referee! Congratulations. Now until the end of the entire jumpchain, you will have every single fight, battle, match or contest you are a part of announced and referee'd by Mister Referee. While this will certainly inject a certain amount of levity into your future battles, don't expect to keep any of them quiet; a man shouting the “rules of the fight” at the top of his lungs is bound to attract plenty of attention.

### **Loser +100 Points**

No one likes you. Not your classmates, not your co-workers, not even your evil teammates. Prepare to be the butt of a lot of jokes, and to get all the worst jobs. If you go to school, prepare to spend all of your free time in detention or running laps, depending on who catches you doing what. Really, no one expects you to do anything with your life, and won't even change their opinion even if you manage to singlehandedly take out every other medabot in the city. But hey, at least you don't have to live up to anyone's high expectations.

### **Aura of Fail +100 Points**

Wow... you suck. I mean, you really suck. Just like the Rubberobos from the anime, you just can't seem to do anything cool or subtle at all. Even pokemon's Team Rocket is laughing at how inept you are. Anything you do is going to look stupid and your fashion sense is shot... you seem to think rubber is the epitome of Haute Couture . Any time you try to trick someone, it is just that easy to immediately see through. You may still have friends and people may still like you, but about the only person you can consistently trick or impress is Ikki's ditsy mom. But hey, at least dressed in all that rubber you're safe from any stray pikachus you happen to wander across.

### **The Screws + 100 Points**

Uh oh. Somehow you found yourself shanghaied into the Screws. They see you as part of their gang, and so does everyone else. Even if you try to distance yourself from them, they always seem to find their way into whatever you're involved in. You can't get rid of them at all, and they will practically follow you everywhere you go. If you're a student or drop in, you are treated as one of Samantha's subordinates. If a Renegade Medafighter, you are treated as Samantha's equal as a subordinate of the Baron. And if you're a Rubberobo, you're treated as the weirdo you probably are... who also happens to



work for/with the Screws. But no matter which you are there is just no escaping the kiddy gang.

**Annoying Rival + 200 Points**

I'm just here to robattle you, dude! That's right, several months after you arrive a rival appears to challenge you. He is at least six inches shorter than you, one year older than you, and has a voice so annoying that it would drive Buddha to punch someone out. He has the same type of medabot as you, but one of a brand new model that is slightly stronger than yours. He also keeps showing up in ALL THE TIME! You can't get rid of him, and even though he's not always going to be fighting against you he WILL constantly be challenging you for your place in the medabot leaderboards... even though only the first robattle officially counts.

**Mismatched Medal + 200 Points**

Your medabot's medal is totally wrong for your medabot. If you have a Shooting medabot, the medal will be a grappling type with horrible aim. If your medabot is all about an All-Out Offensive, your medal will be a healing type with a pacifistic nature. While your medabot can still function, it won't be any good at using its parts... and no matter what parts you put on it, it will still be unable to use them with any sort of skill.

**Disrepair + 200 Points**

Wow, that's an old medabot. Too bad you don't have instructions on how to fix medabots from the stone age... because you'll probably need them. Your medabot starts off almost falling apart, and no matter how much you work on them they won't ever be totally fixed. Even if you send them off to be professionally fixed, inevitably as soon as you get them back they will start breaking down again. Your medabot's armor is always damaged, their servos are shot, and they'll be at most as agile and graceful as a drunken karaoke singer. While you can still win robattles with skill and strategy, your medabot will NEVER be in a condition to win based on strength or speed.

**Select Corps +300 Points**

Hold, criminal! It seems the Select Corps has decided that you are a serial law-breaker, and will hunt you down wherever you may go. If a crime is committed you are automatically the first suspect, and even with an air-tight alibi and the actual perpetrator in custody there are still those in the corps that will be sure you're to blame. Prepare to spend an awful lot of time running from the police, because while they might not be too bright the Select Corps are nothing if not persistent. Also, any time you save the day or stop a bad guy the Select Corps leader will automatically get the credit. They can't be reasoned with, they won't believe anything you say, and they'll likely just arrest you if they see you... just in case. Let's just hope you like spending an inordinate amount of time in an interrogation room... if they catch you it'll pretty much be your home away from home for the entire jump. Or since they find you guilty until proven innocent, if you can't prove you didn't commit a crime prepare to spend a long time in jail (or juvenile detention, if you're underage).

**You Are the Medabot + 300 Points**

Oops, looks like something went horribly wrong when you were brought to this world. You wake up to find some kid sticking a medal into your back. Surprise, you're a medabot. While this might be a good thing in other cases, in this case it means that you're stuck the entire ten years being forced to listen to and follow order from someone else: your medafighter.

Oh, and all those cool perks you bought yourself earlier... yeah, you don't get those. Your medafighter does. You still get your medabot purchases... but they apply to you now. Still, I guess you just have to wait until the jump is over for those powers and abilities. You do not lose any other powers you have from previous jumps though. You might want to avoid showing off some of your more esoteric powers, though, if you don't want to answer some uncomfortable questions.

Oh, and if you are shut down for more than two weeks, you also are considered dead.

**Just some medal I found in a river** – Instead of gaining the 300 Choice Points, you may take this disadvantage for +0 Choice Points, but instead of being forced to listen to your medafighter you're free to choose your own actions, a la Metabee.

### **Are Those Real Bullets? + 400 Points**

Remember the times when you didn't have to worry about dying just from robattling? Yeah, forget all of that. In the version of the medabots world you find yourself dropped in, the little fighting robots pack a much bigger punch. Shooting type medabots will fire real bullets instead of stinging lasers, melee type medabots can punch straight through concrete and bend steel with no real effort, a medabot falling on a human being will turn the human into a fine red mist instead of just knocking them over, and the napalm type medabots shoot actual napalm. REAL robattling now generally includes the words Minimum Safe Distance and Blast Radius. And as an added bonus, when a medabot takes damage it doesn't just decrease the power of the part but the part actually takes physical damage. Get ready to spend tons of money on replacement parts and even tin pets, as parts generally don't get deactivated... they get torn to shreds or blown off. Dying here is ridiculously easy. Good Luck.

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**So you made it through your ten years and haven't been totally boring. The End? Not quite.**

**First, if you're a medabot change back and gain your medabot body as an alt-form. If you imported any companions as medabots, they now transform back to their normal body and gain their medabot body as an alt-form. Both of these medabot bodies can still be customized like normal medabots, with switching out Tin Pets and medaparts. Now lose all drawbacks you picked up.**

**Also, since some of your future jumps are dangerous, your medabots and medaparts are upgraded to the level of the Are Those Real Bullets? Drawback.**

**Now, it's time for you to choose:**

**Kiss Your Bot Goodbye!** – Died in the middle of the jump? Or are you just tired of jumping and want to see your original family and friends again? Either way, you're ending your jumpchain here and returning to your original world. As a consolation prize, keep all your powers, skills, items, gear, and equipment. If you somehow died during the jump, this is your only choice.

**Cosmic Groove** – What? Give up robattling? Why would you do that? You decide to stay here for the rest of your life and go for the title of Greatest Medafighter Ever!

**It's Time to Get Meda-Busy!** – You are pumped and ready for your next jump. Go forth unto another challenge.

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Notes:

A list of medabots in the anime may be found on the medabot wiki, here:

[http://medabots.wikia.com/wiki/Medabots\\_in\\_the\\_Anime](http://medabots.wikia.com/wiki/Medabots_in_the_Anime)

The medabots in the Gameboy Advance RPG are found on the next page.

To clarify for those who are unfamiliar with medabots, each medabot is broken up into 4 parts: Head, Left Arm, Right Arm, and Legs. When you receive a part, you get one of these four things.

Like pokemon, medabots are considered possessions and not companions.

