



DIGGER

Jumpchain Presents



A beautiful world, serene and majestic in its natural state. The natives of this world, Mobius, and the creatures who thrive in the landscapes have lived in tune with this world for as long as they've remembered. Even as pastoral as it may be, it has its wonders. The monthly arrival of the "Little Planet" over Never Lake...the mysterious Angel Islands floating in the sky...even simply the various tunnels and shuttle loops of the Green Hill Zone.

Not all see the wonders and simply admire them with an appreciative eye, however. There is someone who wishes to exploit the innocent creatures of Mobius and its people(the Mobians) as both slaves and even energy sources...a madman named Dr.





Robotnik. He dreams of a world ruled by machinery and tyranny, where nature is simply his resource to become an unstoppable king. He will be opposed, however, by a certain blue hedgehog in South Island. From there, the battle will escalate from the fields of Green Hill to even low orbit in the grand space station known as the Death Egg. But, that isn't quite your story. Whether you join the battle against Dr. Eggman, explore the Zones of Mobius, or even attempt to raise an army of your own...this is the first step to your own story. Still, you'll start with that first face-off. Let's begin with who you are, eh?

+1000 CHAOS POINTS



ORIGINS

Drop-in: An outsider, eh? That's not such a problem here. People wander the Zones all the time, or go from here to there freely without so much emphasis on who's what's when. Satisfy your wanderlust, my friend, and whatever drives you further on your journey. I'll bring you in without any real obligations.

Underdog: You're one of the many Mobians in this world who live with nature, humble and without the wanderlust or inherent rebellious nature of the big heroes of this world...but don't mistake that for cowardice, or even being passive. You've got your own goals, be they love, peace or money, and when the world stands against you and tells you to move...You'll bring to bear power they'd never expected out of you.





Freedom Fighter: This is your planet, and you'll fight for your destiny. There are a lot of people out there not content to live in this world alongside others, and use might or deceit to try to force everyone to live within their cruel designs.

Were it not for people like you, they'd have succeeded a dozen times over. But as long as you believe in yourself and have the courage to stand up to the pain and turmoil, you'll always have the power to fight for the world as cool and free as you.

Guardian: Sad as it is to say, as much as Mobius is a land of natural beauty, it is also a place of many many ruins and lost civilizations. They number in a staggering amount. Marble Hill and Marble Garden, the Sky Sanctuary, Tidal Tempest and the Aquatic Ruins...Even Angel Island itself is home to a lost tribe, so they say. Who knows why, but perhaps the ambitions of these places lead to their downfall. Still, these places are worth protecting and you are one of the protectors. Perhaps an explorer trying to plumb the depths of their knowledge, or charged by the virtue of your birth...You'll defend these old places with a great determination.

Conqueror: Just because everyone else is content to squirm in the dirt doesn't mean you'll simply play along. You refuse to simply let so much potential go to waste just for the sheer purpose of not offending a people who have no VISION. If they won't understand your master plan, you'll have to make them...by force! Perhaps with an army of zealots, or an unthinking horde of machines...but you'll make them all regret standing against you!

LOCATIONS

Of course, next step's to see WHERE you are! Roll a d8. Age and Gender are free.





1. South Island: A Peaceful lil island, it had the bad fortune to be the location for the Chaos Emeralds recently, and now it's the staging ground for a madman named Dr. Robotnik's bid for power. The iconic Green Hill Zone is found here, as well as the Zones seen in Sonic the Hedgehog 1.

2. West Side Island: Get used to islands, Mobius appears to be made up of a number of madagascar-sized Islands. This is an island to the west of South Island. While it rests without trouble for now, it is home to quite a number of ruins and it is here that Tails will meet Sonic and do battle with Dr. Robotnik not too long after Sonic the Hedgehog 1...as the Emeralds will scatter after their collection in Cocoa Island and rest here.

3. Flicky Island: Another island, this one actually isn't home to the emeralds. Instead, you've got giant rings that open up into separate dimensions! Granted, they're Bonus-stage like which means they might have a limited use. The native flickies have special tribe members(they're intelligent, after all) to enter these gates and gather food. If you're just here to relax, they won't bother you and are friendly overall. Unfortunately, Dr. Eggman will find some interest in these Giant Rings and enslave the Flickies in time, so keep an eye out for that.

4. Cocoa Island: A mountainous and forested island, it's where Miles 'Tails' Prower has a home and submarine laboratory set up for his own use, oddly enough it's not touched by Robotnik's schemes. Perhaps the incoming Battle Kukku Armada is dissuading him...They will be arriving a little after the resolution of the battles of South Island, as this is where the emeralds will rest...unfortunately falling straight into the lap of the Battle Kukku.

5. Angel Island: A floating island in the sky, it was home to the Knuckles' clan and still holds their ruins...as well as the Master Emerald, which has the ability to control and empower the existing





Chaos Emeralds. They have a guardian in the sole heir of the Knuckles' clan...of course, named Knuckles. The island as a whole is defended by him so expect a visit from him, good or evil. While it isn't quite under attack yet, he will have to make a decision to join Dr. Robotnik who will use deceit to convince him Sonic is after the Master Emerald...

6. Little Planet: Er. This is one of the more bizarre areas of Mobius, but this satellite has a special phenomena where it only appears accessible from Mobius once every year. It also is the only area on Mobius able to access and be affected by the "Time Warp Plates"...While it will take a few years, one year Robotnik will chain the Little Planet to Mobius to seize the Time Stones and try to rule both past and future. Sonic will arrive to stop him, but you may want to watch out while you're here.

7. Free Choice: You can pick any of the above at your leisure!

8. Newtrogic High Zone: Ugh. This is...bad. This place is basically underwater for a long while(with enemies being aquatic beasties rather than, but after the resolution of Sonic and Knuckles this place will rise and Knuckles will arrive with the various characters of Knuckles' Chaotix. However it is more or less fully under Dr. Robotnik's control unlike the other Islands, his personal playland.

PERKS



Drop in

For the Love of Money(free Drop-in, 100): You're able to cook up crazy schemes to get money and can sniff out a profitable venture from a mile away, whether it be grabbing some weird





gemstones or rigging the Casino Night Zone...It may not always work, but it's not like you can't try again.

What a Weasel!(free Drop-in, 100): Dirty pool, old friend. I like it! Dirty tricks and cheap shots are your specialty, whether it be stomping on people's feet, bringing them into traps or even just running for dear life when the forces of evil are bearing down on you.

A Blast to be Around(discount Drop-In, 200): It's alright to like an explosion or two...but you take it to a whole 'nother level. You can read a lit fuse like it was a digital clock, and as if that weren't enough you can pull classic cartoon bombs out of thin air, already lit. Much like said bombs, however, they're more effective against inanimate objects and the landscape than people...still, if someone gets hit by one when it goes off? They'll be havin' a bad day for sure.

Jump the Sniper(discount Drop-in, 200): Draw, partner! You've got a quick eye and quicker hands. Maybe the Blue Blur wouldn't be caught dead using a six-gun, but that doesn't mean everyone's gonna follow his example. As it stands, you can beat damn near anyone when it comes to a quickdraw and shoot both fast n' accurate. As a bonus, you also can produce a cork-gun out of thin air if you need to. It doesn't hit like a proper revolver, but considering that it otherwise smacks with the force of a good right hook...

Bark and Bite(discount Drop-in, 400): Speed, flight, gliding...Lot of these freedom fighters know how to move. Doesn't mean they're weak, no sir, bullets are smaller n' slower than some of these folks. But you got the opposite direction. You've got pure bulk and size on you, with strength to boot. You're a great deal bigger than the average Mobian(by a good 3 feet) and know how to throw your weight around. Even without the inherent speed of the other heroes of this place, you hit like a mack truck regardless.





Dynamo(discount Drop-in, 400): ...You sure you're not on something? Alright, so you've got a hell of a lot of energy in you. In most, that'd just be some jitters. You? You can do one better: you can pull on the energy of Chaos to bounce around through space. There's a method to this particular madness, so don't get too ahead of yourself. While you can warp around, it's most effective when you ain't being looked at. Easiest way to say it is that you can move around freely behind things, or around them if you're hidden from others. So you could walk in one door, close it behind you, n' walk out one across the room as an example. Granted, you can't get farther than a city block from where you disappeared from. Some mad bomber bird apparently mastered this, callin' it the "Bean Warp"...but I'm not gonna embarrass you by making you call it that too.

Bonus Stage(discount Drop-in, 600): Looks like you took a detour through the Special Zone on the way in. What's the Special Zone, you might ask? Well...it's another dimension that can be accessed with the power of the Star Posts in this world. It's pretty infused with Chaos, which may be why mystical artifacts such as the Chaos Emeralds and Time Stones often find their way here. In any case, you can create Star Posts with a whim, sprouting out of the ground. Once it's produced, you can use 50 rings or if in a pinch, a bit of your health to charge it and make it active. If you run at a good sprint towards an active Star Post with the intent to enter the Special Zone, you'll be catapulted into the kaleidoscopic world. How the Special Zone manifests is often dependant on whim, but none of the worlds are inherently lethal. They've got minor threats, but running through the tube-like landscapes or bouncing around the pinball-like mazes often benefits you as it's a good source of Rings and special objects, often drawn in from the world(as in Jump) you're in. Mostly, they'll be non-unique supernatural materials, like a mystic metal or an enchanted crystal you can find in the world proper.. Worlds where this isn't likely to





find, Chaos Shards(about 1/10th the power of a Chaos Emerald) will probably be in their place. Once you've cleared a jump's special stage, however, these rewards aren't gonna show up again until you move on to a new one. If that weren't enough, as you grow more familiarized with the Special Zone you'll be able to control what kind of landscapes you show up in...and even to an extent make lasting changes to them, though making any order out of this is going to be a feat in itself.



Underdog

Rosy-eyed(free Underdog, 100): Your sense of love will never die! Maybe it's because of your meager beginnings or simply 'cause you have a stronger heart than most, but you'll never forget the simple joys of life, be they a tune or the feelings you have for those you love. These emotions also don't dull with time, allowing you to continue your friendships and loves as if they were still in their primes...Ain't that romantic?

Humble Hobbies(free Underdog, 100): What? You're allowed to have your own interests! In any case, you've already picked up and are pretty proficient(like you've been doing it for fun since you were a child) at a single past-time, like tarot reading or playing a mean trumpet. The hobby itself ends up being inherently calming to you, too. Hell, you may even take it up a notch beyond experts in some respects, much like how Amy Rose's tarot readings vaguely worked.

Worker Bee(free Underdog, 200): The great outdoors! You're no stranger, nor should you be.

Most mobians can work with nature, and you're the very image of a naturalist! You have a great knack for learning the lay of the land, and your ability to get acquainted with the landscape around you





means you'd be liable to be an amazing woodsman or gatherer, or even a tracker if you put your mind to it.

Friend of the Flickies(discount Underdog, 200): What are the wilds without the creatures to inhabit it? Mobius is home to many creatures that live and frolic among the fields and the ruins. Be they rabbits, foxes, chickens or even the Flickies of Flicky island, they are the common creatures of Mobius and your rapport with them is unmatched! Rallying the little creatures and similar beasties anywhere else is an easy task for you,

I'm on the Case!(discount Underdog, 400): You've got a real eye for trouble, don't you? Maybe you're just some nosy villager, or perhaps you really are a detective people want on their side. Either way: You have a strong sense for folks in distress, able to sniff out who's in a pinch and even where to start off in helping them out. You ain't a miracle worker right off the bat with this, but becoming a real gumshoe with this is simple as can be.

Unseen, Out of Mind(discount Underdog, 400): ...Are you really that forgettable? Or are you just that good? Either way...Blending in and acting natural is like walking and breathing to you, even when under pressure and behind (hopefully metaphorical) enemy lines. On the off chance just getting seen would make you a target, staying quiet and keeping out of sight's simple enough as well, with a strong instinct for knowing what'd get someone's attention. Need to get around without making a peep? Well, worry no more.

My Own Adventure Begins!(discount Underdog, 600): No matter what you look like, no matter what you act like...you've got the real potential to be one of the movers and shakers of Mobius! All it takes is a little inspiration and a lot of perspiration. So...Let me help you get on your way there. You'll be findin' that by fate or by fortune, you'll be encountering and getting into good graces with folks that have some great or unique skills n' abilities on them. The kind they call heroes, like Sonic the Hedgehog...or maybe getting some tutoring on schemes from the good Dr. Robotnik himself! In





any case, you'll also be finding a lot of chances to jump leaps and bounds in growing into a real genuine Hero while working with these folks. Advancing from Protege to Peer with your newfound mentors'll take a lot less time, about twice as quick as any other bright n' eager student would...You'll get to where they are, as long as you Believe in Yourself!



Freedom Fighter

Super Attitude(100, free Freedom Fighter): It takes a certain kind of someone to be a Freedom Fighter...someone with the kind of stones it'd take to thumb your nose at a world-conquering madman with a grin on your face. Well, you're not any different. It takes a lot to intimidate you, and you got a charming way of back-talking and mocking without annoying anyone who isn't the target. Did someone call for a deflated ego? Cause you're more than happy to deliver.

Super Peel-Out(100, free Freedom Fighter) : This is a pretty basic move, but Sonic's the master at it. No matter how you picked it up, it's got potential. Simply put, you can accelerate standing still by running in place, with your feet moving so quick it looks like they're going into a figure 8! If you do it for a little longer and put some effort into it, you even can increase your top speed by a noticeable margin. Sorry to say, though, if you were expecting to barrel through opponents with just this...well, you might want to learn Spin Attack before you do. Still, if you need to go from 0 to supersonic...

Super Speed(200, discount Freedom Fighter): Whoah, whoa, whoah. Don't get ahead of yourself. This isn't remotely the kind of speed you're thinking of. Not to say you're slow at all, after all, running up to 120 MPH on foot's not too bad for what you're paying for it. Still, compared to some of the folks here(the big names, Sonic





and the like)...it can be a little sluggish. Don't worry too much, though. At this speed, you can tackle and smash a Badnik no problem-o...and it's still enough to feel the wind in your hair. For what it's worth, your body can now handle the force and inertia you're building up running, and smacking into the walls or the ground while moving around won't hurt you no matter the speed. If it's something that'd try to hurt you back, though, it'll still succeed at it. Not to mention if you take advantage of this, it's a two-way street: whatever landscapes you smack into won't feel the impact either.

Spin Attack(200, discount Freedom Fighter) : The Spin Attack. Developed by Sonic and subsequently learnt by most if not all of the Freedom Fighters beside him, this technique is radical in its simplicity. By curling up into a ball just so, you are able to move around in a ball-like form and strike people with the full power of your body without hurting yourself in the process! It takes a bit of know-how, but it's the basis of many of Sonic's techniques, such as the Spin Jump that allows him to soar through the air by rebounding off of enemies and bounce-pads or when combined with the Super Peel-out technique, allow him to perform the Spin Dash and smash into your obstacles at full speed. It also is a good way to get into small tube-like spaces or to navigate a chaotic environment while still protecting yourself. It doesn't make you invincible though, even if you can smash into things(even enemies!) and bounce around without getting any backlash...it won't protect you from spiked surfaces or hazards...and bullets/projectiles can still hit home.

Insta-Shield(400, discount Freedom Fighter) : The power of Spin Attack lets you clash into your enemies and strike them without being hurt in turn, but you still have to deal with bullets flying at you as well as armored or spiked enemies being an issue to hit with said technique...So, here. You have a little technique you can only do when you're fully devoted to movement: the Insta-shield. This technique gives you a momentary 'flash' (less than half a second's





worth) of invincibility in the form of a shield around your body that also damages enemies caught in it, which you can use at any time during the movement. It takes a half second second for you to be able to use it again, but timed correctly even difficult-to-strike enemies and powerful projectiles can be deflected and damaged without risking your own hide.

Blast Processing(400, discount Freedom Fighter) : You need a real quick eye to be able to keep up with how fast you're moving when you start getting to the speeds Sonic and Friends are clockin'. Maybe slowing down a bit could help, but honestly that might not be an option in all situations. It'd be embarrassing to be that fast without being able to control it, though, so your reaction time's now quick enough that even if you're blazing around at Mach 25 you can still take in and anticipate information fast enough to move fluidly, giving you a greater idea of your speed and how to control it in the bargain.

Fastest Thing Alive(600, discount Freedom Fighter): You certainly earned the title of Freedom Fighter. You're one of the elite few who can take out scores of Badniks all on your lonesome, a great fighter like Sonic the Hedgehog and Miles "Tails" Prower at his side. You're strong enough to smash and bash the metallic Badniks and warmachines Robotnik suits up in with your bare hands...and that's not even counting the boost in speed you're grabbing with this. Just with this alone you can break Mach 1 on foot with all the benefits afforded to you by "Super Speed" (i.e not breaking your neck by braking too hard or by smacking face-first into a wall). Of course, if you needed to really get going you could get up to Mach 5 and keep that pace for hours. With some training and time you could get up to Mach 7 before hitting a rough, rough wall on the learning curve. Still...you really could reach the other side of the rainbow like this, couldn't you?





Guardian

Sharpening the Saw(100, free Guardian): Often, those who swear themselves to defend and watch over places of great reverence simply find themselves with nothing to do for many, many years. It's...not the most thrilling work most of the time. Still, you've learned to cope. You're able to spend the better part of if not your entire life doing the same thing without complaint, able to enjoy life no matter how much of it is spent in solitude. Not only that, but you are able to keep your skills from decaying with simple and easy-to remember exercises, because sitting around staring at a big green rock's not great on the muscle mass on its own.

Sage of Angel Island(100, free Guardian): You've had the time and tranquility to think over and try n' puzzle out this thing called life. While you may not have found the answer(if it can even rightly be called a question), it sure made you wiser than the average mobian. You have insight and maturity, giving you a more level head than some others...making you quite the trustworthy kind of person. Not simply just trust, but forgiveness too. People tend to let you down for minor slights, even if they'd usually blow up at you. In turn, you find it easier to let go of hate and vengeful feelings that you'd otherwise not want to experience. Doesn't mean you'll allow injustice that easily, but you can remove yourself from having an easily damaged ego.

Hidden Palace Savant(200, discounted Guardian):

You'd be surprised how similar many ruined and remaining old civilizations are, at least their surviving architecture. Compare the Marble Zone to the Marble Garden zone, or the Aquatic Ruin zone to Hydrocity or the Labyrinth. Once you've seen one, you have a strong enough idea of the others...and lucky for you, you've lived around crumbling civilizations your whole life. You have an amazing knack for navigating abandoned areas, the older the better, and





in turn you could easily set up an array of vicious and surprising traps to spook intruders. After all, someone has to put those spikes there, right?

Knock Knock(200, discounted Guardian): Defending the ruins builds character, and muscle too! Navigating the cliffs and boulder-blocked passages of ancient mobian architecture has given you a strong body, capable of punching boulders into rubble with a few swings and even climbing up sheer rock walls by embedding your fists into them to hold yourself up. Your body is accordingly durable as well. However, it'll still take you a swing or two in order to destroy badniks.

Guardian of the Master Emerald(400, discounted Guardian): The Time Stones, the Chaos Emeralds...even the Chaos Rings. It should be obvious that this world holds many secrets and powerful items that are mired in mystery. The ancients understood these mysteries, at least to some degree...and as their successor, this understanding is passed on to you. You are an expert in mysterious and mystical energies(such as Chaos energy) as well as the arts of the ancients that allowed them to harness them safely and respectfully. You also have a basic understanding of the principles of places like Hydrocity and the Marble ruins, in a deeper way than simply navigation. All of this, together, means you are also an able hunter of treasures and long-forgotten secrets with a strong talent for piecing together their history.

Blood of My Ancestors(400, discounted Guardian): Your connection with the past and with nature is such that you are able to on some level 'read' things or places with a great age. When I say great, I mean older than a lot of nations. While places or objects that were created a century ago may give you a faint idea of what they did or who used them, the older they are the more vivid your recollection of the events and people who were around them become. You also feel a greater one-ness with those around you, a strong spirituality and connection infusing your sense of self





and allowing you to understand both old things and places of unspoiled /reclaimed nature.

Power Enriched by the Heart(600, discount Guardian): Your heart is effervescent with a spiritual strength,for whatever reason. Perhaps your dedication or heritage is the source of this strength, but let it be known that in this world the Chaos Emeralds are called a power enriched by the heart. Because of this, mystical, magical and chaotic energies(especially those connected to crystals) are amplified by your touch and use. As an example, simply holding a single emerald gives you a boost in strength and vitality, while normally in order to get any effect without technology you'd need all 7. In turn, if you had all 7 Chaos Emeralds you could enter a form even beyond the "Super" form available to those who utilize the full set of emeralds...a "hyper form." Similarly, unlocking the full power of mystical artifacts is a simple matter to you. Feel the strength of a strong heart.



Conqueror

Eggomania(free Conqueror, 100): You will paint the world in your image, a true world under your thumb! But first, what IS your image? If you can't answer that question...you're a failure as a supervillain! But, thankfully, that's not your problem. Your brand is unmistakable and anything you put your touch into will communicate your intent and ability even to people who wouldn't know who you were in the first place. All they'll see is a symbol that holds a strong message for those who behold it...Of course, it'd be silly if you could create a symbol more fearsome and bombastic than yourself...so, you can announce your presence with aplomb, knowing just the right words and tone to appear larger than life. This comes with a wicked catchy evil laugh, of course.





Fly High, Gentlemen!(free Conqueror, 100): Running in the dirt like that needled mouse or hurtling through the air like some disgusting bird...That's for those filthy Mobians. You are more civilized, and use modern transportation: Flying machines! Be they the small hovercrafts and large battleships Robotnik uses, a cart like Witchcart, or the biplanes of the Battle Kukku Army...You can soar through the sky on these kinds of machines, piloting them as if they were an extension of yourself. Forget these lovers of the earth, you'll show them the power of the heavens.

Clean Break(discount Conqueror, 200): Some of these freedom fighter-types find a weird honor in standing and fighting...even when they'd certainly lose. You? You're not so foolish as to risk your schemes for senseless ideals. If you are willing to swallow your pride and admit total defeat, you can flee almost without fail! This isn't a tactical retreat, mind you. This is a legitimately admission that you're doomed, but one that will-barring a completely impassable and inescapable prison-guarantee you'll live to fight another day. It's not cowardice, really!

Well-Oiled(discount Conqueror, 200): Machines or men, nothing runs on its own without SOME level of maintenance. Feeding, divvying up and arming a Battle Kukku army, coordinating the building robots and keeping track of the steel and metal going into the Death Egg...It takes a brilliant mind to make the numbers dance and to keep the chain of resources flowing. You are that mind, of course! While the knowledge needed to make said machines or the charisma to keep said men in line are not given by this, the organization and planning ability to keep those war machines(literal or not) running at their full capacity are yours now.

I Hate that Hedgehog!(discount Conqueror, 400): You will have many enemies as a Conqueror, of course. But not a one of them will be a true threat to you...! That is what you thought, before you found an opponent that caused you no end of frustration. As a tyrant, a true nemesis will often arise to topple you...so here, allow





me to assist. You are able to size up your foes with a great accuracy, being able to understand what strengths make them a threat as well as their limitations in order to seek their defeat. With the level of understanding you possess of those dastards that'd seek to bring you down, you could even (with the proper resources and knowledge) replicate and create variations on their abilities, a la Metal Sonic in comparison to the Blue Blur himself. However, such a machine would be truly unique, as each one might take the time and effort it would to make an army of machines otherwise. Still, their ability can not be questioned.

Build my Empire(discount Conqueror, 400): While you may plan to have some mobians toil and bleed for your glorious utopia, you know that they can fail and turn traitor. Why put your faith into flesh when steel is so much better? Your engineering skills are top notch, a true peer of the likes of Dr. Robotnik and Dr. Fukurokov when it comes to the creation of death machines. Autonomous Badniks, battle robos, and esoteric war machines like the Checker Wrecker-ball or the giant egg mecha in the Death Egg are all devices you could make, and furthermore the mechanics behind 'roboticizing' creatures into power sources for their life force...Perhaps at first this could only be used to turn creatures into batteries for singular machines, but in time you may learn even more subtle ways of using life energy as a fuel...

The Master Plan(discount Conqueror, 600):

Your ambitions aren't some meager thing like the 'humble' simpletons you plan to rule over. You want to rule the WORLD, and the world is a big place...thus you have to dream big as well. Not only can you dream big, however, you can work big too. Scaling an operation up is no issue for you, as you can ration & stretch your resources out as if you had nearly twice or triple the amount with no loss in quality...similarly, the kind of process that would create a single robot(for example) could be altered and enlarged to create





1000, again with no loss in efficiency. In turn, the sort of intelligence and ability to plan to make all this a reality is your own now, a true genius. It's all according to plan...YOUR plan.

GENERAL

Smooth Criminal(0): Now, you get the full pre-Adventure Sonic soundtrack(this includes everything of the mainline games and many of the side-games...including yes, Sonic R. EVERYBODY'S SUPER SONIC RACIN') Not only that, but if you have a "Personal Zone" or "Bonus Stage" you get custom music for the custom stages or zones you make too! (Even if you make multiple Zones, you can keep the Zone tracks from previous Zones.) You can play these tracks when appropriate, and if you want you can either have them be conspicuous or inconspicuous background music.

I Wanna Fly High(400, discount Underdog and Guardian): You will fly through the highest of heavens! You now have the ability to fly unassisted in some kind of manner(Either using some part of your anatomy or utilizing an item like a certain pink hedgehog would if she could), though there are two methods of flight. Actual upward momentum like Tails is one, and Knuckles' gliding is another. The former does take you upwards, but burns through your stamina to use and doing so indefinitely is difficult unless you have an unreal stamina. Knuckles' gliding is indefinite and can be kept up forever, however it's closer to 'falling with style' than the upward momentum of Tails. Thankfully, however, it's also easier to control. Both are about the speed of your running, for what it's worth...just a different axis.

Hydrocity Dweller(600, discount Drop-in): Now that's unfair. Alright, so you're one of the few Freedom Fighters if only who can actually SWIM in water, instead of needing to use flight to propel





yourself with all of its issues. You can swim as fast as you run, probably enough to even beat many of the rushing water jets that fill the Tidal Tempest and Aquatic Labyrinth, as well as holding your breath for hours. Navigating the waterlogged dungeons and otherwise deadly lakes/ivers of Mobius is uniquely your specialty. The only one who got so close was Tails, and he needed a submarine...

Eager Digger(400, discount Guardian and Drop-in): Heh. Sorry, just...a lil amused. Anyhow, you've got some interesting tricks, huh? You can naturally burrow at the same speed you can run, able to use a kinda 'groundsense' to tell where's a bad place to dig and where's some good soft ground. This opens up some doors for ya, especially considering this place doesn't have a whole lotta defenses against people who can just make tunnels through the walls. Of course, you do leave tunnels behind you if you want, don't worry about keepin' em supported or the like. It's some kind of magic, I suppose.

The Blessing of the Little Planet(300): The power of the Time Stones has blessed you with abilities and powers from further beyond this world, a place some would call Mobius' future. This amplifies the power of certain perks to an unreal degree to do so.

- **Bonus Stage:** The Special Zone is now a lot easier to control for you. For one thing, you are able to access it without the need for Star Posts, and can easily navigate it to learn which points in the special zone take you to where in the "real" space. It's simplest to call this power "Stage Select." You also can 'shift' areas in the special zone and produce whole new variants on the challenges and obstacles of the Special





Zone...even able to make your own trippy Special Zones in time.

- **My Own Adventure Begins:** The will and knowledge that produced the Good Future of the Little Planet has filled you, and how it worked. See, the only thing that separates the Good and Bad future is in intent...the same technology, used for bad or ill. So too, you've learned to adapt the skills and abilities you can learn from others for your own intent. Things meant to destroy can be turned into a merciful strike, and that which heals can be twisted into mutation and control. Changing the purpose of a skill you know to better suit you is much simpler now...
- **Fastest Thing Alive:** Generations of heroism fill your body, enhancing the speed and power given by this perk to truly amazing levels. You can easily reach Mach 25 at a dead sprint now, moving casually at Mach 10 with no sweat. You're still protected, of course, from the G-forces of your own movement and making an impact into something you really shouldn't at Mach 25. As an addition, you also gain a suite of combat techniques that utilize your speed to the greatest effect, including a ground pound technique as well as well-placed foot sweeps and kicks. This also includes the "Homing attack" power that allows you to launch yourself as if you'd taken a mighty leap at an enemy mid-air with some tracking ability to it. It's super effective with "Spin Attack!" Another Spin Attack-effective ability is the "Drop Dash", which allows you to drop down immediately from mid-air into a Spin Dash if you have Spin Attack. Finally, you gain the "Sonic Wind" ability that lets you draw enemies close to strike them with either 40 rings or a good portion of your life force as payment.
- **Power Enriched by the Heart:** Chaos has filled your form, and now you have control over it without even the need for





the Chaos Emeralds. You have control over Chaos Energy, while you cannot perform the Chaos Control without a Chaos Emerald as a focus you can produce "Chaos Spears" and "Chaos Blasts" as well as perform the "Chaos Snap" to jump through space and time towards enemies to perform chained strikes. With time, variations on these abilities such as those displayed by a certain ultimate life form can be learned and harnessed.

- **Master Plan:** You have dabbled in the powers of technology alone for too long. If you're to truly take control of this world, you'll have to use...stranger means to do so. You are able able to locate and integrate supernatural creatures and artifacts into your schemes with an unnerving ease, delving into forbidden tomes and sealed beasts that the world may have never known even existed to seize control. You're a truly frightening individual now, as no means of dark and supernatural power is beyond your ambitious hands...



GEAR

An Outsider's Hat(100, free Drop-in): A fancy brown stetson, it seems to cling to your head almost magnetically and refuse to let go no matter how acrobatic you get, meaning a stiff breeze won't be the end of your stylish days. It's pretty difficult to tear up, but if it does you'll get a new one by the end of the day SOMEHOW. Perfect for striking a bounty hunter-type figure.





Ring Power(200, discount Drop-In): A mysterious force found in the Newtrogic High Zone, the Ring Power is manifested in the form of two specially inscribed rings bound by a bond made entirely of sparkles. While the bond won't activate unless two different people hold each end of this set, once they do they'll unlock an amazing ability. You can recall your partner, fling them, or 'snap' towards them, flying at them at a good speed. While using the Ring Power, you will have the protections against inertia and impact granted by "Super Speed." Looks like you're goin' to have to work together if you want the most out of it...

Casino Night(400, discount Drop-In): After a long day of kickin' tail and getting rich, it's nice to find a place to sit down and unwind. Not a lot of dens of sin on this place, though, not unless Dr. Robotnik's footin' the bill...so I'll give you one, just for you n' yours. You can either deploy or keep in your extradimensional storage place of choice a ritzy casino-type place. It accepts coins, rings, and all other kinds of currency no issue, which you can then get back rings to be turned in for Awesome Prizes(™)! Slot machines, pachinko, any kind of game of chance you're a fan of (and maybe pinball for kicks) will be available with a nice and comfortable atmosphere to kick back and take in the music. If you like, there's even an extradimensional basement for those who have "Spin Attack" to be flung around as a pinball! Or a Spinball, if you will.

A Forbidden Treasure(600, discount Drop-in): Ah...I don't know what corner of the Bonus Stage you dragged that thing out of, but if you're wanting to keep it you'll have to pay a pretty penny. See. That there is the most...odd 'glitch' in existence. See, the Special Zone often is home to the Chaos Emeralds because of its strange and chaotic nature. However...well, all that time..the energy of the 7 Emeralds coalesced and was gathered together. Soon enough, it crystallized with some rings mixed in...giving this. It's a golden emerald, the secret 8th Chaos Emerald. It's usually the power of a normal emerald, but...when you need to use a Super





transformation, it counts as the whole set. It's pretty potent...Take good care of it.

Tarot Deck(100, free Underdog): A well-designed lil deck of tarot cards with evocative symbolism involved, it's weatherproof and individual cards'll regenerate inside the box if lost. The box itself will return to you if THAT's lost, ya clutz. While it's otherwise normal, you do notice that using it tends to affect your luck a little more than normal. Maybe you're just imaginin' it...?

Snatch Ring(200, discount Underdog): The Freedom Fighter Tails had his own adventures without being at the side of his partner Sonic, and one of which required him to face off against a mystic tyrant. The spell over the island forced him to fly continuously, and his attacks had no power...save for this. This ring is bound to its user by a trail of sparkles like the Ring Power, but instead of being a bond between two this one simply acts as a weapon and grappling hook for the user. By flinging it, you can inflict damage with flashes of chaotic energy as well as 'latch' onto objects you either wish to pull towards you or otherwise desire.

Flicky Island(400, discount Underdog): Mobius has many peaceful and wonderful flora and fauna that populate it, and perhaps part of you wishes to preserve that peace in some form. You are able to now access from your warehouse or extradimensional storage space of choice a simple island, which has smidges and samplings of all the various "Friends" as Sonic calls them...cutesy creatures. There are also the flickies themselves, a species of birds that come in varying colors and shapes. They're unified by a marked intelligence, being fully sentient though having a difficult-to-understand language of chirps and tweets. The Flicky Tribe on this island will see you as a rightful king of sorts and follow your command, though they do tend to desire the preservation of nature instead of exploitation and will chafe under such orders.

Jump Fox(600, discount Underdog): Another relic of Tails' adventures, this vehicle resembles a one-man submarine with a





powerful drillbit on the front that allows it to burst through stone and metal at a good speed underwater...but if that were all I'd be a right fool to charge this much, so I'll throw in the upgrades Tails added on after scavenging from the Battle Kukku, eh? This includes:

Proton Torpedo - Don't get carried away, this ain't that kind. Tails' just gets excited and names things big. In all honesty, this is just a badnik-destroyin' lock on torpedo. Fires straight forward, but nothing's stopping it from being used on dry land. In fact, I'll get more into that in a second.

Vulcan Gun - A sonic weapon with all the punch and pizazz of your usual mounted machine-gun, it's big deal is being able to fire pretty well underwater. It can become a regular energy weapon in the dry air, with the same kind of power.

Extra Speed - It's a lot faster than your normal sub, going at a pace most speedboats would hesitate to hit. Guess it's the size?

Extra Armour - Tougher than even some of Eggman's war machines, this thing can take hits like a champ. It'd take a whole army of badniks to punch through this baby!

Anti-Air Missile - Surface to Air, if you're feeling picky. These missiles specialize in taking out flying targets, good since the Battle Kukku they were used on were pretty big on planes. Despite bein' birds. Huh.

Spark - A shockwave attack that does a weak but broad Area-of-effect damage, allowing you to clear crowds.





Mine - The opposite of the Surface-to-Air missiles, these babies can be bombs in dry land and let you get those hard-to-reach spots when it comes to taking down fools hiding below.

Rocket Booster - Well, this is the big one. With this, the Jump Fox can take into the sky and fly around with all the ease and speed as if it were in the water.

Super Shoes(100, free Freedom Fighter): A pair of stylish and personalized shoes, these shoes don't have any unique abilities save that they're extremely resistant to wear and tear...You could run 5000 miles in them and they'd still be good as right out of the box! Of course if you lose 'em, you'll find a pair just as good soon enough in your extradimensional storage of choice.

A Prize Inside(200, discount Freedom Fighter): Don't touch those dials! Mostly because they don't work! These are a set of what look like video monitors, but are actually containers for a hidden power! The power of nature and the rings of legend were locked up by Robotnik in order to harness them, but by busting these Monitors you can take in a measure of their power. A set of 5 boxes will spawn in your extradimensional storage space of choice every so often, maybe about a few hours...Each containing one of the following: A Shield, A Flame Shield, a Aqua Shield, a Thunder Shield, and a substantial amount of your current world's currency(in this world, Rings.)

The Shield can take one strike and negate the damage of it, but will pop afterwards. It does not discriminate between damage, so a single punch can pop it as much as a crater-causing detonation.

The Flame Shield is a circling aura of flame that allows anyone with Spin Attack to do a 'fireball dash' mid air, rushing forwards mid-air with a great power. It otherwise operates like a regular shield, but is popped once in contact with water. You're also





immune to fire-based environmental hazards and attacks while wearin' one!

The Aqua Shield gives protection like a normal shield, but looks like a soap bubble around you! While the shield is active, it protects you from drowning and allows you to perform the "Bound Jump", slamming down with great force mid-air (like a ground pound, effective in tandem with Spin Attack.) In addition, Aqua Shields can let you run atop the surface of water without sinking in unless you want to...and finally, physical projectiles such as bullets'll be bounced back while you've got one on, though armor-piercin' and otherwise special ones will break through.

The Thunder Shield lets you do a second jump while sailin' in mid-air, while acting like a shield as well as a magnet for money and other valuables while you're passing them by. Finally, you're basically rubber when it comes to electric attacks and shocks, no conductor here!

Dust Devil(400, discount Freedom Fighter): Eheh, A personal project of mine! Guess you could call it the Tornado 1.5 if you were feelin' cheeky...oh, what is it? Well, this here is the Dust Devil! As you can see, it's an old vintage biplane with a red fuselage and two grey main wings attached with a pair of poles on both sides...You've probably seen it's like before. It can go fast enough to keep up with space shuttles thanks to a big ol' custom jet engine inside. Luckily, stayin' in the cockpit will protect you from nasty G-forces...and somehow, someone with the "Super Shoes" can cling to the wings by just standing on it no matter how fast they're going, as unharmed as you. How's that work out..?

A Personal Zone(600, discount Freedom Fighter): You ever just want to run wild with no inhibitions? Need somewhere to train yourself or to simply just lose yourself in the rush of air? Well...I might be able to arrange something. After all, if that no-good Dr. Robotnik is able to make zones, it can't be that hard. In your extradimensional storage space of choice, a gateway to a specific





and very special place can be found with this purchase. You're probably wonderin' what it is...well, it's your very own Zone! Areas in this world are divided into Zones based on their hazards and themes, and now you can access one specifically tailored to your favorite kind of theme. If it could reasonably be a video game level theme, you can find it, and doing minor twists and turns on said themes or mashing them together not out of the question. You get 3 Acts(sub-areas) per Zone, and can each keep the theme while displaying new gimmicks and challenges...You'll find rings, obstacles(like springs or bumpers), Item Boxes(similar to "A Prize Inside") custom enemies with the capabilities of Badniks and finally a big ol' Boss or 3(one per act) inside as a baseline...well, I'll get to that in a moment. A few caveats, kids. Firstly, anything you get in the Zone can't be taken out and conversely nothing that ain't your own hide and your gear can be taken in. If you rack up some major rings and points you'll get compensated in the local major currency (or if that ain't an option, then some neat Sonic-themed toys and swag depending on your point totals.) Secondly, while the stages and enemies may be themed on previous worlds you've been to if ya really want, they ain't gonna be anything more than the kind of fare you'd expect out of this place. Badniks are badniks, no matter WHAT the shape or size.

Aw, don't look too down. I got a few things to make up for it. Firstly, it's a perfect training ground where you get stronger and more skilled much easier if you're using it to train. Secondly, If you ever get sick of the Zone, I'll let you reset it with a new theme and if you're really itching for action...You can feed the gate some objects(power sources and energies are real good for this) to change the Zone's parameters, making it test different kinds of attributes or changing things like the number of bosses/acts/obstacles or the strength of enemies. Speed's not the only thing in this world, am I right?





Spring Yards(100, free Guardian): What? Someone has to place all those obstacles there, and who else but the people who're charged to protect the ruins? In any case, you now have a handful of what I'll call "Roundel Seeds." These seeds are odd little rubber balls that when flung hard at a surface will 'stick' and produce a Spring. Springs are big red bouncy pads that can launch you a good 30 feet in the direction its pointing without hurting you, which makes them useful for navigation. If you want, you can throw a Roundel Seed in mid-air and by whistling make it 'pop' into a Bumper. Bumpers stay in mid air and do about the same as springs, but omnidirectionally. Try not to play pinball with everyone who's got "Spin Attack", please? Oh, right. You can get another handful when you get back to your extradimensional storage space of choice.

Spike Strip(200, discount Guardian): You monster. Alright, I'll quit the jokin' ...but this is still not cool. These are some "Spike Tablets", solid black tablets that stick to walls and floors and produce spikes when flung at 'em. These spikes are MEAN, son. They'll just kill most mobians dead if they have the cheek to try and stand on top of the spikes or touch 'em wrong, with only really magical defenses or not touching them being the defense. Even this place's Shields won't keep you protected, and they can take a ridiculous amount of damage. Granted, if it ain't liable to die by being put in the equivalent of an Iron maiden then these probably won't work too well. You'd be surprised how much that affords ya on the 'evil temple trap' side of things, though.

Wacky Workbench(400, discount Guardian): It looks like you're just pulling out all the stops, huh? Alright, here's the deal. You have a set of tools and materials similar to "Spike Strips" and "Spring Yards" to set up a pretty big area(a city block at the smallest) with unique traps and gimmicks in that area, sort of like the Zones in this world. Shuttle Loops, Boosters, Rails and powerful fans are ideas of what's available, but you can mix these tools alongside the existing





landscape of the area or your own technology to make much more complex set-ups if ya so wish.

Emerald Pedestal(600, discount Guardian): The power of the Chaos Emeralds can't be compared, but maybe you can fake it a little for a while. This is a pedestal not unlike that in the Hidden Palace, with a mysterious sigil carved into it...If properly cut gemstones are placed into the various slots on the inset, they can become 'fake' Chaos Emeralds. They are very similar in abilities, and can be effective energy sources with a steady stream of chaotic energies. However, when used to their full potential(either to transform into Super form or to warp space and time in a significant manner) they will shatter and be rendered useless. The Pedestal can only empower 7 False Emeralds at a single time, as well. If a false emerald needs to be replaced, their replacements are empowered immediately.

Jump Mobile(100, free Conqueror): Like all true Conquerors, you are too important to walk! This is a one-man, multi-purpose hovercraft created as a personal means of transportation and all-around attack vehicle...While it is easily modifiable to possess weapons of its own, it's greatest strength is that it can easily be turned into the cockpit of any machine you desire to pilot, even if the controls between a mecha and a giant tank should be completely different.

Emerald Radar(200, discount Conqueror): Well. That's annoying. The Emeralds tend to scatter themselves, and they're not easily tracked without high-power detection instruments. However, you have said high-power detection instruments, and this is their culmination. This small radar is able to detect chaotic and mystic energies...including the Chaos Emeralds, of course, but also the Chaos Rings and the Time Stones. Of course I think you can find more uses for it, as it is not limited to just this world's mystic energy...

The Flight(400, discount Conqueror): The Battle Kukku Empire has seen your ambition and respected it, joining forces so that the





heavens and all below them are taken by your combined might! You now have an ancient flute of a strange origin, when a note is played on the Flute the powers of Chaos will summon a cargo carrier plane towards your location, flying above. The contents of the plane will depend on the note you played. One note will summon a full Company of Battle Kukku Combatants armed with blasters, their bare hands, and bombs. Another note will call upon 24 fighter one-man biplanes ready to battle it out in the skies. The final note on the flute will call 10 Battle Kukku Walkers, fully armed and ready to lay waste to their enemies. Reinforcements may come slower. While playing a note once will bring them immediately, each time you use the flute within a week will delay the reinforcements even further. At first, it will take 5 minutes for them to arrive. Then 15. Then a half hour, then 1 and half hours, then 5 hours...continuing to become longer and longer with each one until they take days to heed your call. Ride with the Battle Kukku, birdbrains though they be, because at least they're your birdbrains.

Death Egg Schematics(600, discount Conqueror): The pinnacle of a Conqueror's dreams...These are the plans and the initial construction robots needed to begin the construction of the jewel of your own empire: The Death Egg! The Death Egg is an unassailable fortress to most armies, powerful plasma-steel plating across its surface protecting it from bombardments...and inside, it only becomes deadlier. The facilities to mass produce Jump-Robos(Badniks in your image with speed comparable to Silver Sonic and weapons of a much higher power and efficiency than many badniks) as well as badniks in general are built in, as well as a number of powerful automated defenses...including the Egg Guardian, a 60-foot death robot situated to defend the vulnerable core of the death egg. Once the Death Egg is constructed and launched, it would take a true hero to bring it out of the sky. However, Death Eggs cannot easily follow you from world to world.





At the very least, they will not do so unless you find a way to bring them. Still, the baseline construction robots and materials will be easily available and with skill or further resources you could make the months-long construction become an endeavor solved in two weeks. Make them tremble in fear of the might you'll bring to bear...

COMPANIONS

Lock-On Technology(100): Your allies have joined you for your next adventure! You are now able to import 2 allies with one purchase of this, each taking a background and with 600 CP to spend on Perks and Items. You can purchase this as many times as you like.

Player 2 (200): A character from this world wishes to wander the many worlds with you...You may pick any character shown in a pre-Adventure Sonic game and take them with you on your adventures.

Metal Jumper(300): Ah...a worthy opponent, or at least an attempt at one. This strange entity is a robotic double of you, created to end you...but somehow it has become your companion! It has technological equivalencies of your abilities and physical capabilities. They may not be a perfect copy, but it's as close as the greatest technology in this world can perform. Perhaps with your own technologies it can reach greater heights? If you wish, you can take this for free...but you must also take the drawback "Metal Destruction" for free as well.

DRAWBACKS





+1000 CP maximum from Drawbacks.

Super Drowning Skills(+100): You sink like a rock, my friend...If you approach water, you'll be dragged to the bottom with only the power of your jumps as a way to escape. Not only that, but you have a horrible track record when it comes to holding your breath. You can last at most 15 seconds without beginning to drown, which if it wouldn't kill ya normally will kill ya now. Just when you thought it was safe to go back into the water...

& Knuckles(+100): You don't ever get the recognition you feel like you've earned, either being forgotten or just remembered for all your failings instead of what you did right. Expect to be constantly mocked for minor foibles or even just having jokes made of you constantly for things you've never done.

Jumper the Weasel(+200): You're annoying and easily forgotten, a real weasel. Because of this, people tend to leave you out of things and even Fate itself conspires to render you a non-factor in actual events. Being hindered from making actual progress due to horrible luck is likely, and ultimately your destiny is to be forgotten and non-important.

Metal Destruction(+200): The Metal Jumper(the Companion) built to be your replacement has taken its job very seriously. This being will hunt you down constantly and will replace you in the chain if they succeed in getting your vital life essence torn out of you(A violent and painful process). If they're defeated, this will end...but they are strong. And it might be that another with some new tricks to catch you off guard will be constructed and sent off again, in time.

Bad Future(+400): Robotnik has won. Sonic and the Freedom Fighters have been struck down and had mocking Metal Warriors made in their image, and the mad Doctor has full control over both the Time Stones and the Chaos Emeralds...past, present and future belong to him. He refuses to share, as well, so Conquerors or those





who have taken him as a Companion will be hunted down first. Ask the now-destroyed Battle Kukku Army...The Bad Future has come to pass and because of this the Time Warp Plates on the Little Planet have also been confiscated into the depths of the now-active Death Egg. The Death Egg spews forth Badniks by the hundreds, the earth itself is dying and toxic, and the native mobians are dying or in hiding. The only way to undo this dark future is to penetrate the Death Egg's interior, defeat the Metal Warriors including Super Metal Sonic, Super Metal Tails and Hyper Metal Knuckles to claim the Time Stones. Once this is done, you may return to the past and prevent this from ever happening. Until then, Robotnik's evil is law and you will be struck down if found.

The 7 Jumper Emeralds(+400): Your power has been divided, by passing through the Special Zone on your way here you have had your power absorbed into the form of 7 "Jump Stones." When you enter here, you are reduced to only the form you hold and the abilities taken from this world. To access your full abilities again, you must recover the Jump Stones and transform into "Jumper Mode." Every second spent in Jumper Mode burns a ring, forcing you to constantly collect them to retain your power. If you de-transform, they're used up and scattered across the world towards another island with their own Zones. People besides yourself can access the Jump Stones and the Jumper Mode, being able to draw out any energy and knowledge you have by studying or using them as batteries. How...inconvenient.

The Eaten Time(+600): The Time Stones have warped and shattered into 108 shards across all possible time periods in every possible Zone, meaning the time eras of Past, Good Future and Bad Future are now all co-mingling...even worse, this effect has spread out to the entirety of Mobius meaning even South Island and West Side Island's own futures and bad future Zones are existing alongside the present and past versions, constantly battling for 'existence' with the areas switching between on a whim. The past,





present and future versions of the Robotniks have joined forces, with their collective armies of Badniks acting as a truly vast Badnik army. The only way to fix this is to gather every chaos emerald(every single one, and because the 4 periods each have a set this means there are 28 Chaos Emeralds in total that could be in any Zone) and use a powerful "Chaos Control" to mend together the 108 shards of the Time Stones. The Robotniks will constantly vie with their achronal army to take them for themselves, and if you take too long Zones will begin to...disappear out of nowhere. They'll be 'eaten', destroyed totally and absorbed into an entity that gets stronger with each eaten Zone(every 'Time' variant of a Zone counts as a zone for that one. Don't ask what happens if the Past version of a zone gets eaten first, because it's not what you'd think.) This Time Eater will devour all of the Zones and all of this world's time if you cannot succeed...needless to say, you can't allow this to happen.

THANK YOU FOR PLAYING!!

Go Home: Back to the world as cool and blue as you, eh? You take everything you've purchased with you so far with you home...If you do this, I'll make an exception and let ya take the Chaos emeralds at full potential with you. Happy trails, partner.

Stay Here: It is kind of cozy, isn't it? If you like, I can set you up with +1000 for yourself and "A Personal Zone" to call your home. Hope you find some peace in this beautiful place.

Move On: Again, thanks for playing. Take your new loot and move on with the wind!

Notes

On the Geography of Mobius: You may notice that Mobius appears to be made entirely of very large





islands. This is going off of the games, but the geography of Mobius proper is vaguely defined and the only proper 'map' given that takes the original games into account is that by Archie Comics' map. You may accept this map as the geography of Mobius but you will have to understand that the world itself may be different. Even if the same continents and landmasses are there, for example, the Kingdom of Acorn is probably non-existent.

On the Chaos Emeralds and Chaos Rings: While the Chaos Emeralds are potent sources of endless chaotic energies, they are not capable of the complete time-space and reality warping that are shown in the Sonic Adventure games and beyond. As such, consider them to be sources of power without limit, but with a finite amount that can be drawn on at a time. The visualization here is an endless river. While the river itself may flow without end, you cannot change the rate at which the river flows to make it a surging ocean. The Master Emerald is similar and is able to empower the base to increase the flow of the river but not able to still draw on the complete endless power all at once. The Chaos Rings work on a similar prospect.

On the Time Stones: The Time Stones are most effective on the Little Planet and are attuned to the





Zones there specifically, and will not work as well or at all without time warp plates also placed in those Zones. If taken out of this world, they will most definitely not work unless the jump setting they're used in has a pre-existing time travel system. If so, they may be used in lieu of the usual time travelling methods there to go to places/periods accessible to other time travellers in that setting.

