

MEGA MAN

REVISED

RolePlaying Game



By Preston Poland

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THE JOURNAL OF DR. CAIN

April 8th

Still nothing. For the last month, I have been sifting through the dirt trying to find a fossil record which would verify my findings on Mesozoic plant life, but so far I have come up empty. Tomorrow, I'll move my archaeological dig to a new site. Maybe I'll have better luck.

April 9th

Set up camp at the new site and laid out a preliminary groundwork for the dig. I got some odd readings at location E-46. It looks like something metallic is buried several meters below the surface.

April 10th

I can't believe what I found! Several meters below the surface was the remains of a lab. Although most of the lab was damaged, I did manage to find papers that indicate that it belonged to the famous robot designer, Dr. Thomas Light. I've begun to review what is left of Dr. Light's notes and it looks like he was onto a major breakthrough. The notes keep referring to "the capsule".

April 13th

I found it. Standing 14 meters high and 8 meters wide, the capsule was hidden underneath a collapsed ceiling. Even underneath all that rubble, the capsule has remain intact and was still running some sort of diagnostic when I found it. There is a warning on the capsule, but all the indicators on the capsule show green. It should be safe to open it. I'll know tomorrow.

April 14th

Today I met "X". Not simply a robot, X is something totally different. Light has given him the ability to think and make his own decisions. At times, X seems more like a man than like a machine.

April 15th

Light was a genius! I've been going over his design notes and they are a quantum leap beyond anything the world has ever seem. Using them as a guide, I may be able to replicate his design and integrate them into a new generation of robots. I'll begin transporting X and the rest of Dr. Light's things back to my lab tomorrow.

November 22nd

With X's help I have completed my first "Reploid". Although I don't completely understand how all of Dr. Light's systems works, I was able to make some minor modifications and the Reploid seems to be functioning perfectly. His strength and intelligence seem limitless and he is fully able to make his own decisions. In fact, we got into our first argument. How intriguing!

January 3rd

The new reploids have been running off the assembly line for several weeks. It's amazing how easily they have been able to adapt to even the most difficult jobs. It still is a bit odd to see them working side by side with humans, but everyone seems to be happy to accept them.

May 16th

Three reploids went "maverick" today and injured two people before they were stopped. This is the third instance of this type of behavior and I still have no idea what is causing it! There is some talk about stopping the assembly of any more reploids, but I don't think that will happen. Maybe we've become too dependent on them....

The council has now decided to set up a group of "Hunters" to destroy any maverick before it can cause injury. The reploid named Sigma has assigned to lead the Hunters. Sigma is one of the most intelligent reploids I've created and contains my latest circuit designs. His systems should be immune to any

problems.

July 16th

It's been two months since Sigma took control of the Maverick Hunters and he and his hunters have been able to prevent any further injury to the population. Everyone is starting to breathe a little bit easier....

I am a little worried about X. He seems unsure of his place in life and what Dr. Light had planned for him. But, given time, I'm sure he'll find his way....

December 4th

My worst nightmare has just come true. Sigma went maverick today and took most of the other hunters with him. His motives are unclear, but it seems that he "decided" that humans are inferior and limiting the growth of the Reploids. For that reason, he decided that all humans should be eradicated.

Most of the population is in hiding or trying to flee the city. I'm not sure how long we can hold out against Sigma's forces. I fear I have built the Reploids too well.

X is taking the news of the war very personally. He wants to join Zero, the new leader of the Maverick Hunters, when he goes after Sigma. I'm doubtful of their chances, but I won't stop him. Something has to be done....

Welcome to the Mega Man RPG, a system for fans of Mega Man or just fans of fighting robots.

This system was built using all forms of Mega Man cannon. Mostly from the games, but you may find elements from Mega Man cartoons or even comic books. For those of you new to the MegaMan Universe, it is a story of robots fighting for human and android rights over the span of hundreds of years. Each century (or so) holds a different war for the fate of mankind and although this system was written for the MegaMan X timeline, feel free to choose the one best suited for your adventure.

--Mega Man Timeline A.K.A. The Wily Wars –

In the early 21st century (20XX) Dr. Thomas Light created the world's first Android. Although robots, like police Sniper Joes or construction Mettools, were common, this android had true A.I. that gave it personality and independence. Although this prototype android was a bit too independent, and escaped into the world, Dr. Light continued to work. He created Rock and Roll, sibling androids, along with six industrial androids with the ability to command worker robots wirelessly. These Robot Masters earned Dr. Light a Nobel Prize and the admiration of the world.

However, not all called Dr. Light a hero. Dr. Albert Wily, who was shunned by the scientific community for his extreme ideas and impractical designs, was tired of hearing of Dr. Light. He knew he was smarter, he could make better robots, he could be better than Dr. Light ever was. If only he could get the world to notice. One night he snuck into Light Labs and reprogrammed the Robot Masters. They were to attack and destroy everything in sight. They would ravage the world and take it over in his name.

The Wily Wars had begun.

--Mega Man X Timeline A.K.A. The Maverick Wars—

It is sometime in the late 22nd century (21XX). Industrial robots work all over the world, while advanced AI androids called Reploids walk around with almost the same rights as humans. Their bodies are built to resemble those of humans and with the Suffering Circuit, Reploids feel emotions and are able to think and feel exactly like humans do. It would be an age of peace and progress, if not for the mavericks. Reploids who have rebelled against society and feel they should be superior to humans were known as Mavericks and usually use violence and terror in order to get what they want. Although some Mavericks choose to start anti-human groups and begin to act with violence, others were not so lucky. A computer virus of mysterious origins that affects the

replod's Suffering Circuit began to spread. Once infected, a perfectly peaceful replod begins becoming more and more violent before going fully berserk.

A group known as the Maverick Hunters was created in order to fight the maverick menace, and its current leader, the ex-hunter known as Sigma. You, the player, are a Maverick Hunter.

--Post Mega Man X Timeline A.K.A. The Elf Wars --

In order to counteract the effects of the Maverick Virus, small symbiotic organisms were created called Cyber Elves were created by Dr. Weil. Cyber Elves integrated with replod bodies and cleansed their system, bringing them back to peace. But Dr. Weil was not satisfied with peace alone. He felt Reploids should suffer for their crimes and be made pure servants of mankind. Others disagreed, but he knew they were just cowards. They would allow dangerous reploids to roam, waiting for a new time to strike. They would need to be dealt with as well.

Weil used the cyber elves already attached to reploids to reprogram them from a distance. With his own personal army, along with a creation of pure destruction named Omega, Weil started a war that would devastate the planet.

--Mega Man Zero Timeline A.K.A. The Second Maverick Wars --

The aftermath of the Elf Wars left 90% of the earth's replod and 60% of the earth's human population destroyed. By the time the 24th century (23XX) came around most of the remaining population lived in a space colony that orbited the decimated earth. The station, known as Neo Arcadia, was lead by X and his four guardians who kept it safe from any outside and inside threat. Any reploids that did not follow Neo Arcadia's strict rules were automatically classified as Mavericks and destroyed. Any humans that disobeyed met the same fate.

A resistance has formed on the earth's surface, lead by the human and child prodigy named Ciel. She wishes for only peace but she also knows that as long as X rules that he will not allow it. Can you lead the resistance to victory?

--Mega Man ZX Timeline A.K.A. The Game of Destiny --

In the 26th century (25XX) humans and reploids have merged into one race. Humans were given the tougher bodies and extended life spans of reploids while reploids were given bodies that age and have limited life spans. Humanoids have returned to the earth's surface and created a new civilization. Although mavericks still exist they are kept outside of the city walls and their attacks are rare.

However not everything is as peaceful as it seems. Serpent, the creator of the energy system used by all humanoid kind, has discovered living metal holding the power and memories of a hero from the past. Using this Biometal, he can harness its power and become a Mega Man. With Biometal Model W, he will change the world and shape it to his image.

But Model W is not the only Biometal in existence. Model X and Model Z actively seek out humanoids that are brave enough to help them save the planet. Who knows how many other Biometals are out there.

--Mega Man Legends Timeline A.K.A. The Halcyon Days--

Although the official date has been forever lost to the waves of history, it is believed to be the 9th millennia (80XX) and most of the earth has been flooded. The population, known as Carbons, live on islands and travel via airship. Most live calm, peaceful lives, menaced only by the occasional pirate attack. However, those seeking adventure and fortune become Diggers. Diggers are treasure hunters that explore the many ancient ruins that are scattered around the world. These ruins hold ancient technology, powerful Refractor Crystals and usually a host of robotic monsters known as ReaverBots. Most Diggers seek The Mother Load, a ruin so full of treasure that it would allow someone to live the good life for several centuries.

However the ruins hold a deep, long lost secret. A secret about the past and a place called Elysium. A secret about the last living human and the new system that keeps people safe. A system, that at any time, may reset the world.

Now yes, I know this is very vague and hitting only the basics of the MegaMan timeline. This allows GM's to either create their own stories in specific timelines, or use the game stories as their campaign. If you want to know the details for each timeline, you can play the video games or look online.

*Note: Players in the ZX or Legends timeline use only the Android template, except that they will think and act like any normal human being.

Components of a Player Character

There are a few key components that players need to keep track of.

--Structure—

In any other system, Structure would be the player's hp or health. This represents how much damage someone can take before their body shuts down. Players start with 100 Structure points. Once it hits zero the player isn't necessarily dead but his body is beyond repair, and will need to be replaced. Structure is damaged by any normal attack.

--Core—

Your characters power core. This powers the characters body as well as stores its memories and skills. Players start with 100 Core points and it can reach zero without the players structure hitting zero. When a core is destroyed that character's mind, its personality, in essence its soul is lost forever even if its body remains. Core damage is explained later.

--Maverick Points or MP—

This is used to measure how affected by the Maverick Virus your character is. This starts at 0 and you want it to stay as low as possible. The higher it gets, the closer the character is getting to becoming insanely evil. However there are some perks to being evil. More on that later.

--Kills—

Some players may wish to keep track of their personal kill count. This doesn't affect game play in any way, except tell you how many piles of scrap you left in your wake. For each Little you kill, mark a slash /, every medium with a X, every large with a star * and every Maverick / Robot Master with a big M.

--Elements--

Weapons and armor can have elemental components, making them stronger against some other elements and weaker against others. Elements don't outright change an attack or armor, but add extra features.

For Example, an explosive weapon won't, necessarily, explode (see weapon creation on how to do that). They will, however, shake magnetic armor with enough force to reverse its polarity, causing extra damage. Sonic bullets might not, necessarily, be made of sound waves but vibrate, disrupting the internal components of explosive armor and causing more damage.

The list of elements and their strengths / weaknesses are as follows:

Neutral (or no element)	Explosive > Magnetism*
Fire > Ice	Magnetism* > Electricity*
Ice > Stone	Electricity* > Water
Stone > Sonics*	Water > Fire
Sonics* > Explosive	

----Multiple elements may be attached to a weapon, but only one may be used at a time and the player must state which they are switching to----

*These elements always do core damage as well as structure.

--Fighting Style--

This is how your character fights. He may have developed his own way of fighting or just go with the flow. Each character starts with one Fighting Style, and each fighting style can be used one of two ways. When a battle begins, but before initiative is rolled, choose which effect of your fighting style you want to use. Only one effect can be active at a time, and it cannot be changed until the battle is over.

No Style: You're no warrior. You're a lover or perhaps just a scientist. Either way, while others were learning to fight, you were learning other skills.

Effect A: You gain a +5 to any non-combat skills however your initiative is reduced by 5 as you don't know when to enter battle.

Effect B: You gain a +5 to dodge, as you had to quickly learn to get out of the way, but any combat skills you have take a -5 penalty.

Berserker: You don't need to know any special tricks to take down your foes, you just need to keep hitting them until they stop moving.

Effect A: You can take 2 attack actions per turn but all your weapons Power Levels are reduced by 1 (to a minimum of 1) for that turn.

Effect B: For each attack that damages you that you did not try to dodge, deflect or have absorbed by a shield weapon, you may make a single counter attack with any weapon, however that weapon's Power Level is reduced by 1 (to a minimum of 1) for the counter attack.

Defender: Let the enemy make his attacks, you can withstand them. You will take any blow and step in front of any attack in order to defend your friends.

Effect A: Once per battle, you may step in front of an ally that is being attacked and become the new target of that attack. The GM / Player resolves the attack as if you were always the intended target. You may attempt to deflect but you cannot dodge.

Effect B: If you have a Shield weapon, you may reduce the Power Level of the shield and extend its effects to an ally within 10 feet so you are both protected. You may extend the shield to as many allies as you have power levels that are within range. Example- a power level 4 shield may give 2 people (the Defender and the ally) power level 3 protection, or 3 people power level 2 protection.

Marksman: You only need one shot to take your target down. You never miss.

Effect A: May re-roll an attack that missed once per battle.

Effect B: May reduce a single target's dodge and deflect by 10 for one round, once per battle.

Speedster: You are the fast type. You can get inside of defenses and outside of attacks before anyone realizes what's going on.

Effect A: May re-roll a dodge or deflect that missed once per battle

Effect B: You may make 2 movement actions each turn, however all your Power Levels are reduced by 1 (to a minimum of 1) for that turn.

Heavy Hitter: Everything you have goes into your power, but that means your defenses are low.

Effect A: Weapons do an additional 1d5 damage but the Heavy Hitter takes an additional 1d5 damage from all attacks.

Effect B: You may charge a weapon using a movement action, however your dodge and deflect are reduced by 10.

Behemoth: You're big, and bigger is always better.

Effect A: Character has 25 extra structure but always attacks last*

Effect B: Character has 25 extra structure, but his attacks are easy to telegraph and his opponents gain 10 to any dodge or deflect.

Deceiver: Booby traps, timed explosives, and an old fashioned sucker punch. Your opponents never know what you are going to do next.

Effect A: Character always attacks first* but has 25 less structure than normal.

Effect B: Once per battle, character may make a second attack action, however he always has 25 less structure than normal.

*If more than one character has Behemoth/Deceiver, normal initiative determines who goes first.

With that out of the way, it's time to make your character.

---Character Points---

Starting characters get 200 Character Points (CP) to build their robot. These points are used for everything in the main 5 categories of Skills, Abilities, Upgrades, Armor and Weapons. When buying anything with levels you must buy all levels in order. For example, you must buy levels 1 and 2 before you can get level 3.

RULE ONE OF THE RPG

This system is based on creativity. Build the kind of robot, with the kind of skills and weapons you want. Any skills, abilities, weapons, etc that are mentioned here **are merely examples**. If you want your character to have something that isn't on the list, then talk to the GM about an appropriate point cost.

Generation:

Robots, like all technology, get better over time.

Android- Built to look like humans, Androids are still very similar to normal robots. They have some free will and can make their own choices, but only if those choices obey their basic programming.

Androids gain half as many Maverick Points (rounded up) as Reploids would and are affected differently by it (see The Maverick Virus for details).

Examples: Megaman, Roll, Bass, Protoman.



Reploid- Some may see them as highly advanced Androids, Reploids are the next step of robotic evolution. With the Suffering Circuit, they have emotions, feel pain, can improve and

expand themselves and their programming. If it weren't for their metal bodies there would be no way to tell them apart from humans.

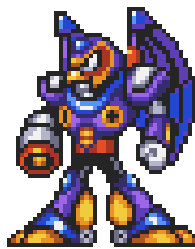
Reploids can take Assimilate Element, Assimilate Weapon or Assimilate Style for free.



Examples: X*, Zero*, Vile, Sigma

Bioroid- Reploids that are built to resemble animals rather than people. Although they aren't different from reploids, they often have useful animal features, like wings for flight or hands that can stick to walls. Most are built/employed by military forces.

Bioroids can give an element to any weapons he carries for free and also gains one level of Elemental Armor of the chosen element.



Examples: Storm Eagle, Flame Mammoth, Chill Penguin, Launch Octopus

*Technically X and Zero aren't reploids, but that doesn't stop them from being good examples of ones.

Skills:

Skills are the things that a character can do or know. These are things they have **learned**, NOT built with. Skills remain with a character unless their core is destroyed.

- --NO SINGLE SKILL CAN GO ABOVE 60 POINTS—Although there is no limit to number of skills or total points in all skills.

They can be either the major skills that really define what the character knows and what he can do, or minor skills that could be helpful, but isn't particularly something that they would spend a lot of time learning.

To use a skill you roll Percentile dice (1d100) and try to roll lower than the amount of CP you have in the skill. For example: say you wanted to hack into a mainframe and had a hacking skill of 40. You then would roll 1d100 and as long as you get 40 or lower then you succeed.

-Sample Skills-

Musical Instrument- Being able to play a musical instrument

Singing - The ability to sing well. Singing badly requires no skill.

Dancing – The ability to dance without making a fool of yourself.

Skating – Being able to move gracefully with wheeled feet.

Hacking – Being able to break into cyberspace security.

Scavenger - Being able to find scraps of food or shelter when little is available.

Hiding - Being able to find a place to hide and not be found.

Survival - Being able to survive in difficult locations and situations.

Demolitions – Knowledge about explosives and their correct placement.

Cooking - Being able to make and prepare food.

Repair - Being able to repair mechanical things.

Electronics - Being proficient with the use and repair of electronic things.

Chemistry - Being good with chemicals and knowledgeable with chemical theory.

Mechanics – The ability to repair broken machines. Can also be used to remove Maverick Points or transfer character points between two players. To repair a player character, roll this skill until you fail a roll (up to 10 times). This heals $Xd10$ structure points and takes X times 10 minutes to make, where X is the number of successful rolls made. Healing Maverick Points is the same process, except it heals 1 mp for every successful roll.

-Example: Player is using Mechanics to heal an injured Joe. The player rolls the dice ten times, and makes their mechanics roll 4 of those times. The Joe is healed for $4d10$ structure and this process takes 40 minutes to finish. If Player was removing Maverick Points, the Joe would remove a total of 4mp -

Stealth - The ability to move quietly and without being noticed.

Academics (History, Geology, Mathematics, etc) – Academic knowledge of a specific subject. Each different subject needs to be taken separately. If it's something you could learn in school, it could count as an Academic skill.

Ride Armor- Knowledge on how to pilot a Ride Armor.

Jet Bike- Knowledge of how to drive a Jet Bike.

EX Skills

EX Skills are still skills and follow all the rules for skills, however these skills are so vitally important that they get their own mention. These are the skills your character has picked up in battle and determine how fierce you are in combat. These skills are much more vital than other skills, determining how well you can dodge or fight. If you plan to use a weapon of any kind you must take an EX Skill.

Combat analysis - The ability to analyze a combat situation and detect weaknesses. A successful roll reveals amount of armor, weapon power level, target's core location or any weaknesses the target may have. What is revealed is the GM's choice unless the user specifies what he's looking for.

Melee skill - Prowess with melee weaponry. Needed to use melee weapons like axes or beam sabers.

Ranged skill - Prowess with ranged weaponry. Needed to use weapons like guns or busters.

Unarmed skill - Prowess with hand to hand combat. Needed to fight with your bare hands or gauntlet weapons.

Dodge - Being able to dodge incoming attacks. You can use dodge multiple times in a round, but each time you dodge skill decreases by 5. This resets at the top of the next round.

Deflect – Use a melee weapon to safely repel an attack, as long as the attack isn't charged or doesn't have the Blast or Shockwave abilities. You can use deflect multiple times in a round, but each time you dodge skill decreases by 5. This resets at the top of the next round.

Example Dodge and Deflect: Zero has a dodge of 20 and a deflect of 25 when a group of Machine Gun Joes open fire on him. After Zero dodges the first shot, his dodge reduces to 15. He can attempt to dodge three more times before his dodge reduces to 0 and he can no longer dodge. He can, however, still deflect up to five shots.

Abilities:

Abilities are things your character has been built with. These are things that cannot be learned but must be added on through body enhancements or programming chips.

- --NO SINGLE ABILITY CAN GO ABOVE 60 POINTS—Although there is no limit to number of abilities or total points in all abilities.

Most abilities work just like skills, with a few exceptions.

-Examples-

Increased Speed – Used to move faster than your average reploid. Also used to increase dodge and initiative.

Increased Strength – Used to move heavy objects or lift heavy things. For every 10 points you gain +1 damage to all your melee weapons.

Increased Agility – Used to move with greater ease than a normal reploid. Also used to increase your deflect skill.

Increased Jumping - Can jump a greater distance than a reploid normally could. Every 10 points adds 5 feet to the reploid's jump.

Increased Perception – Allows you to notice things others may not. Can count as a enhanced sense of smell for a Bioroid, or even as ESP for a ninja-themed android.

Wall Slide - The ability to slide down walls in order to slow your fall.

Wall Jump – The ability to jump up the side of a wall in order to climb it.

Energy Can Creation – Create a can of healing energy that can restore structure points. Roll this ability like a skill until you fail a roll (up to 10 times). The can heals Xd10 structure points and takes X minutes to make, where X is the number of successful rolls made. So making an energy can that can heal 1d10 structure points takes 1 minute and 1 successful roll, while one that can heal 10d10 takes 10 minutes and 10 successful rolls.

Upgrades:

Although you were built strong, you can always be better. Upgrades are improvements you did or asked for in order to improve yourself. Unlike skills and abilities, Upgrades have specific CP costs and usually cannot be improved.

There are 3 different categories of upgrades: general upgrades, armor-specific upgrades, and weapon-specific upgrades.

Note that all weapon upgrades affect ALL weapons that they can. You do not need to buy specific upgrades for each weapon.

-General upgrades-

Dash (10cp) -

Doubles user's movement speed for one action. User must then wait one turn before dashing again.

Reflex Dash (10cp)- The reploid dashes into combat, doubling his initiative roll. Requires Dash.

Counter-measures (Lv1 15cp/ Lv2 30cp/ Lv3 45cp/ Lv4 60cp) – When targeted by a weapon with the Homing ability, reduce the level of Homing equal to the level of counter measures.

Air Dash (15cp) -

User is able to Dash in mid-air, gaining speed while clearing obstacles. Requires Dash.

Quick Change (20cp) –

Allows the user to swap any equipped armors or support units as a free action.

Limited Flight (30cp)-

User is able to fly (using movement speed) for 3 rounds before having to land.

All Surface Moment (40cp) –

Travel up walls, down cliffs and even across the ceiling at half your movement speed.

Personal Teleport (40cp)-

A personal teleporter allows you to teleport to a location you can see using half your movement speed.

Energy Scanner (50cp) -

See energy sources within 100 feet, even through (non-reinforced) walls. The stronger the source, the brighter it becomes to you.

Emergency Transmission (50cp)- When your structure reaches 0, your body automatically transmits your memory and skills (essentially your core) to a preset location, usually a home base or the lab you were built in. This saves your core and prepares it for a new body without the need to retrieve your core. This, obviously, doesn't work if your core is already destroyed.

Emergency Teleport (50cp)- When your core reaches 0, your body automatically teleports to a preset location, usually a home base or the lab you were built in. This saves your body, abilities and upgrades and prepares them for a new core without the need to retrieve the body. This, obviously, doesn't work if your core is already destroyed.

Unlimited Flight (60cp)-

User is able to fly (using movement speed) without the need to land.

Core Schematics (30cp) – You know all about energy cores. You can now repair Core damage with a Mechanics roll like you would Structure damage. User must specify which type he is healing before a roll is made. As a bonus, anyone with Core Schematics also always knows the core location of opponents of his same generation (Android, Reploid or Bioroid).

Energy Can Upgrade (30cp)-

Energy Cans can now heal Core damage as well as Structure. User must specify which type of healing the can will do before any rolls are made.

-Armor-specific upgrades-

Elemental Armor (Lv1 10cp, Lv2 20cp, Lv3 40cp, Lv4 80cp, Lv5 150cp) -

Gives a single elemental status to an armor. Once an element is chosen, **it cannot be changed.**

When hit by the same element, this armor reduces the weapons power a number of levels equal to the level of Elemental Armor, to a minimum of 1. If hit by the element's weakness, the wearer takes an additional 1d10 of damage. If hit by any other weapon, elemental armor does nothing.

--Example: Fire Man has lv2 Fire armor. If he was hit by a fire weapon of power lv 3, it would reduce it to power lv 1. If hit by a fire weapon of power lv 2, it would reduce it to the minimum of power lv 1. If Fire Man was hit by a water weapon of power lv 1, it would be increased to power lv 2. --

Cloak (80cp) -

Become invisible to the visible spectrum, and infrared. Energy scanners cannot sense the user but any kind of extra sensory abilities might. Cloak can last for five minutes then requires 12 hours of down time before becoming active again. Any kind of combat action will stop the cloak and initiate down time.

Shielding (100cp) -

An personal, aura-like shield that prevents anything from passing either in or out of it. The shield does take a lot of power to handle but recharges automatically with solar power. The shield is usable for 1 round then needs 12 hours of daylight to recharge.

-Weapon-specific-

Assimilate Element (30cp): Copy any one element of a foe. Your weapons can then either have your element or the assimilated element whenever you attack. Assimilated Elements only last 1 play session but the player may buy the element for 5cp per weapon and keep it forever. *Example- X copies the element of Frost Walrus (Ice), and can now use either normal buster or frost buster.*

Assimilate Style (30cp): Copy the fighting style of a foe. You can then use that fighting style instead of your own. Assimilated Styles only last 1 play session unless bought for 15cp. *Example- Zero copies the style of Slash Beast (Berserk), and can now make multiple strikes in the same attack.*

Assimilate Weapon (30cp): Copy the weapon of a foe. You can then use that weapon instead of your own, but the weapon has a power level equal to your highest power weapon. Assimilated Weapons only last 1 play session unless bought for the cost of the weapon (see MegaWeapon Creation System). *Example- Megaman copies the weapon of Quick Man (Quick Boomerang), and can now use that weapon instead of his buster at the same power level as his buster.*

- A note about Assimilation. A big theme in the Mega Man Universe, Assimilation can be a useful tool. Assimilation of any kind requires an Attack Action to touch your foe in order to activate. Your foe can't dodge or deflect this. If you can't physically touch your foe, you can't assimilate anything. -

Charge (20) -

This gives the ability to increase the power of an attack by expending a bit of time to do so. The player spends an Attack Action charging his weapon and on his next turn the weapon gains the following bonuses:

Increase the power level of the weapon by 1

Increase the level of any present weapon enhancements (homing, armor piercing, etc) by 1

The attack cannot be deflected and the target takes an automatic -10 to his dodge to avoid it.

Note that a weapon cannot hold a charge for more than 3 turns, at turn 3 it must be either fired or it's lost.

Overcharge (20) – (Requires the Charge Upgrade)

This increases the bonuses granted by Charge by 1 (making the power level and ability increase 2 in total) The weapon cannot be used for 1 turn after is it used, as it needs time to cool off.

Omnicharge (50) - (Requires the Charge upgrade, cannot be used with Overcharge.)

This gives the ability to charge up more than one weapon at a time. In total someone can have up to four charges stored. Omnicharge can be a drain on the character, and the character that uses Omnicharge cannot use any charge for 3 turns after the last charged weapon was used.

Example: Zero spends a turn charging, and on his next turn his Saber and both his busters will be charged for the next 3 turns.

Weapons:

Introducing the MegaWeapon Creation System

As any fan of Megaman games would tell you, it's all about the weapons. Some weapons are standard, some are upgraded stock models and some are creative weapons of death. With the MegaWeapon Creation System (MwCS) you will be able to make any weapon your heart desires, for a points cost of course.

You have several weapon boxes on your character sheet to build a weapon. They will look like this:

Weapon Name:		Type:	
Range:	Power Level:	Element:	
Enhancements:			

Weapon Name: Whatever you want to call it.

Type: Physical or Energy. Does your weapon use bullets, boomerangs, cold hard steel or does it use plasma blasts, fireballs, energy blades. This choice is mostly only for theme.

Range: How far your weapon can fire. 1 cp for every 5 meters. A melee weapon's range costs 0cp.

Power Level: How much damage your weapon does. Each level has to be bought in order. 10cp for Level 1 (1d10 damage), 20cp for Level 2 (2d10 damage), 40cp for Lv 3 (3d10 dmg), 80cp for Lv 4 (4d10 dmg) and 150cp for Lv 5 (5d10 dmg).

Element: Neutral element is free. One element is 5cp. Two elements is 20cp. When you have 2 elements, you can only use one per turn and declare which element you are using.

Enhancements: Enhancements add bonuses to weapons to make them even deadlier.

Enhancements can be turned on and off before a weapon is fired (in case you don't want to hit an ally with a Blast). A few enhancements may be chosen several times, and their description will say how many times. You must pay for the enhancement each time it is taken.

The enhancements you can chose from are as follows:

Armor Piercing- *This weapon is designed to cut into a foe's protection to reach the vital sections.*

This weapon ignores 1 point of armor per times taken. This enhancement costs 10cp and can be taken up to 10 times.

Blast- *The projectile of this weapon explodes when it makes contact. Not recommended for melee weapons.*

This weapon hits everything (friend or foe) within 5 feet of target (per times taken) for 1/2 damage dealt to the target. This enhancement costs 10 points and can be taken up to 5 times.

Blow back- *An attack made with so much force, it sends its targets reeling.*

This weapon knocks target away (from point of origin) 10 feet per times taken. This enhancement costs 5 points and can be taken up to 5 times.

Homing- *The attacks from this weapon know how to hit their mark.*

Target reduces dodge by 5 (per times taken). This enhancement costs 10 points and can be taken up to 5 times.

Power Drain- *This attack can leech power from its target, healing the user.*

If attack hits, attacker heals structure equal to 1/4 total damage done, rounded up. Cannot be used while charged. This enhancement costs 20 points.

Rapid Attack- *This weapon was designed to fire or swing rapidly.*

Weapon may be used 1 extra time (even at 1 extra target within range) per times taken. Cannot be used while Charged. This enhancement costs 15 points and can be taken up to 5 times.

Shield- *When charged, this weapon can create a field of energy, protecting the user.*

While weapon is being charged, this weapon automatically negates an amount of damage equal to its power level (including the charge increase). Once the shield has taken a number of hits equal to its power level, it goes down and the charge is lost. This weapon can still be used to attack, but once it does, the shield goes down as the charge is used. This enhancement costs 20 points.

-example: A power level 1 shield weapon, when charged, would block 2d10 damage for any attack that wasn't dodged or deflected. It could block that damage twice before it goes down and another charge action must be taken to bring it back up. -

Shockwave- *The weapon leaves a wake of energy behind it's target.*

This weapon hits everything 10 feet (per times taken) behind victim for 1/2 damage dealt to target.
This enhancement costs 10 points and can be taken 3 times.

--Example weapons--

Weapon Name: Buster	Type: Energy		Weapon cost 20cp
Range: 50meters	Power Level: 1 (1d10)	Element: Neutral	
Enhancements: none			

The standard issue weapon throughout the Mega Man universe. This weapon is built into characters arms and fires a concentrated ball of plasma.

Weapon Name: Energy Saber	Type: Energy		
Range: 0	Power Level: 2 (2d10)	Element: Neutral	
Enhancements: Armor Piercing 1			

A weapon reserved for high ranking Maverick Hunters, this weapon shapes plasma into a blade, allowing it to cut through metal with ease.

Weapon Name: Leaf Shield	Type: Physical		
Range: 25meters	Power Level: 1 (1d10)	Element: Neutral	Weapon cost 35cp
Enhancements: Shield			

A weapon used by Wood Man in Megaman 2. It deflected normal buster shots until it was launched at its opponent.

Armor:

Armor reduces the amount of damage someone will take from an attack. Strong armor is expensive but can save your life. It can be bought as either armor from your body, for your core or in the form of a hand-held shield.

-Body Armor-

This armor covers your entire body and for every 5cp spent on Body Armor, you ignore 1 point of structure damage from any attack. Any amount of points can be put into armor, but some examples are as follows:

10cp armor ignores 2 structure damage

25cp armor ignores 5 structure damage

50cp armor ignores 10 structure damage (Aka, any Power Level 1 weapon)

100cp armor ignores 20 structure damage (aka any Power Level 2 or weaker weapon)

* NOTE: armors higher then 100cp are not recommended for players*

-Core Armor-

This armor only covers your core, protecting it from attacks that will damage it directly. For every 10cp spent on Core Armor, you ignore 1 point of Core damage. Any amount of points can be put into armor, but some examples are as follows:

10cp core armor ignores 1 core damage

50cp core armor ignores 5 core damage

100cp core armor ignores 10 core damage.

-Hand-Held Shields-

Shields are armor you have to hold in one hand. When in combat, as a free action, you can declare who you are aiming your shield at. Any attacks made from your target hit the shield (if they aren't dodged or deflected) and their damage is reduced by the shield before it hits the wielders body. Attacks made by someone the shield isn't aimed at bypass the shield and hit the wielders body.

For every 2cp spent on a Shield, it lets you ignore 1 point of structure damage from any attack that hits it. Any amount of points can be put into armor, but some examples are as follows:

10cp shield ignores 5 structure damage

50cp shield ignores 25 structure damage

100cp shield ignores 50 structure damage

Weaknesses:

Weaknesses are things that make your character worse, not better. They can be physical, mental, social, or spiritual. Giving your character weaknesses increases it's starting CP.

These should be played out in character or used by the GM to make the character's life a little bit harder.

Examples:

Weather problems - +5 CP - Extreme weather will make one's systems not work as well as they should, if one is not protected by something.

Easily wooed - +7 CP - One is easily wooed by the opposite gender, even if that person or reploid is an enemy.

Forgetful - +10 CP – You'd lose your buster if it wasn't built into your arm.

Poor eyesight - +15 CP - Even with glasses, one's vision is not the greatest at very long or very short distances. Without the glasses, one is nearly blind.

Code of Honor - +20 CP – You live by a code of honor, refusing to attack others first or attacking the unarmed.

Trigger Happy - +20 CP – You tend to shoot first and ask questions later. Be prepared to miss a lot of villainous monologues and don't expect to make many enemies into friends.

Compelled - +25 CP- There are some things that bug you to no end, distracting you even in combat. Maybe it's broken gear or a stain on your armor. Whatever it is, you're compelled to fix the problem, even if you are in the middle of battle.

Pure pacifist - +50 CP – One who will not attack for any reason, even at the cost of one's own life.

The Maverick Virus

Gaining Maverick Points

You start at zero and gain Maverick Points for performing acts of evil. Theft and defacement of property are worth about 1 MP each. Damaging an ally or civilian, even on accident, can be worth up to 5 (depending on intent and amount of damage given). Killing innocents and allies should be awarded with a minimum of 10.

You can also gain MP from interactions with people or places with exceptionally high MP (31 or more). Sometimes robotic forests or space stations themselves can become infected by the Maverick Virus, and players in this area can gain MP merely from exposure (this is up to the GM but shouldn't be more than 5). Using Combat Analysis or Energy Scan on something with exceptionally high MP (40 or more) may gain you up to 10 MP as the virus tries to transfer directly to you.

Examples of non-repoids with high MP: Evil Energy (as seen in MegaMan 8) has a MP value of 35. Sigma Virus Manifestations (as seen in MegaMan X5) has a MP value of 40. Model W (as seen in MegaMan ZX) has a MP value of 50

Even worse, you can gain a maverick point for arguing with the GM or showing knowledge of the Megaman universe your character otherwise wouldn't know.

MP cannot be detected (or removed) until it is at 15 or higher. MP can be purged via a skilled mechanic but it can only be done once per session and can only be reduced to a minimum of 5.

Effects of the Maverick Virus on Reploids and Bioroids

The Maverick virus has a tendency to make Reploids (and Bioroids) stronger as it eats away at them.

Whenever you reach 10 Maverick points you lose 10 Core and gain 10 Structure.

At 20 MP you lose 20 more Core, gain 20 more Structure and gain the Maverick Charge upgrade (discussed later).

When you reach 30 MP you are fully affected by the Maverick Virus and lose control of your character. The GM gains control and makes the character attack or abandon his allies. The character remains a maverick until he is destroyed or the MP is purged (against the Mavericks will, of course)

Effects of the Maverick Virus on Androids

The Maverick Virus didn't exist (or, at least, was very contained) until the Mega Man X timeline. However, there can still be androids during the age of reploids, and the virus affects them differently.

At 10 points, the android begins to gain symptoms of Roboenza, and loses 10 points from all skills. (these points are instantly regained if MP is lowered below 10)

At 20 points, the android loses an additional 10 points from all skills and all weapons drop by 1 power level.

At 30 points, the android either shuts down completely (as if through Core Deletion) or goes berserk attacking anything in sight without regards to personal safety. Either way, the player loses control of the character and the GM decides which of those two options happens.

Because of how it affects Androids, Maverick Points cannot be detected (or removed) until it is at 20 or higher. It is purged just like it would be on a reploid, to a minimum of 5.

Damage

Structure and Structure destruction

Eventually you are going to get hurt. Structure damage represents your body getting blasted, beaten, cut, stabbed and exploded. Ouch.

All attacks will be doing structure damage.

Once your structure hits 0 you are destroyed. Maybe you are in pieces, disintegrated or just crumpled. No matter how it happened, your body has shut down and you are essentially dead. However, if your core is still intact, it can be retrieved

If the core is retrieved, all your skills and memories are saved and can be put into a new body.

Core and Core Deletion

Core damage can be the most dangerous and the hardest to heal. Core damage represents your characters power core getting punctured, scrambled or erased. Not good.

Only specific elemental weapons (noted in the elements section), Focused Attacks to the core and experimental (GM) weapons can damage core. Usually these attacks also damage structure as well. If they do, the total core damage is equal to $\frac{1}{2}$ the total damage rolled before structure armor is applied. If the attack only does core damage, then you do not reduce it at all.

If your core hits 0, you suffer Core Deletion. When this happens your body shuts down, your memories are erased and you are essentially dead. However, if your body is still intact it can be retrieve and a new core can be in place. You will have to buy new skills and get a new personality. You are not the same character as you were before, you are just using their body.

Ride Armors and Jet Bikes

Sometimes your character might want a little something he can ride in, impress the ladies and fight evil.



Jet Bikes



Jet Bikes are hovering motorcycles built for going where a teleport won't reach. Although some have weapons, most are built for speed. When using a Jet Bike, use its increased abilities rather than your own, and your Jet Bike skill to use its weapons or to make complicated maneuvers. You may choose to use its weapons or your own.

Jetbikes are built using player character points (or found, if the GM is gracious) with a few differences.

They have a Structure of 40 and no Core at all.

They can't have skills. The points limit for abilities, however, is increased to 100 instead of 60.

The Upgrades Jet Bikes can use are: Dash, Air Dash, and All Surface Movement.

Jet Bikes can be built with melee or ranged weapons, but their weapons can't have any Enhancements

-Example-

Cheval Ride Chaser

Structure 40

Increased Speed 50

Increased Jump 25

Dash

Weapon Name: Buster	Type: Energy	
Range: 50meters	Power Level: 1 (1d10)	Element: Neutral
Enhancements: none		



Ride Armors



Ride Armors (sometimes called Battle Bodies) are walking armories. They may be slow, but they built for combat. When using a Ride Armor, you use your Ride Armor skill in order to make attacks or make complicated maneuvers. You must use the Ride Armor's weapons to attack, as your arms will be busy keeping control.

Ride Armors are built using player character points (or found, if the GM is gracious) with a few differences.

They have a Structure of 60 and no Core at all.

They can't have Skills and they have the same points limit for abilities as players do (60).

They can use any Upgrades except Elemental Armor, any kind of Assimilate or Personal Teleport.

Ride Armors can be built with melee or ranged weapons, not both, and can even have Enhancements.

-Example-

Chimera Ride Armor

Structure 60

Increased Speed 10

Increased Jump 25

Dash

Weapon Name: Armor Fists	Type: Physical	
Range: 0meters Power Level: 3 (3d10)	Element: Neutral	
Enhancements: Armor Piercing 5		

Transformation and Support Animals

Some Mega Man characters have been known to transform (like Nitro Man or Turbo Man). Players that want to be able to transform need to follow some set rules.

Transformation takes a Movement Action.

Players wanting a transformation get a free 20 character points that can only be used in their transformation. Other character points the player has/earns can also be put into it.

Players can use all skills and armor in their transformation, but they need to purchase separate abilities, upgrades and weapons.

For example: Nitro Man has a motorcycle transformation. In that form, he has Increased Speed 30, Dash and All Surface Movement. However, because he bought no weapons, he can't attack in this form at all.

Support Animals

Support animals of all kinds have appeared in Mega Man. From Rush to Beat to Treble, Support Animals have helped some of the strongest characters.

Support Animals are built like Ride Armors, with some changes of course.

Support Animals get a bonus 20 character points that they can use, and any other character points the player will have to add himself.

Support Animals have 50 Structure, 25 Core, and will try to teleport away if they get injured at all.

They can use all Skills, abilities, and upgrades.

If they are built with weapons, those weapons are limited to power level 1 with no enhancements.

Support Animals often transform into armor or weapons.

Support animals that transform do get the bonus 20 character points as well.

Support Animals worn as armor or weapons no longer have their own Structure or Core. They are considered part of the character that wears them and will only dethatch when the player chooses to or the player is killed.

When they are worn as armor or weapons, they grant any upgrades, abilities, armor and weaponry the transformation has to the wearer. The transformation has no limits on upgrades, abilities, armor, or weapons like its support form has, it is considered the same as if you were building a player character.

-Example-

Rush, Treble, Beat, Eddie

—Battle—

RULE TWO OF THE RPG Cooler is better. The cooler something you do is, the more you should be rewarded for it. If you describe your character doing his action in a cool way (the gm must agree) then you reduce any non-damage rolls you make by 5. If you describe your action in a very cool way (the group must agree) you reduce any non-damage rolls you make by 10.

Example: If you just shoot at someone, that's not cool enough for any bonuses. If you shoot at someone while hanging off something or diving through the air, that may be cool enough to lower your roll by 5. If you shoot through a grenade that a teammate tossed in order to make it explode in an opponent's face, that may just be cool enough to lower your roll by 10.

In battle, you roll percentile dice (d100)

To determine the attack initiative, each player gets to roll 1d10 and add any cp in Increased Speed they have (or in Increased Jump, Flight, or even Dance if that is how the character is entering battle). The person with the highest roll goes first, with the next highest going second, etc. In the event of a tie, the character with the most points in speed increases goes first.

During their turn, each player gets a Movement Action and an Attack Action. They can use either of these in any order they wish.

Attacking, charging a weapon, or switching out of equipped armor or support unit, all take an Attack Action to do.

Everything else, including movement, using a skill or Combat Analysis, can use either a Movement Action or an Attack Action.

This means, if you do not attack, you can move twice, use an Energy Scanner then use a skill, or use Combat Analysis on two different targets, all in a single turn.

This also means you cannot charge a weapon and attack, or equip a support unit and attack in the same turn.

A full round lasts 10 seconds of real time.

Standard character movement is 20 meters per turn; Dash doubles this. If you have points in increased speed, add it to your standard movement speed

Example: If you had Increased Speed of 20, your movement speed would be 40 meters, while Dash would double it to 80. A character like Quickman would have an Increased Speed of 60 and move an astonishing 160 meters per dash. If Quickman decided to use his Attack Action to move again, he would add another 80 to his speed (you can't dash twice in a row), and move at almost 60 miles per hour.

To hit with a weapon, you must roll under the amount of CP you put in that weapon's skill (melee, ranged or unarmed) and subtract any cool bonuses from your roll.

Usually, hitting a target is pretty standard, but sometimes you need to hit something smaller than a full sized target. To do this you must make a Focused Attack. An easy Focused Attack will reduce your weapon skill by 10 points for that turn. Easy Focus Attacks include hitting an opponent's core (if you know where it is) or hitting your opponent's weapon. A hard Focused Attack will reduce your weapon skill by 25 points for that turn. Hard Focused Attacks include shooting past a shield, or shooting the pilot of a Ride Armor.

To avoid damage you can either dodge or deflect the attack. To do this you must roll under the amount of CP you have in dodge or deflect and add half of any increased speed (for dodge) or increased agility (for deflect) and subtract any cool bonuses from your roll.

The amount of Core damage a person takes from a core-damaging element or a focused attack is equal half the damage the weapon did to structure (rounded up) before armor was applied.

Example:



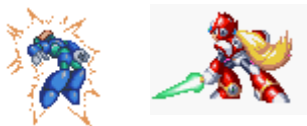
Zero uses his Hunter Beam Saber (Power Lv2, Armor Piercing 2). He also has Saber Skill (40 CP). So Zero must roll 40 or under in order to hit.

X has has Dodge (20 CP). So X must roll 20 or under in order to dodge.



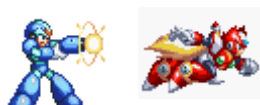
Zero rolls 37 so he hits. X rolls 69 and does not avoid the attack. Zero rolls his 2d10 and gets a 5 and a 8. X takes 13 Structure damage from Zero's saber.

X is wearing Body Armor 5 (25cp) and would reduce the damage down to 8. However, with the Saber's Armor Peircing, the damage increases up to 10.



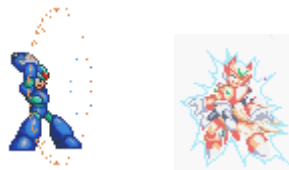
X uses his Hunter Buster (Power Level 1) with Electricity Element. He also has Buster Skill (30 CP). X must roll below 30 to hit.

Zero also has Dodge (20 CP) but also has Increased Speed (20cp). Zero must roll 30 or below in order to dodge.



X rolls 25 and hits. Zero rolls 53 and does not avoid the attack. X rolls his power and gets 10. Max damage, he also does half that (5) for Electricity core damage.

Zero is wearing Body Amor 4 (20 CP), so he takes only 6 Structure damage from the buster, but takes all 5 damage to his core because he doesn't have any core armor.



--- THE GM SECTION ---

There are some things the players either shouldn't know about or shouldn't have access to. They will be discussed here.

--RULE THREE OF THE RPG-- The bad guys cheat. They have special weapons, mean armor and abilities the players could only dream of. That's why they are the bad guys. Any enemy of Big status or higher should be much stronger than the players and require teamwork to fight. For these characters, don't worry about CP costs or ability limits; just make a challenge for your players.

--It is recommended you do not allow your players to buy, assimilate or in any way gain the following.--

Extra Elements: Light and Darkness are two special elements. They count as resistant vs all elements except each other, which is their weakness.

EMP: This weapon enhancement makes the effected weapon do only core damage equal to the power level of the weapon.

Mettaur Plate: Mettaur plate is a special kind of metal, usually found on the hats of Mets or on the shields of Joes. Any energy-based attack that hits Mettaur plate is directed around it and away from the wearer's body, completely negating the attack. Mettaur plate *shouldnt* be made into body or core armor, as the shape would make the energy be directed into the wearers core. Against physical attacks, Mettaur Plate reduces damage by 25.

Maverick Charge: Maverick's charge is much stronger than that of good characters. A maverick who charges his weapon increases the power level and enchantment level by 2 instead of 1. This also affects Overcharge.

Big Boss OverCharge: This upgrade is only available to the worst of the worst. Wily, Sigma and any final boss has access to this and it stacks with the Maverick Charge. BBOvercharge increases Power level by 2. A character with Maverick Charge and BBOvercharge will increase his Power Level by a devastating 4 levels.

BigBoss Fighting Style: Still only available to the worst of the worst, this fighting style allows the user to have 2 Attack Actions every turn rather than an Attack Action and a Movement Action.

Cyber Space

Cyberspace, a.k.a. the Internet, is a place reploids can inject their minds into and wander around as if it was a physical place. Objects, equipment and even physics don't work the same in Cyberspace as they do in the real world. So when you enter the net, you better be prepared.

Structure/Core:

When your mind is exploring Cyberspace, your body is (usually) sitting in a chair or bed somewhere, inactive. So it is your mind which is in danger rather than your physical body.

All damage in Cyberspace is done to target's Core.

An attack in the real world that would normally do damage to target's structure does damage to target's core instead. However, a weapon that would normally do Core damage causes painful feedback and damages the users structure.

Elements:

Only the following elements work in Cyberspace, all others count as neutral element for both Elemental Weapon and Elemental Armor:

Electricity

Fire

Sonics

Magnetic

Electricity > Fire

Fire > Sonics

Sonics > Magnetic

Magnetic > Electricity

Although you are not physically wearing your armor, Elemental Armor ability still works in cyberspace.

Abilities, Upgrades and Equipment:

Abilities and Upgrades work normally unless mentioned above. If you have increased speed, you will still have it inside the net. You can still charge and deflect attacks.

Non-weapon equipment you have is also present on your cyber form as well.

Example: If you had a 40 CP Metal Shield then in Cyberspace you would have a 40 CP Firewall that works exactly like your shield did. The same goes for any kind of shielding or counter measure upgrades.

Cyberspace is a very dangerous place to take your players, as they can be killed and will have to make new personalities for the empty shells they left behind.

Cyberspace is used to make the heavy hitters of the group weaker and turn the speedsters into heavy hitters. If you have a predictable group, place them into cyberspace to throw them for a loop.

Mechaniloids aka Enemies

Mechaniloids are your typical robots and are the main cannon fodder in MMRPG. They only follow their own programming and can't think for themselves. Any enemy that isn't a maverick / boss will probably be a Mechaniloid.

Your players should feel fine blasting them to pieces. They aren't alive (like Reploids are) and are easily massed produced. Just keep firing until they are scrap and then move on.

Mechaniloids come in three varieties: Littles, Mediums, and Bigs

Littles are enemies that a single person in your group could handle, and usually by the handful. These will normally be minor annoyances, even in groups, to your players.

Mediums are enemies that become a challenge in one on one combat but still don't match the players character in combat power. Unless already weakened, a single player should still come out on top vs a single medium.

Bigs are enemies most people will call mini-bosses. They require teamwork to fight and will usually be alone or, at most, be in pairs.

Sample Mechaniloids

--Littles--

Mettaur

Mettaur's (or simply Mets) are small construction robots that wear (the famed) Mettaur plate helmets big enough for them to hide under. These enemies aren't very strong but they are so cheap to produce that they show up everywhere.

Structure: 20

Core: 10

Skills: Construction (50), Ranged Skill (35), Melee Skill (35)

Abilities: None

Upgrades: None

Fighting Style: Mettaur Defender- On turns a Mettaur doesn't attack it hides it's whole body in its Mettaur Plate helmet.

Armor: Mettaur Plate helmet

Weapons:

Weapon Name: Brick Breaker	Type: Energy	
Range: 50feet	Power Level: 1 (1d10)	Element: Neural
Abilities: None		

Weapon Name: Pick Axe	Type: Physical	
Range: 0/melee	Power Level: 1 (1d10)	Element: Neural
Abilities: None		

--Mediums—

J.O.E.s

The Joint-Operation Equipment, or Joes, are military robots built to replace soldiers on the front lines. They were based off Protoman's design and can carry almost any number of weapons and drive almost any kind of vehicle.

Joes should be your most common enemy type in MMrpg. Easy to mass produce and easy to equip, these mediums are the walking army your players want to fight.

Standard Joe

Structure: 100

Core: 50

Skills: Melee Skill (25), Ranged Skill (35), Tracking (30), Repair (35), Mechanics (30), Ride Armor (40), Jet Bike (35)

Abilities: Increased Speed (10), Increased Jumping (10), Wall Slide (30)

Upgrades: Charge, Energy Scanner

Armor: Hand-Held Shield (Mettaur Plate)

Joes' are often named off whatever weapon they are carrying, as that is usually the only true way to tell them apart.

Sniper Joe

Weapon Name: Sniper Buster	Type: Energy	
Range: 100 feet	Power Level: 1 (1d10)	Element: Neutral
Abilities: None		

Machine Gun Joe

Weapon Name: Machine Gun	Type: Physical	
Range: 50 feet	Power Level: 1 (1d10)	Element: Neutral
Abilities: Rapid Fire 2		

Crystal Joe

note: Crystal Joe loses his Mettaur Shield

Weapon Name: Crystal Shot	Type: Energy	
Range: 50 feet	Power Level: 2 (2d10)	Element: Neutral
Abilities: Shield		

--Bigs—

Sky Dragon

A huge mechanoloid dragon built specifically as an offensive weapon. It stands 20 feet tall and has an equally impressive wingspan.

Structure: 200

Core: 100

Abilities: Melee Skill (55), Ranged Skill (45), Tracking (40)

Abilities: Increased Speed (30), Increased Strength (45)

Upgrades: Limited Flight, Energy Scanner

Fighting Style: Heavy Hitter

Armor: Body Armor 10 (50cp)

Weapons:

Weapon Name: Claws	Type: Physical	
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Range: 0/melee	Power Level: 2 (2d10)	Element: Neural	
Abilities: Rapid Fire 1, Armor Piercing 5			

Weapon Name: Dragon Breath Laser	Type: Energy	
Range: 50feet	Power Level: 3 (3d10)	Element: Neural
Abilities: Blast 3, Armor Piercing 2		

Bosses

Bosses are the cornerstone of anything MegaMan. They should be tougher than any Mechaniloid and as unique as a player character. Bosses come in two catagories: Robot Masters / Mavericks and Big Bosses.

Robot Masters / Mavericks should be built like any normal player character, but assuming the character has 30 maverick points and Maverick Charge. For the first boss your players fight, this will usually be enough of a challenge, but as the game progresses the bosses that come after should have higher structure, skills and power levels in order to withstand your players assaults.

Big Bosses are usually reserved for the end of your campaign. They are Wily in his death machines or Sigma with his various bodies. They also have at least 30 maverick points and Maverick Charge, but also BigBoss Overcharge and BigBoss Fighting Style. As it is the end of the campaign, it will not be uncommon for your Big Boss to have 500 structure and do 9d10 damage with a charge attack. This, of course, should be tailored higher or lower to fit your group. For Big Bosses with multiple forms, you can either have those forms activate when a certain level of damage is received (Wily Walker becomes Wily Flyer when it takes a total 250 structure damage, then Wily Saucer when it has taken a total of 400 structure) or you can built each form individually as if they were separate bosses.

How Much CP Do I Get?

A common question your players will be asking. CP is awarded to anyone who was present to the battle and who was participating in any way. Healing, hacking turrets, defending allies, etc while the rest of the group fights counts as helping the group, and people who do these things get full character points awarded.

Character points are given out twice at the end of the session.

The first chunk of CP is equal to the amount of enemies defeated / destroyed. Each type of enemy is worth an amount based on how easily it was defeated.

A minor enemy who was defeated in a single blow is only worth 1 cp, but a minor enemy that took a turn or two to defeat may be worth as much as 5cp, depending on how generous the GM is.

Most of the time, the minimum amount of CP is best, as it allows you to throw a lot more enemies at your players

Minor Enemy aka Littles (Mettaur / Security Bot / Etc) 1 – 5 CP

Medium Enemy aka Mediums (Joes/ Ride Armors/ Etc) 5-10 CP

Large Enemy aka Bigs (Sky Dragon / Mad Grinder / Etc) 10-15 CP

Robot Master / Maverick (Quickman / Slash Beast / Etc) 15-20 CP

Boss Battle (Sigma / Wily / Vile / Etc) 30+ CP if any

After the enemies have been counted and the majority of CP has been awarded, it's time for the participation award.

MVP Award: Ask your players who did the most. Who was the most useful or the most fun people this session. When the group comes to an agreement, give that person 5-10 cp.

Pity Points: Ask the players who was the least amount of help. Who tried their best but came up short when trying to help this session. When the group comes to an agreement, give that person 5-10 cp.

RP Award: Next, you as the GM decide who has played their character the best. Who was in character, made the right decisions, or maybe just brought the soda this session. Give that person 5-10 cp.

NON MEGAMAN GAMES

Although designed for a MegaMan related game, this system has been used, with some modification, to run other fighting robot games.

Transformers: Very little changes needed. Core is now called Spark. Maverick Points is now Spark Corruption. Transformation is mandatory, but you get a bonus 20 cp for your transformation. Speed is now in “Cybertronian Units” rather than meters which, surprisingly enough, are still to scale with meters if the transformer were human sized.

Gundam: For this game, the character sheet represents both your pilot and your gundam. Structure represents your Gundam’s health while Core is replaced with Pilot. Skills and Abilities are things your pilot does, while Upgrades and Armors are for your gundam. Weapons bought for humans cannot be higher than power level 2.

Note: EX skills represent your pilot’s ability to fight or gauge opponents on his own AND with his gundam.

Power Rangers: Pretty much just like Gundam, only silly. The player will build his ranger and personal zord as normal, but the group gets a pool of 200cp in order to build their final, combined Zord. Deciding who gets to be the head will probably be the toughest part of this.

Structure: This is your health. (Standard is 200)

Core: Your power and memory core. (Standard is 100)

MP: Maverick Points.

Name: Pretty Self-explanatory.

Generation: Are you an Android (1st generation), a Reploid (3nd generation), or Bioroid (4th generation)?

Creator: Who made this character or who were your parents? You can just give a name

Date of Creation/Age: This should be when the character was built, and activated, and that character's age now. If not a reploid, then just age and date of birth would be fine. If you don't want to do exacts, just say something like: 'Built mid 21XX, activated one year later.'

Gender: Male or Female, usually...

Hair Color: Again, simple. Hair can be really any color, even those not naturally found, like blue or green. If the character wears a helmet that can be taken off, still say what their hair color is.

Eye Color: Simple enough. Like Hair, eyes can be any color on the rainbow, and more.

Height: Pretty self-explanatory.

Weight: Human-sized reploid weight is 300 pounds. Add 50 pounds for every 10 armor points. Another 50 if they use the Behemoth style.

Character Points: Or CP. Spend these to upgrade your character. Additional CP is awarded by the GM

Fighting Style: Your character's fighting style.

Skills: List your characters skills.

Abilities: List your characters abilities:

Upgrades: I'm not saying it a third time.

Armor: Be sure to specify if its body armor, core armor or a hand held shield.

Weapons: If you gain more weapons, feel free to list them on the back of one of your sheets.

Weakness(es): Something that is not perfect with the character, whether that be mental, physical, or maybe even social. Depending on how bad the weakness is, you can gain some character points. It has to be a significant weakness, though.

Equipment/Personal Items: These are the things that the character has on their body most of the time, not things they have at home or only occasionally have. These are not weapons. They could be something like a necklace, a wrench or even a flashlight.

Character Sketches: Feel like drawing your character? Have at it.

Kills

[]

[]

Structure:

Core:

MP:

Name:

Armor:

Generation:

Creator:

Character Points Earned:

Date of Creation/Age

Gender:

Hair Color:

Eye Color:

Height:

Weight:

Fighting Style:

A effect:

B effect:

EX Skills:

Melee -

Ranged-

Unarmed-

Dodge-

Deflect-

Combat Analysis-

Skill(s):

Ability(s):

Upgrade(s):

Weapon(s):

Weapon Name:	Type:	
Range:	Power Level:	Element:
Enhancements:		

Weapon Name:	Type:	
Range:	Power Level:	Element:
Enhancements:		

Weapon Name:	Type:	
Range:	Power Level:	Element:
Enhancements:		

Weakness(es):

Equipment/Personal Items:

Character Sketches: