

SONIC BOOM

Well here we are. Sonic Boom.... Wait hold on. I need to get the Logo



There We Go! Anyways welcome to Sonic Boom the fourth cartoon to feature Sonic. This one is in a completely different continuity and has more of a focus on comedy like The Adventures of Sonic the Hedgehog. You start on Seaside Island. Because Basically where the entire series takes place. Also you will be starting during the episode The Sidekick. BTW this jump will be including elements from both the games and the show.

1000 BP

ORIGINS



Your age is going between 6 and 20. You can select your gender, race and species freely. Each of these can be taken as a drop in. How you enter this world is up to you. Maybe you are related to one of the members of Sonic's Team or maybe you're a friend

The Leader: You're the leader and king of Speed. Just like Sonic

The Brains: You are the inventor, pilot, gadget specialist, and strategist

The Brawns: Brute and brawler...also feminist and gentle giant. You may not be smart but you know how to fight

The Heart: Every team needs a caring member to keep the hotheads from killing each other.

The Wild One: They're coming you know it. That's why you chose to live as wild child that you are now.

The Villain: You want to rule and conquer the world. Or just defeat your hated enemy and take a victory either way you are evil, like Eggman of this world. But don't get too excited you are in a more comedy focused setting.

LOCATIONS



Well, we know that you are start on Seaside Island but this is to decide where on seaside island you start. Roll 1d10 to find out where. Or pay 50 CP to choose your self

1. **Sonic's Shack:** Unlike in the games Sonic does have a house
2. **Tails House:** Tails Home
3. **Tails Workshop:** Where Tails makes his inventions and does repairs
4. **Amy's House:** The place where Amy Calls Home
5. **Sticks Burrow:** More like a cave but it is home to Sticks
6. **Hedgehog Village:** This where most inhabitants are seen during the sow
7. **Village Center:** Basically, a city hall where the mayor would be found working
8. **Meh Burger:** A fast food restaurant of sorts. Problem though the only employee does his job lazily. So don't expect to get the order that you want every time.
9. **Mayor Mansion:** The Mayor's home.
10. **Free Choice:** Pick anywhere that is from the show or the games.

PERKS



GENERAL

Combat Skills (Free): AS much as Sonic's to just spin dash every robot he faces, he needs to know how to punch. That's what this perk is for, fighting skills. Basically, you gain an understand of a martial art that includes upper and lower body techniques. By default, it will be set to Kickboxing.

Fire and Ice Mode (100 BP): An ability from the last game in the franchise. You can enter a state where your attacks are empowered with ice or fire. At will you can cause an aura to surround you this aura's color will either be red (Fire) or blue (Ice) while in this state your attacks are stronger and you can burn objects (Fire) or freeze objects (Ice).

LEADER

A Mood (100 BP, Discount for Leader): Snark is something that just comes natural to the Sonic characters in this franchise. Even though Sonic is the king of snark, this version of him can be best described as a mood, because he has ALL the snark. You do too. You basically have a witty or snarky comeback to nearly every situation of conversation that you are in.

Unbelievable Stamina (200 BP, Discount for Leader): Do you ever get tired? Because it seems like you plenty of energy to spare. You can go for days without sleep and be able to fight at tip top condition without any sign of sleep depravity.

Spin Skills (400 BP, Discount for Leader): Spin Jump, Spin Attack, Spin Dash. Geeze a lot of spinning. Okay let's break each of these down one by one. First the Spin Jump. To do this technique, you must jump into the air and curl up into a ball, then you start rolling around midair at high speed. This will obviously damage anyone that you come into contact with unless they spike protecting them all you are doing is hurting yourself. Next the Spin Attack or Insta shield as it once called. While doing the spin jump you can create a barrier around you that lasts for a split second but it can be used to slash enemies without having to get to close. In addition, it will protect you from attacks and even reflect projectiles if you time it right. Finally there's the Spin Dash When performing the Spin Dash, crouch down and curl into a ball and start performing an oval-shaped charge by spinning around in one place. Once charged up, you dash forward and homes in on your targets with this spin attack.

Super Speed (600 BP, Discount for Leader): Sonic Speed! You can run at supersonic speeds with very little effort. You accelerate and stop suddenly without any consequences (Such as fractured bones, whiplash, and other things of the nature). In addition, you also have the Spin Dash This will come with enhanced reaction time. Gotta go fast! Wait...wrong animated Sonic series.



BRAINS

Child like Wonder (100 BP, Free for Brains): There's no way of getting around it. You're cute. You know it and other know it to. You can use this to your advantage, if you wish. But basically you are cute. You'll be viewed as a kid and well most people will let some of your actions go unpunished. Murder? They attacked first! Trespassing? You can simply say you got lost. Rape? Yeah no that's when the protection for this perk loses it effectiveness.

Pilot (200 BP, Discount for Brains): You have the knowledge and skills to fly a plane like an Ace Pilot. And it can be any type of plane. A biplane, jet plane of an generation, a glider. If it's a plane you can fly it.

Flight (400 BP, Discount for Brains): You have the ability to fly. Which is curious considering that this series is based on the Sonic games, quite a few characters can fly. Regardless how you fly is really up to you. Big ears, two tails, Wings, Jet pack, Telekinesis whatever it maybe you can fly through the air at the same speed that you can run.

Genius (600 BP, Discount for Brains): Let it be with actual tools, rocks and twigs, or a single paper clip; you can create machine that are impressive or deceptively out of date. For the out-of-date machinery it would actually have the most complex machinery and near futuristic functions. Like a bi-plane that can fly at the same speeds of a fourth-generation jet plane and can transform. But that's not all. Programing, Hacking, it all the same to you. You know the ins and outs of a computers



BRAWN

A True Feminist (100 BP, Free for Brawn): “You know, Amy, anytime someone calls attention to the breaking of gender roles, it ultimately undermines the concept of gender equality by implying that this is an exception and not the status quo.” Look we all want equality and that’s nice but in order for that to happen you need to understand what it that means. You now have the knowledge and understanding of what TRUE gender equality is. And yes, this also includes being able to day the above quote to anyone in the right context flawlessly

A Natural Climber (200 BP, Discount for Brawn): Well now you know how to climb if you were able to you could compete in rock climbing and win the gold in the Olympics. Some would think that you are Spider-Man with how you can stick to walls and ceilings without issue.

Infinite Jump (400 BP, Discount for Brawn): Yes, this is a perk. For those who have never played Rise of Lyric; first of all good, that game wasn’t finished so it had plenty of bugs, errors and glitches. One of those glitches was actually featured in the show. The Infinite Jump! Now in the game this is shown as you jumping again and again in the air. In the show it’s pretty the much the same thing. But it looks like its very tiring so use it when you really need to...or when you want to show off.

Super Strength (600 BP, Discount for Brawn): THE MUSCLES! You are strong with a capital S. You can easily life cars with no problem. You also have powerful attacks. This perk will make it that your strikes will be able to break through stone and other hard materials. In addition, you will deal more damage to enemies.



HEART

Understanding (100 BP, Free for Heart): People have their off days. You know that more than anyone else. So, you have this empathetic air to you and people are more willing to open up to you.

Fashionable (200 BP, Discount for Heart): You're a natural fashionable trend setter. You have an air of fashion; you have sense of what's "in" and popular. In addition, you can make anything you wear work; in other words, you look good in whatever you wear.

Acrobatic Girl (400 BP, Discount for Heart): Acrobatics, athletics, and flexibility. You are amazing in these things. Back flips, Cartwheels, gymnastics, and more. You can get all the gold medals of gymnastics with no problems. You also got a starting point in Parkour.

Skilled Fighter (600 BP, Discount for Heart): You are a great fighter and you have honed your martial art skills to perfection. To the point you can hold your own against Knuckles. If you are angry enough, You can fight exceptionally better than normal, to the point where you can overpower a foe who had the rest of Team Sonic on the ropes. Your reflexes are as well sharp enough to let her detect incoming attacks outside your field of vision.



WILD ONE

Conspiracy Expert (100 BP, Free for Wild One): You know out of all the members of Team Sonic Sticks is the strangest one. You she is VERY afraid of technology. Sometimes for good reason, because she is conspiracy expert. She can connect so many inventions and events to a certain conspiracy. This makes her have a plan for everything. You too have this quirk of hers. You can come up with conspiracy and counter plans on the fly. May seem like more of a burden but its actually useful when you think about it.

Wild Survival Skills (200 BP, Discount for Wild One): You live for years in the wilderness. So you know how to survive on your own. Sense of direction, finding food, rummaging through stuff (Mostly garbage), making fire, , bird calls, identifying edible mushrooms, navigation, time measurement without modern instruments and plenty of camping skills. Some think that wild is their ally but you were born in the wild, MOLDED BY IT!

Primitive Weapons Expert (400 BP, Discount for Wild One): Boomerang, Staff, Mace, Crossbow, Slingshot, Nun chucks, NET! You are an expert with weapons that have been considered out dated or primitive by todays standards. Others may scoff at them but you see possibility where others see junk.

Animalistic Instincts (600 BP, Discount for Wild One): Sticks is weird even in a sonic series because she's more animalistic than any other Mobian- I mean Animal person. Her sense of smell and hearing is more acute than other. She can swim into depth without the need of a suit where others do and she an amazing hunter able to take down any prey. You now have all these animal-like instincts and traits. Heh you might not even need the use of Technology after all.



VILLAIN

Snooping as Usual I see! (100 BP, Free for Villain): You have an interesting accent to your speech. Perfect for making memes.

Vehicle Expert (200 BP, Discount for Villain): You can operate any vehicle or mech All you have to do is get in the vehicle and you are set.

Indomitable Will (400 BP, Discount for Villain): Eggman has lost to Sonic and his friends at least 100 times by now, and yet he keeps trying. How? I mean we know why, he want to defeat Sonic the Hedgehog but how does he get up and tells himself that “Today’s the day” and not just give up? The answer? Will. Eggman has an incredible amount of will. No matter what it seems like nothing will get him to give up, except for memory loss. You posses the same will. You decide when you give up even then your will is hard as titanium, this will also make it that you are not easily swayed by temptation or mind control.

Robotics Expert (600 BP, Discount for Villain): When it comes to robotics you the cream of the crop. You will always be able to create the most sophisticated machinery that anyone has ever seen, regardless of what you have one hand. Hell you can even use animals to power up these very machines. Best part these robots won’t be downed by conventional means it would take the likes of Sonic to destroy them. The only limit is your creativity and your intellect.



ITEMS

GENERAL

Iconic Garments (Free): It can be just a pair of shoes and gloves. It can be a full set of clothes. Whatever it is, it will be a set of clothes that makes you stand out of the crowd more than usual.

Communicator and Enerbeam (Free): This wrist watch is actually an advance mobile device that allows you to stay in contact with those who have this device on them. Another feature it has is the Enerbeam. The Enerbeam, as its name implies, is a tether made of several energy bolts intertwined to form a solid whip. The Enerbeams are produced from a specific device on the user's wrist and can extend and contract when necessary. As a tool, the Enerbeam can latch onto targets to pull them in, lasso enemies, or let the user swing from point to point. Alternatively, it can be used as a make-shift rope. This makes the Enerbeam a versatile tool for both navigation and combat.

Luminous Suit (Free): Basically an upgrade to your clothing that when activated will cause your clothes to light up. Useful when you enter a dark area.

Weapons (100 BP): These are weapons from Rise of Lyric, confused? Understandable. Sonic had said he wouldn't be caught dead with a weapon. But this isn't that Sonic. But then again these weapons are not like your usual weapons that you would find. This purchase include the following

- **Battle Trumpet:** The Battle Trumpet resembles a golden B♭ trumpet with a handgun-like grip. When used, it generates energy inside it that is converted into acoustic waves resembling glowing notes and scales.
- **Cyclone Blaster:** The Cyclone Blaster is a futuristic, medium-sized black handgun-like weapon with a thick cylinder, grey outlines and cables, and blue lights on it. Despite its small size, it is very powerful, using Ancient wind energy to generate a large cyclone without reducing the wind of the cyclone fired.
- **Feather Blade:** As its name implies, the Feather Blade resembles a sword shaped like a large white feather with a black tip, no guard, and a golden ring for a sword pommel. It is created from the feathers belonging to the birds of legends that are said to have lived in ancient times. When used, it creates a long-ranged gust of wind made up of energy feathers.

LEADER

Frictionless Clothes (100 BP, Free for Leader): Clothing that won't get damage from running at supersonic speeds and doing spin jumps.

Personal Ground Vehicle (200 BP, Discount for Leader): Okay...but you do have super speed right? So why do you need this? Well then again this isn't just any motorcycle it's a transforming cabin motorcycle. This thing will help you travel to areas where you can not run. It can transform into a hover craft like vehicle for flight and it can turn into a snowmobile.

Mech Suit (400 BP, Discount for Leader): Wait what?! Ummm this is a comedy show. Why is this here? AND WHY IS IT SO COOL?! Okay so this thing is powerful with its own forcefield to protect it and the pilot from damage. It can easily take down a Mega bot, which by the way would be equal to a Boss from any Sonic Game in terms of durability. It has an arm cannon blaster. It can fly...surprisingly well. It is very agile and nimble despite its bulky shape. It can punch through force fields with brute force alone. SHEESH! Something like this would be home in the Mainline Sonic Games...take good care of it.



BRAINS

Goggles (100 SP, Free for Brains): All that flying is going to result in some particles getting into your eyes. Better take these goggles in order to prevent that from happening.

Build it Box (200 BP, Discount for Brains): Now this can not be explained through science. Akin to a 3D printer, the Build-it Box has the ability to materialize three-dimensional manifestations of digital entities using matter provided by cartridges. This can include anything from digital characters, to computer viruses, to any imaginable 3D model designed in cyberspace. So in other words this thing is the ultimate tool for making just about anything provided you have the materials.

Plane (400 BP, Discount for Brains): This plane is an impressive piece of tech by present-day standards despite being several centuries old. It possesses two propellers for momentum with retractable energy blades. When active, the propellers leave a helix-shaped contrail. When stationary, it is capable of hovering slightly above ground, allowing for quick take-off. Supposedly, it also comes with ejector seats in the event of an emergency.



BRAWN

Stamp of Approval (100 BP, Free for Brawn): MEME! Approved! Sorry had to be done. This stamp can be used to approve any bill, law, suggestion, contract, basically any form of paperwork.

Personal Gym (200 SP, Discount for Brawn): A gym that you own where you can others can go to for training.

Monster Truck (400 BP, Discount for Brawn): This is Monster Truck a powerful machine that can barge through large plants and over tree trunks without slowing down. It also comes equipped with an airbag and possesses its own "maximum overdrive". Enerbeams can also be attached to the rear of this vehicle. The monster truck has its own pizza oven. This feature eventually had a throttle put on it so would only work when the vehicle is parked. Also, the wheels on the roof allows the monster truck to continue driving even when it is flipped over.



HEART

Decoration essentials (100 BP, Free for Heart): Flowers, vases, paint, and more. Things that you would need to decorate your house and the houses of others.

Sweet Ride (200 BP, Discount for Heart): This weaponized car possesses a retractable hammer-mounted arm in its hood that can be used as a remote sledgehammer. This hammer packs enough power to smash tree trunks and boulders in a single hit. The car also has retractable spikes on its wheels for popping the tires of vehicles next to it.

Piko Piko Hammer (400 BP, Discount for Heart): Normally this would be apart of a perk or power to summon it. But in this setting the Piko Piko Hammer isn't summoned like its game counterpart. Amy in Sonic Boom however just carries it everywhere. Despite its comical appearance, the Piko Piko Hammer is a very powerful, yet sharp melee weapon with the perfect balance of function and design. Capable of dealing massive amounts of damage with seemingly no excessive effort, it can effortlessly smash through rocks, metal and tri-polymer armor with a single strike, yet is graceful enough for swift and fluid movements.



WILD ONE

Tin Foil (100 BP, Free for Wild One): Good for Cooking or keeping out unwanted robot/alien mindcontrol. You have a replenishing roll of tinfoil that replenishes every 5 minutes.

Stealth Buggy (200 BP, Discount for Wild One): This buggy is pretty minimal compare to the other vehicles listed before. Its capable of traveling at high speeds and it's good at camouflage. But then again you don't need any more than that.

Very Durable Boomerang (400 BP, Discount for Wild One): Is it odd that best item for this origin is a a Boomerang? Not really for several reasons. One it is indestructible, two it can pack quite a punch capable of damaging Eggman's robots and finally three this one has the ability to shapedhift into a crossbow, a slingshot, nunchucks, a net, a bō a club, and a giant metal mace. Guns? HA! You don't need those!



VILLAIN

Pajamas (100 BP, Free for Villain): Nice set of pajamas that are comfy and easy to move around in.

Wrist Controller (200 BP, Discount for Villain): The wrist controller is manipulated via touchpad or voice command. It also has its own voice for system messages. Much like Team Sonic's Communicators, it also has a radio link to any of your own robots, thereby allowing you to talk with your creations remotely. In terms of offense, the wrist controller can fire various beams. This includes lasers sufficient enough to incinerate entire palm trees and small objects, beams for encapsulating victims in force fields that the wrist controller can lower, and beams for teleportation. The wrist controller is also equipped with an alarm clock and a music player, and is capable of playing holo-videos. It can also download different apps to attain additional functions. One of the apps it has downloaded includes a ghost detector.

Personal Hovercraft (400 BP, Discount for Villain): Your very own Eggmobile. This hover craft is able to hover in the air and can move at incredible speeds with great maneuverability, matching that of Team Sonic's high-speed running and the Tornado. While usually controlled manually, the hovercraft has an autopilot that lets it move around on its own so it can set itself up for Eggman to use it. It also boasts a highly modular design, able to utilize a wide array of weapons. These include:

- A missile launcher powerful enough to blow up roads
- Cannonballs
- Twin laser turrets powerful enough to shoot clean through Obliterator Bot's armor. When joined together, they can blow up entire houses
- A concussive front beam cannon which can move or shatter large boulders.
- A retractable laser gun mounted on the bottom

Other gadget attachments and features include:

- A P.A. system
- A tether with an "attraction ray" for picking up objects
- A standard claw hand of varying design for snatching targets and items
- A mechanical hand that acts independently on its own
- Smaller mechanical arms for delicate operations
- A noisy super-vacuum machine
- A vehicle horn
- A change cup

COMPANIONS



Import (50-200 BP): It's dangerous to go alone. So how about you bring some friends with you to make it easier. 50 SP to import one companion. 200 SP to bring them all. Each gets 800 SP and a background.

Create (50-200 BP): Same as above but you make new companions that you'll come across in this jump. 50 SP for, 200 SP for 8. You can never have too many friends. Each gets 800 SP and a background.

Sonic (100 BP): "Well I could use a break...count me in" You have chosen to take Sonic.

Tails (100 BP): "A change of scenery could help me to come up with new inventions" You have chosen to take Tails.

Knuckles (100 BP): "EXCELLENT SUGGESTION! APPROVED!" You have chosen to take Knuckles.

Amy (100 BP): "Sure. You seem to be trustworthy" You have chosen to take Amy.

Sticks (100 BP): "Count me in. You can use my expertise" You have chosen to take Sticks with you.

Eggman (100 BP): "You want me to join you? HEHEHEHE! I'll join as long as you help me create Eggman Empire. ACROSS THE DIMENSIONS!! MWAHAHAHAHAHAHAHA!!!" You have chosen to take Eggman with you.

SCENARIO



Defeat Shadow: Shadow in this setting is beyond Eggman in term of being evil. While Eggman is a Petty Villain, Shadow is Petty and VINDICTIVE Villain. And he's been taking things too far lately. So how about you put him in his place. Show him in his place in the pecking order. BELOW YOU! You don't have to kill him just make it clear to him, that if he cause trouble you will beat him. But hey killing him is a good choice too

Reward – Power of Chaos Control: The power of Chaos Control is different here. For one you don't need Chaos Emerald to use this power... you just need to be shadow by the looks of it. Any ways this comes with Shadow's signature Chaos Spear and Chaos Control. The former is a spear shaped energy projectile, the latter is a teleporting ability. You can also cause an explosion around with Chaos Blast. Use this power wisely.



Stop Lyric: You have to help Team Sonic to fight against Lyric. Which in this case means you have to go through the events of all three games to final put him down

Reward – Combat Expert: Well you have to do a lot of fighting to complete this. This reward will give the combat skills of every member of Team Sonic combined. Making you a very hard to predict fighter.

DRAWBACKS



Continuity (+0 BP): Maybe you have been to a Sonic Jump before well your action in those jumps will affect this jump as well. Maybe Sonic and his friends know you. Maybe you been through the events of the Ark. Maybe you were a part of a group of Freedom Fighter. The point being is that any Sonic Jumps you have been to before this one will have the event from their taken place here or have already taken place.

Clumsy (+100 BP): You can't seem to go two feet without tripping. Which may cause problem when you are zooming around.

A kid (+100 VP): Your age has been set to be 5 years old. It doesn't matter what you do people won't take you seriously unless you do something incredible but expect that respect to go away after a week has gone by.

Easily Fooled (+200 BP): You are naive and gullible. People can easily trick you into believing something that might be blatantly false but you wouldn't know that until someone else tells you or until its too late.

Glasses: (+200 BP): You need to wear glasses and without them your eyesight is so bad that you might as well be blind! Just be sure to keep your glasses on or else you will be more of a burden than help in the long run.

That's No Good! (+ 200 BP): Okay good news Eggman is not as smart...bad news he has cartoon physics....as does his allies to an extent. But don't be fooled he is still a threat that should be taken seriously.

Everyone gasp when I call People, People (+200 BP): For whatever reason people disregard you and barely give you any respect. When you mess up it will be held over your head for weeks. Also people get offended by you for the smallest of things. Like calling a guy, guy or calling people, people.

The Action begins (+300 BP): Many people assumed that Sonic Boom would have been more action oriented series like SATAM...now it is. Instead of Eggman being a general nuisance and just dealing with a slice of life series now you are in an action series. Hope you're ready

No Outside Perks (+500 BP): This is your run of the mill no perks not purchased here allowed drawbacks

No Outside Info (+500 BP): If you have any memories of this from the games or from the show those will be removed from you and your companions. You will be flying blind when you enter this jump.

You are a Disgrace (+600 BP): Shadow doesn't like you. Which is a problem because this shadow tends to just kill people he doesn't like so be prepared to fight him a lot. If you taken the Defeat Shadow Scenario this drawback offers double the BP

Not so Harmless after all (+600 BP): Not good. Not only does Eggman want you captured and brought to him or destroyed. He also has turned into this large and muscular form of himself. He has access to magic, super strength and super speed. So if his robots and bounty hunter fail him to many times he'll just handle it himself and fight you personally

He's The Fastest Thing Alive! (+1000 BP): Hmm seems like Knothole's problems have come to this world eh? Which means more trouble. Basically, the events from the Satam Show are happening. Trust me this WILL make things more perilous. Silver Lining you can recruit characters from the Satam Cartoon.

Triplets Born (+1000 BP): Sonic has siblings?! His mother is alive? And whats with that Necklace? This can only mean one thing the events of Sonic Underground are taking place in this jump. Well now Eggman has Mobians...er Animal People loyal to him helping him. This will make things hard to do because now we have mercenaries to deal with.

WATCH OUT FOR SONIC X (+1000 BP): Well now earth and this world are one. Because the events of Sonic X will take place during your stay here. Expect a robot attack every week, fighting against evil aliens, and much more.

ENDING



Stay Here: Like it here? Why not stay? You made some awesome friends might as well stay here.

Go Home: Enough adventuring time to retire and go home

Continue Onward: Time head to the Next Jump

NOTES

By Sonic Cody12/Sonic Cody123/Cody Majin

Well this it the last jump for 2022. Happy Year of Sonic folks

