Shadow the Hedgehog Jumpchain

By Edgehog

50 years ago, aboard the Space Colony ARK, the world's greatest scientist was trying and failing to finish his greatest project: The ultimate lifeform, the key to curing his deathly-ill granddaughter. A glimmer of hope came from an unlikely source, the Black Comet, which only passes near the planet once every 50 years. Out of desperation, Dr. Gerald Robotnik hailed the creatures aboard the comet and made a deal with the devil to complete his research.

Dr. Gerald was successful, but he drew the ire of the government he worked for, who did not take kindly to Gerald's dealings with malicious alien entities. Soon afterwards, the Guardian Unit of Nations (G.U.N.) launched a raid on the space colony to capture Dr. Gerald and quarantine his creations. G.U.N.'s raid was mostly successful, but many lives were lost in the crossfire, including that of Gerald's granddaughter. In her dying breaths, Maria Robotnik used the colony's escape pods to help her grandfather's ultimate creation, Shadow the Hedgehog, avoid G.U.N. custody. The rest is history.

Today is the day of the Black Comet's return, and the Black Arms have descended upon humanity, wreaking havoc in their wake. Their leader, Black Doom, has come to collect on the terms of Dr. Gerald's debt: for the ultimate lifeform to personally deliver him the seven Chaos Emeralds.

Unfortunately for the alien tyrant, Shadow has lost all memories from his past, *twice*. and misinterprets Black Doom's reminder about "the promised time". Dazed, confused, and being shot at from all sides, Shadow the Hedgehog starts on his journey to gather the Chaos Emeralds and uncover the secrets of his past.

You're getting dropped into the edgiest warzone this side of Mobius, Jumper. It'd be a damn shame if you showed up unprepared, so here, take this to help manage the chaos...

+1000 **C**haos **P**oints

Origins

All origins can be a drop-in.

Dark

Maybe Black Doom has a point, someone needs to put these selfish humans in their damn place. Might as well be you, right? You don't have to do it alone, though. The Black Arms are about to start their siege on humanity, you could probably take advantage of that.

Neutral

Alien invasion? Saving humanity? What a waste of damn time! You've got much better things to do. Nothing's stopping you from working with others, but you're going to move on the second it stops being convenient. Your own ambitions come first.

Hero

Damn those black aliens! Black Doom's tyranny must not go unopposed! Perhaps you work for G.U.N., or are one of Sonic's buddies. In any case, you have a vested interest in this planet *not* turning into an alien hellscape.

Species

Species are not restricted to origins. You can be a human working for the Black Arms if you want.

Mobian

The general term for Sonic and his menagerie of technicolor friends, as opposed to the regular woodland critters that also exist in this world. They generally stand about a meter tall, but bigger ones aren't unheard of. If you're not using a drop-in origin, your name is likely something along the lines of "[Name] the [Species]."

Human

Somewhat out of place when juxtaposed with the mascot characters and the space aliens. Nothing special here, but as a consolation you can opt to have heterochromia like the G.U.N. Commander does.

Black Warrior

The most numerous foot soldier of the Black Arms. These black creatures are a bit taller and hardier than your average human soldier, but not by much. It's not known why these guys

mindlessly follow Black Doom's orders, whether it be coercion, brainwashing, or sheer loyalty. In any case, you are the exception, and are not beholden to Black Doom's whims.

Black Oak (200)

Instead you are now one of the larger members of Black Doom's army. A charcoal and crimson hunk of muscle that stands twice as tall as the average human. They aren't very fast and tire quicker than most due to their size, but are every bit as strong as they look. Black Oaks can throw cars around with relative ease, and can tank quite a bit of gunfire before dropping.

They also have the uncanny ability to block gunfire with their bare hands. The palms of a Black Oak are durable enough to completely no-sell high-caliber gunfire while remaining completely unscathed. Of course, you'll need to get your lumbering mitts positioned in time for this to be effective at all, and good luck trying to contain an explosion with just your bare hands.

Starting Location

Westopolis

Much like in every possible playthrough of the original game, your journey starts here. In about two minutes after the jump's start, this generic city will become the initial landing point of the Black Arms invasion. The side effects of which include toxic red fruits growing through the concrete and orbital laser strikes shooting off randomly. Fun.

On the bright side, G.U.N. has been keeping an eye on the Black Comet ever since the incident on the ARK, and started evacuation efforts well before the aliens arrived. Also, two of the Chaos Emeralds are currently located here. One of them is in G.U.N. custody, the other is hidden somewhere in the rubble.

Perks

Perks are discounted to their respective origins. Discounted 100 CP perks are free instead.

General

Basic Kit (Free here, 200 to keep)

Navigating around these parts is going to be difficult if you're too slow to go through loop-de-loops and corkscrews. This perk gives you a base power set that will help you survive in a Sonic game, which includes the following:

- **The ability to run really fast.** You're no Sonic, but you could probably hit mach 1 if you were assisted by some kind of rocket shoes...
- **Reflexes and balance.** Enough to handle rolling around at the speed of sound with rocket shoes, grinding on rails, and bouncing off springs.
- **Durability.** Just enough to stop you from splattering yourself on all the things you'll inevitably be launching yourself at.
- **The Spindash:** Curl yourself into a ball and barrel through foes. If you're not already moving you can charge up the move from a standstill and blast off.
- **The Homing Attack:** While midair, curl yourself into a ball and will yourself towards a nearby target and you'll suddenly be launched towards it at high speeds. You need to see a target to home in on them.
- **The Light Dash:** Leap at any trail of rings lying about and you will get zipped to the other end at light speed. The trail can be as short as one ring, but that won't get you very far.

Dark

High-Speed Hip Shots (100, Free Dark)

Going fast is nice. Shooting guns is also nice. Unfortunately doing both simultaneously tends to end poorly. Not anymore! Now your instincts are honed to the point where you can accurately place shots regardless of how fast you're going. This gets much less effective the further out the target is, but anything within 50 feet is child's play for you.

Hedgehog Strength (200, Discounted Dark)

Most Black Arms soldiers have two functioning arms, but pride themselves on wielding everything they can single-handedly. Shadow went a bit overboard with this, and now you can too. You're now strong enough to lift weapons three times your size with one hand, and swing them around like they're nothing. Wanna pick up that canon that just fell off of a tank? Go for it. Wanna flip over a bus with your other hand while carrying said tank cannon? Sure, why not? Recoil? What recoil? I don't feel no damn recoil!

Chaos Blast (400, Discounted Dark)

"Death to all who oppose me!"

Chaos is power... power that disrupts and destroys. You are able to harness the chaotic energies within you and unleash it in massive explosions. While extremely effective, generating these blasts is very taxing on your body. You can learn to reduce this stress somewhat with training, or you use an external source of chaos energy to supply the power for the attack. For something less costly, you can also focus the destructive power through your fingers into the much smaller Chaos Spears, bolts of chaos energy that require much less power than the full Chaos Blast.

The Doom (600, Discounted Dark)

Ruling over the planet with an iron fist necessitates the proverbial iron fist. Black Doom has various powers that help him eliminate any who would dare challenge his rule, a set of powers that you now have as well.

- Tougher to kill than three Dark Oaks stapled together.
- Float around looking all mystical-like. You can fly like this indefinitely.
- Can summon dark portals that lock onto foes and launch meteors at them.
- Emit dark energy projectiles via hand gestures.
- Temporarily phase out of reality and teleport short distances. This can be done quickly and repeatedly.
- Focus for a few moments and teleport yourself and one other person long distances.
- Create short-lived illusory clones of yourself that can attack as if they were you. These clones are intangible, but their attacks are the real deal.
- Can painlessly rip out one of your eyes and have it float around on its own as a fleshy starfish... thing. You can still see through this eye, are somehow able to talk through it, and can channel the previously mentioned long-range teleportation power through it.
- Force people to relive their most traumatic memories. This doesn't work more than once on the same person, but you can project yourself into their vision and smack talk them.

Neutral

Bottomless Clip (100, Free Neutral)

Nothing puts a damper on a gunfight quicker than having to stop and reload every few seconds. If you start loading ammunition into a gun, magazine, cartridge, etc., you'll run out of ammo long before you run out of space to put it, and the ammo will still work as it should whenever you try to fire the weapon. You still have to provide the supplies, but if you have ammo for days, your gun will shoot for days.

Fan the Hammer (200, Discounted Neutral)

Most automatic weapons start to feel a whole lot less automatic when you can break the sound barrier several times over, but now you can enforce your impatience on your guns and fire them as quickly as you can pull the trigger. This works regardless of how fast the gun is actually able to fire, and even works on mounted weapons you directly control. However, this perk is not very effective on weapons that take time to lock on to their targets, or ones that have a notably lengthy firing mechanism.

In this jump, the perk works with the "gun" and "reflector" weapons types, but not the "cannon" or "lock-on" types. *(see the catalogue of guns on page 31)* For an out-of-context example, if you brought this perk to the Halo universe it would work with the Battle Rifle, the Needler, and the Warthog's machine gun turret, but it wouldn't work with the rocket launcher, the plasma launcher or the Scorpion Tank's main cannon.

Gentle Persuasion (400, Discounted Neutral)

Someone told Shadow that they needed to hack a computer, and he took it literally. If you want to gain access to a digital system, just give the computer a swift karate chop and a portal will open right next to the device for a few seconds. Where does this portal lead? *Cyberspace*. Specifically, a digital world that takes form based on the system used to open the portal. File folders are physical locations that you can visit to find the information inside, firewalls are literal walls of fire, antivirus programs are guard drones, links and shortcuts are wires that zip people from place to place at blistering speeds, and you can bet power rings are randomly floating about because this is a Sonic game. If you had enough technical know-how, you could sculpt the cyber world of your dreams by building a computer with the right specs.

Be careful with this power, as anything done in cyberspace is reflected on the real-world system, and vice-versa. There's seemingly no limit on how big of a system can be accessed this way, and even the base protocols of data flow can be interacted with. If you let the wrong people into an unprotected device, there's not much stopping them from *killing the entire internet from within*.

Morality Meters (600, Discounted Neutral)

"Black-hearted evil..." "Brave-hearted hero..."

In your adventures you'll frequently be helping out others in some way, be it intentional or not. You are now aware of two meters at the top corners of your vision, one blue and one red. They don't actually obstruct your vision, and you can freely choose whether or not you can see them. The red meter increases whenever you perform "evil" acts, and the blue one fills whenever you perform "good" acts. Filling one has no effect on the other.

What exactly counts as "good" and "evil" acts for the purposes of this ability, and how many "points" they're worth is vague and context-dependent even in the original game. Healing people counts for good boy points, unless it's the Black Arms. What blowing up Eggman robots counts for flip-flops from level to level. Why does the swamp gas turn you evil? The list goes on.

In any case, once either of the meters are filled you gain the ability to activate a supercharged state that makes you glow the color of the meter used to fuel it. *(No, you can't use both at once.)* Using this state drains the meter, and emptying it ends the effect. While supercharged, you're tough enough to tank anything from this jump without flinching, any ranged weapon has infinite ammo, and any melee weapon you hold is completely indestructible.

Also, you gain the ability to use Chaos Blast or Chaos Control depending on which meter is active, which will drain the meter at a much greater rate than normal. Unlike the perk versions of these powers, these are the literal versions from the original game, and are completely inflexible in their use. Chaos Blast drains a third of the dark meter and creates a large circular explosion around you, and Chaos Control will either warp you about a mile forwards or slow the flow of time to a crawl depending on whether or not you're in a fight. If you had the Teleporter Pads item you could attempt to abuse shoddy game mechanics to greatly extend the teleport range of Chaos Control, but do beware the very real risk of the universe deleting you due to some weird cosmic glitch.

Hero

Helping Hand (100, Free Hero)

You look like a pretty dependable guy, Jumper. People are more likely to excuse your faults and see you as someone they can ask for help with their problems. This only works to a point and you will still break someone's trust in you if you push them too hard.

Damn Good Immune System (200, Discounted Hero)

The original purpose of the ultimate lifeform was to be the ultimate panacea. You have inherited this aspect of Shadow's biology, and gain numerous benefits from it. Disease gets obliterated by your body, most toxins are filtered within seconds, and the wear of age leaves nary a scratch upon you. This doesn't make you indestructible, as you are no more resistant to physical trauma than previously.

Chaos Control (400, Discounted Hero)

"Behold, the ultimate power!"

Chaos is power... power that bends the universe itself to your whims. You have become in sync with the chaotic energies within and learned how to use them to tug at the very fabric of spacetime. The most common uses for this power are to warp space to teleport things great distances instantly, and to slow down time to a crawl.

Using Chaos Control to blink yourself short distances is not terribly strenuous, but performing greater feats will cause a proportionally greater amount of exhaustion. With enough practice you could learn other possible uses of this power and learn how to increase your body's energy efficiency. Alternatively, you can use an external source of chaos energy to do some of the heavy lifting for you. With enough training and power behind you, who knows what you'd be capable of?

Super Jumper (600, Discounted Hero)

"Chaos is power... power enriched by the heart"

The seven Chaos Emeralds are objects of great desire for many in this world, and for good reason. When brought together their power is borderline miraculous, but their full potential can only be brought out by a select few. You are now one of those select few, Jumper. Learning how to work with the powers of chaos comes much more naturally to you than others, be that for supplementing your own powers or integrating them into your machinations. Gathering all seven of the Chaos Emeralds will let you access their greatest gift: the super form.

Using this super form turns you a bright, exceedingly incandescent golden color, and confers several other benefits while active:

- You are now completely invincible.
- You do not tire, nor do you require air, sustenance, etc.
- You can fly at several times the speed of sound, or as fast as you can run, whichever is greater.
- All of your chaos powers are turbo-charged. If you had the relevant perks you could spam Chaos Spears like no tomorrow or warp a massive space rock into orbit in the blink of an eye. This works on chaos powers not from this jump as well.

The super form is not permanent and has some restrictions on its use. In order to activate it you need to have at least fifty power rings on your person, which will be gradually consumed to maintain the super form. They will vanish at a rate of one ring per second, and any rings you grab while super will extend this timer. Should you find yourself without rings, you can instead activate super form once per day for fifty seconds, but with no way to extend the timer.

For the purposes of the super form duration, the time limits are based on your perspective, not any other reference frame. Try not to burn all your rings in stopped time.

Items

You get a 400 CP stipend for use in this section only. All Items can be purchased multiple times unless otherwise specified with the word “singleton” listed in its cost. Items are discounted to their origin similar to how perks are. Discounted 100 CP items are free the first time, and are 50 CP for each subsequent purchase. If destroyed or expended, all items will be returned to you in pristine condition and fully restocked unless otherwise specified. Weapons will be restocked after a day, vehicles and non-weapon consumables will be restocked after a week, and soldiers/robotic troops will be restored to full fighting strength after a month.

Instead of receiving an item regularly, you can import a similar item from previous jumps to gain the new item’s properties. For the items here that are package deals, you may have any number of its component parts be imported.

General

Sick Kicks (First Free, 50 afterwards)

Your own pair of Shadow’s signature rocket skates. You can replace the red accents with whatever color you want. These shoes have jet boosters mounted in the sole that can be used to skate over any surface like an olympic skater glides over ice. How do you control these rockets, and how are they powered? That’s a good question. Don’t worry about it too much, they just work whenever you want them to, chaos powers or something like that...

OST the Hedgehog (Free, singleton)

No Sonic game is complete without a kickin’ soundtrack! Take these two CDs on the house. The first CD contains the entire soundtrack to Shadow the Hedgehog, The second one starts off blank, but it won’t stay that way for long. At the end of each jump, a new track appears on the disk. Each new song summarizes the events and themes of your adventures from that jump as performed by Crush 40, much like how “Never Turn Back” was made for Shadow’s game.

If CDs aren’t your jam you can instead have the music in whatever audio format you want.

Rings (50)

You are gifted ten power rings at the start of the jump, simple as that. This item is definitely not an excuse to explain how power rings work in this setting.

Whenever you grab one of these mystical, floating, golden rings, they vanish to be stored in some sort of pocket dimension located on your person, and can be retrieved just as easily. Like in most Sonic games, having at least one of these rings with you will protect against danger and you can “carry” a seemingly unlimited number of them. Whenever you would be dealt significant harm, instead up to ten rings from this pocket dimension will be released and scattered about. Getting shot will cause rings to spill out, but a paper cut won’t.

Roulette Capsule (200)

A glass canister containing a square screen floating inside that repeatedly cycles between various images. Breaking it open will grant you a different boon depending on what image was displayed at the time the container was destroyed.

- **Rings:** You are given 20 power rings.
- **Normal Barrier:** A green sphere of energy surrounds and follows you. The next time you would be dealt significant harm the shield will absorb the energy of the attack and vanish afterwards.
- **Fire Barrier:** Same as the Normal Barrier, but the flames that compose this barrier burn all who come into contact with it. You are somehow immune to this fire.
- **Magnet Barrier:** Same as the normal Barrier, but is made of a sphere of lightning that has a magnetic field strength of approximately 10 Teslas, and any power rings within twenty feet of you will be magnetically pulled towards your position.
- **Invincibility:** For the next ten seconds, you are rendered completely invulnerable to damage.
- **Empty:** The container makes a cartoony "boing" sound. Nothing else happens.

Chaos Emerald Duplicates (Free, singleton, but...)

...This item does not give you anything at the time of purchase. For each Chaos Emerald you maintain possession of at the end of this jump, you will be gifted a perfect replica of it, which functions just like the real emeralds would. Now you can freely collect the emeralds without worrying about the metaphysical complications of removing them from their home world!

The Chaos Emeralds are ancient artifacts that are fonts of unlimited chaos energy. As the name implies, this form of this energy is highly variable and is usable for a wide variety of applications, such as enhancing one's natural abilities or powering machinery. That's not to say these gemstones are easy to work with. The more power you try to draw from them, the more unpredictable the results, almost as if the emeralds have a mind of their own. You can ask a certain two-tailed fox as to what happens when you try to draw more power than you know how to deal with.

1-Ups (200)

The in-game versions Roulette Box and the Egg Vacuum originally had the ability to grant "extra lives". Purchasing this restores that functionality once per jump for each of those items. The roulette box will have an additional image of Shadow's head in its roster that grants an extra life, and the Egg Vacuum will disintegrate itself and its contents into nothing when filled to capacity and grant you somewhere between two and four extra lives.

You can store as many of these "extra lives" as you want, but to use them you need to say the phrase *"Damn, not here!"* right before perishing. If you do, you will be restored to

perfect condition a few moments later in either a nearby location, or one of the Teleporter Pads if you have purchased that item and have at least one of them active.

If you buy this item, but neither the Roulette Capsule nor the Egg Vacuum, you instead get one singular extra life. That's it.

Dark

Black Armory (100, Free Dark)

A large, dark crate that contains one of each of the weapons types the Black Arms brought to their raid on Earth, which are listed below. Images of these weapons and more information on them are available in the weapon catalogue on page 32.

It's not known how this tech works, or how you load these guns in the first place. Many of these weapons have weird, pulsating, fleshy bits on them. Perhaps you need to feed them to reload?

- **Light Shot:** The most common weapon of the Black Warriors, a fleshy pistol with grey armor plating that shoots out purple bolts of energy semi-automatically.
- **Flash Shot:** A rounded, grey bident that shoots out energy bolts like a machine gun. Energy bolts are similar to the Light Shot
- **Ring Shot:** A stout, grey pistol that fires large, purple, ring-shaped vortices of energy that slowly sail through the air. Trying to dodge through the center of the death-torus is way less effective than you'd think.
- **Heavy Shot:** A greenish machine gun with a ring of metal spikes around the "barrel." More powerful than the Flash Shot and is only seen held by the highest rank Black Warriors that guard the Black Comet.
- **Black Barrel:** A large purple cannon with pink spikes on the top. Fires large, purple energy projectiles that slowly float through the air and detonate upon contact with a solid surface. Too heavy for the average soldier to carry, these weapons are either mounted on turrets, or carried by Black Oaks.
- **Big Barrel:** Larger variant of the Black Barrel that is twice as destructive. Only ever seen on the Black Comet.
- **Worm Shooter:** A purple, claw-like appendage that bears a laser designator and fires worms that act like heat-seeking missiles. This is the organ that Black Worms and Black Volts use to attack people.
- **Wide Worm Shooter:** The worm-shooting organ of a more mature Black Worm. Red in color and can hold thrice the amount of worms as the standard Worm Shooter.
- **Big Worm Shooter:** The worm-shooting organ of the most mature Black Worms. Golden in color and the worms it fires are twice as strong as those from the standard Worm Shooter
- **Black Sword:** A big, jaggedy blade that glows an eerie purple color.

- **Dark Hammer:** A massive, bluish warhammer typically wielded by Black Oaks. Has a visible, pulsating heart for some reason.
- **Splitter:** A long, beige gun that fires red crescents of energy that pinball off of solid surfaces.
- **Refractor:** A red rifle that shoots powerful lasers that pierce through enemies and bounces off walls. The signature weapon of the Black Assassins.
- **Vacuum Pod:** Contrary to the name, this weapon uses gravity manipulation technology to suck things into it. This has a surprisingly wide range and can pull in objects several times larger than it. Larger objects will get stuck in the weapon, but the suction can be reversed to launch these objects at high speeds.

Red Slime (100, Free Dark)

During their invasion, the Black Arms set out to reform the world in their own image, which mainly involved spreading glowy red fruits and slime everywhere. You are given a large oil drum of this crimson goop and a handful of seeds for the spiky fruits that produce said goop. Be careful with those seeds because those fruits are weeds on steroids. The plants can burst through concrete with ease, survive in harsh conditions, and spread like wildfire.

What use does an alien invasion have for red slime? Well, this viscous material is surprisingly useful for transportation purposes. It adheres very well to most surfaces, and any living thing that hops into a goo trail will find themselves suddenly propelled to the other end at high speeds. Why have your army scale a tower when you can just paint one of the walls and have your troops s*chlorp* their way up? Floating adversaries aren't safe, though. If no walls are available, the red slime can also be hardened into sturdy vine-like structures which are excellent conduits for more slime.

Satellite Gun (200, Discounted Dark)

A laser pointer with a pistol grip. When you pull the trigger, everything near the location the laser was pointing at will be vaporized about a second later by a massive death ray from the heavens. Where these lasers come from is a mystery, but the gun can call forth eight death rays before running out of charge.

Samurai Blade (200, Discounted Dark)

A three meter long katana that leaves behind a trail of purple light whenever swung. This isn't just for show, as the blade is imbued with a dark power that enhances its destructive capabilities, and this power can be channeled to launch energy blasts at foes. Unlike the canon version of this weapon, this sword *isn't made of tissue paper* and is instead nigh-unbreakable. It's not truly indestructible, but it'll take a good deal of punishment to make it snap.

Black Battalion (400, Discounted Dark)

No invasion force is complete without some ground troops. A fragment of Black Doom's army has defected to your side and become your followers.

- **Eight Black Warriors:** The standard grunt unit of the Black Arms. Commonly wield Light Shots, Flash Shots, and Black Swords.
- **Eight Black Wings:** Bat-like creatures that dive bomb their prey.
- **Four Black Oaks:** Heralded for their pure strength, these large hunks of muscle are every bit as tough as they look. Commonly wield Black Cannons, Black Swords, and Dark Hammers.
- **Four Black Worms:** Massive annelids that tunnel through the ground and spit smaller worms at foes like heat-seeking missiles. They have a tough exterior that protects them from harm.
- **Four Black Assassins:** Black Doom's personal guard. Clad in red and orange, these elite troops have the ability to teleport short distances and wield Refractors.
- **A Dozen Death Leeches:** These flesh-eating barnacles will eventually grow up to be proper soldiers, but right now they spend most of their time clinging to walls and nibbling at whatever comes near.

Black Transports (400, Discounted Dark)

One of each of the "vehicles" the Black Arms used in their assault on humanity.

- **Black Hawk:** A larger breed of the Black Wing that is strong enough to be ridden into battle. The horns on the top of its head are ideal for grabbing on and steering the creature. They also can fire energy blasts by aggressively doing backflips, but can't do this while being ridden.
- **Black Volt:** A Black Hawk with golden armor that bears a Worm Shooter.
- **Air Saucer:** Unlike the other two, this one is actually a vehicle. This oversized frisbee hovers a few feet off the ground and will glide towards whatever direction the rider leans towards. It can also hop into the air slightly and do a second hop mid-air. How exactly the Air Saucer does any of this is a mystery, much to the dismay of a certain Eggman robot.

Paralyzing Vapors (600, Discounted Dark)

Black Doom's ace in the hole for particularly troublesome adversaries. Here are several oil drums filled with Black Doom's special brand of nerve gas.

It is colorless, odorless, and inhalation will cause the victim's body to seize up within a minute. This stuff is potent enough to turn even Sonic the Hedgehog into a statue, but particularly resilient individuals like Shadow won't be halted for too long. Members of the Black Arms are an exception to this, and are completely immune to the gas' effects.

The paralysis caused by the nerve gas only affects only the extremities and core muscles. The victim's internal functions and even their ability to speak are completely untouched. This was an intentional design choice by Black Doom to facilitate his favorite method of execution: Paralysis followed by a slow and painful devouring by Black Leeches.

Sky Troops (600, Discounted Dark)

You are now the proud owner of the Black Arms' greatest modes of transit. The Black Tank and a set of five levitation gems.

The Black Tank is a sleek bomber that screeches through the skies like a banshee. What it lacks in firepower it makes up for in survivability. The vehicle is equipped with two layers of energy shields that can deflect sustained gunfire for several minutes. Should those fail, the Black Tank is also outfitted with a warp drive that allows it to teleport several miles at once.

The levitation gems, on the other hand, are a rather curious sort. They are large stone pillars that each encase a round green gemstone at their tops. To use them, plant each device in a building or other artificial structure, and then touch the gemstones to activate them. Once all five gemstones are active and glowing bright, the structure(s) they were mounted in will slowly rip themselves out of the ground and start floating through the sky. The total amount of material these gems can lift is quite staggering, as Black Doom was able to use these five artifacts to turn a set of ruins into a floating flotilla.

Anyone can activate the gems, but only the owner of the levitation gems can disable them, use them to steer the floating structures, or authorize others to do so. This is not to say that these flying objects can't be stopped. They can still be destroyed by normal means, and can be forced to plummet if all five gemstones are broken. If you buy this item multiple times, each set of five levitation gems are treated as separate entities.

Neutral

Eggman Arsenal (100, Free Neutral)

A large, yellow and orange crate with an emblem of Eggman's face emblazoned on each side. Inside the box are the weapons that Dr. Eggman used to arm his robot army. You'll be getting three copies of each here since Eggman's weapon variety is much less than that of the Black Arms or G.U.N. Images of these weapons and more information on them are available in the weapon catalogue on page 34.

- **Egg Gun:** An orange laser pistol. Makes "pew pew" sounds.
- **Egg Bazooka:** Orange boom tube make things go boom. G.U.N. may want to sue for plagiarism.
- **Egg Spear:** Essentially a large, metal cone on an orange stick. Good for stabbing; someone should really tell Shadow that.

Ghost Rings (100, Free Neutral)

A box of ten rings. If you remove them from the box and release them elsewhere, the rings will float fixed in that position. Unlike normal rings, collecting these rings will leave a ghostly afterimage where they once stood. These ghost rings are intangible and can't be collected, but they count as a ring being there for the purposes of something like the Light Dash. You could use this to make some sort of transport network, or set a trap for an inattentive hedgehog by tricking them to zip straight into a spike wall.

The ghost trails will not vanish when the box gets restocked, but you can make them go away by putting the ghost rings through the opening of their box. If someone else needs to get rid of the ghost donuts you've littered around their home, they may need to call an exorcist.

Egg Vacuum (200, Discounted Neutral)

Eggman got his hands on some Black Arms tech and thought he could do better. He was right, and built this odd device that looks like a polka-dotted egg with a rubber chicken's head affixed to it.

Like the Vacuum Gun, this weapon alters gravity in a wide cone in front of it to suck things into the chicken head with great force. Unlike its alien contemporary, the Egg Vacuum does not have issues with objects getting stuck in the opening. The gun warps the space around the mouth in such a way that anything it sucks up will be compressed to a size small enough to fit inside. The egg-shaped storage compartment of the gun warps space in a similar way to increase its storage capacity, and also expands to several times its original size to greatly increase it even further.

The Egg Vacuum has enough storage space to store thirty Black Worms, and is sturdy enough to contain that many angry black aliens without issue. Once it reaches capacity, the gun

loses all ability to suck up objects. It doesn't seem to have a reverse button like the Vacuum Gun does, so retrieving objects from the Egg Vacuum may prove difficult.

Chao Garden (200, Discounted Neutral)

Whose bright idea was it to put a chao habitat inside a haunted castle? Much like the one Eggman has in his spooky base, you now have a chao garden attached to a property of yours.

Chao are squishy, winged, baby-like critters that come in a wide variety of colors. They primarily subsist on fruit and are most comfortable in humid environments. The most defining physical characteristic of a chao is their emotion ball, a mystical sphere that floats above their head which changes shape to match the Chao's current mental state. As creatures with close ties with Chaos, *(the character)* their exact shape and physical capabilities are highly variable and can change significantly depending on how you raise them.

Chao training and biology is complicated, with too much detail to explain in full here. More information is available on various Sonic Wikis, with Chao Island being the most comprehensive source. Alternatively, Jumper could just befriend Cream the Rabbit and ask her how she made Cheese into the robot-slaying powerhouse that he is.

Chao gardens are enclosed areas that are self-sufficient habitats for Chao. The exact appearance of your garden will be themed on whatever you attach it to, but if you don't have anything like that you instead get the Cryptic Castle version as either a property or warehouse attachment. Regardless of form, the chao garden comes with enough fruit trees to support about a dozen chao, and a water source of some kind. *(river, pond, fountain, etc.)* The fruit trees are exceptionally long lived and require very little upkeep, such that a few well-trained chao could care for them. The water source never seems to dry up and somehow manages to always be clean and habitable for chao.

You start off with two "normal-colored" chao eggs in your garden. Nothing is stopping you from adopting others that you may find during your travels here. Any chao that live in your chao garden will continue to follow you in future jumps.

Eggman Goon Platoon (400, Discounted Neutral)

No empire is complete without a military, the Eggman Empire is no different, and now a portion of his forces are at your command.

- **Twenty Egg Pawns:** Eggman's standard goon mech. Rotund, orange robot soldiers that are competent enough to wield weapons and operate vehicles.
- **Twenty Egg Pierrots:** Egg Pawns reprogrammed to be jesters for Eggman's ~~Interstellar~~ decidedly terrestrial amusement park, and move about by balancing on large circus balls. They attack enemies by juggling grenades and throwing them at any who come near.
- **Twenty Shadow Androids:** Robots made in the image of the ultimate lifeform himself. While nowhere as fast and agile as the real deal, they can still hop around and perform the homing attack. They are also outfitted with a stash of homing missiles, which they launch by physically throwing at enemies.

Alternatively, Shadow Androids you can replace the Shadow Androids with **Jumper Androids**. They function exactly the same, but look like you instead of Shadow. Oddly enough, the dominant hand of the Jumper Androids is the opposite of whatever yours is.

Shadow Box (400, Discounted Neutral)

A large black box with a decal shaped like Shadow's head plastered on each side. Much like the other crates you can buy in this jump, this one contains weapons. What exactly does the box contain? That depends on what you've brought here, Jumper.

When you break open the Shadow Box, it will contain six weapons of your choosing. These are exact duplicates of any weapon that you have ever purchased in a jump doc, *(including this one)* but only one copy of each weapon can be spawned per box. Weapons you buy in future jumps will also be eligible to be found inside the Shadow Box.

The Shadow Rifle (600, Discounted Neutral)

The ultimate weapon for the ultimate lifeform. This edgy longarm fires orange bolts of energy that devastate whatever they hit. The Shadow Rifle doesn't come with that much ammo, but its destructive capabilities more than make up for that.

A shot from this gun instantly deletes a Black Oak, and the great Black Doom gets brought to his knees by four. Inorganic targets don't fare any better. The Shadow Rifle can make one of Dr. Eggman's massive battleships explode into bits with only a handful of shots, and the Black Tank's energy shielding doesn't hold up much longer.

Egg Breaker & Egg Dealer (600, Discounted Neutral)

Having a robot army is nice, but sometimes Eggman needs to show his legion of dumb-bots how it's done. You are now the owner of the Doctor's two most recent war machines: the Egg Breaker and the Egg Dealer.

The Egg Breaker looks like a giant Egg Pawn with one hand replaced with a large spike ball. The machine is rather quick for something that large and can create shockwaves by leaping into the air and slamming the spike ball into the ground. The spike ball can also be ejected and launched at foes, and then teleported back to the mech's hands. The spike ball hand is not the only armament the Egg Breaker has, though. It is also outfitted with eye lasers and launchers that shoot out large bombs with Eggman's face on them.

The Egg Dealer, on the other hand, is a rather odd machine. Despite the Doctor's claims, this may be the latest creation, but it's sure isn't the "greatest". On the surface this pond skitter shaped mech seems better than the Egg Breaker; being much faster and bearing a more varied and potent set of weapons. However, it's main gimmick is also its Achilles' Heel: *gambling*.

The pilot has no control over the weapon systems of the Egg Dealer whatsoever. Instead, there is a slot machine mounted on the front with three large reels and three equally large buttons. The pilot can only push these buttons themselves to stop the slot reels by ramming the vehicle into walls, damaging the mech. Each reel has a set of images that correspond to different systems. and matching three of a kind will cause the machine to activate the system corresponding to the image. Though the reels are rigged to ensure attacks keep happening, a mismatch causes the Egg Dealer to seize up and collapse for a moment. To make matters worse, the machine is hard coded to have each weapon activation benefit whomever stopped the last reel of the slot machine. That's right, this mech *can and will shoot itself repeatedly*.

As is, the Egg Dealer is rather difficult to use effectively, but there's nothing stopping a tech-savvy Jumper from fixing its odd design choices later. Anyways, here is the list of armaments and systems:

- **Missile Fever:** Launches a quick barrage of homing missiles at the target.
- **Bomb Fever:** Launches a spherical bomb at the target. The blast is about twice as wide as the Egg Dealer itself.
- **Ring Fever:** The Egg Dealer starts randomly spraying out rings for a few seconds.
- **Pawn Fever:** Ejects a handful of Egg Pawns. Cannot benefit the enemy
- **Shadow Fever:** Turbo-charges the target with chaos energy. Cannot benefit the pilot

Hero

A Box of G.U.N. (100, Free Hero)

A large, wooden crate with a white decal of a gun painted on the sides. Inside the box is one of each of the weapons G.U.N. used in their defense against the black aliens, which are listed below. Images of these weapons and more information on them are available in the weapon catalogue on page 35.

- **Pistol:** A Standard 9 mm handgun.
- **Sub-Machine Gun:** Looks like an MP5, but is cocked like a pump-action shotgun for some reason. Similar caliber to the pistol.
- **Semi-Auto Rifle:** Contrary to the name, this assault rifle is automatic. Fires a heavier caliber than the pistol or the SMG.
- **Heavy Machine Gun:** This two meter long gun is commonly mounted on G.U.N.'s "vulcanized ceramic" turrets, but is also seen wielded by some of their mech troopers. An automatic weapon, but doesn't fire that fast.
- **Gatling Gun:** Commonly mounted on the fronts of Big Foot Type A mechs.
- **Grenade Launcher:** Very self-explanatory.
- **Bazooka:** A tried and true classic. More powerful than the Grenade Launcher
- **Tank Cannon:** The main armament of a battle tank ripped straight off of its housing. The rest of the vehicle is notably absent from G.U.N.'s forces.
- **Survival Knife:** The only reasonably-sized melee weapon in the game.
- **RPG:** Laser-guided homing missile launcher that looks suspiciously like the bazooka.
- **4-Shot RPG:** Box-like homing missile launcher that has similar specs to the standard RPG, but twice the ammo capacity.
- **8-Shot RPG:** Larger than the 4-shot variant and has twice the ammo capacity.
- **Laser Rifle:** Fires green laser beams that pierce through targets and bounce off of surfaces.

Teleporter Pads (100, Free Hero)

For when you forget something, but don't want to walk all the way back. This is a set of five large, decagonal, metal platforms with a series of lights lining their borders. Whenever someone stands on one of these platforms, it will emit a bright green glow and produce a hologram displaying a diagram of all Teleporter Pads that person has stepped on previously. Tapping one of the icons on the hologram will teleport the user to the corresponding pad within seconds.

If you buy multiple of this item, all of the teleporter pads will be linked up to each other. In the case multiple people are on a teleporter pad at once, it will only display a hologram and operate for the one who stepped on it first. The person operating the pad will also be given the

option to choose whether the pad teleports just them, or everyone standing on the teleporter pad.

Heal Cannon (200, Discounted Hero)

A grenade launcher made to launch canisters of Dr. Gerald Robotnik's penultimate work, the heal unit. When this cannon's projectiles hit a surface, a blue haze explodes out from it. Anyone caught in this "weapon's" explosion will find their injuries suddenly patched up. This won't instantly bring everything to maximum health, but it's more than enough to stabilize a wounded soldier on the brink of death with a single shot. Also, it works on robots for some reason.

This healing effect has a side effect that causes mild nausea in its patients. While you could bring someone to maximum physical wellness with repeated shots from this gun, please use responsibly.

Omochao Gun (200, Discounted Hero)

A round yellow pistol that launches out copies of everyone's *favorite* tutorial character at high velocities. These robotic chao are shockingly durable and will bounce around and do serious damage to whatever they ram into. However, that is not the greatest trait of this gun. Each of these Omochaos is a pinball wizard with malicious intent, and when fired from the gun will steer their bounces in a way that causes maximum havoc. These projectiles won't hit the wielder of the gun, but otherwise do not differentiate between friend or foe. Use with caution.

G.U.N. Squadron (400, Discounted Hero)

An alien invasion can't be stopped single-handedly. A regiment of G.U.N.'s troops have pledged their allegiance to you and become your followers. Don't worry about supplying the mechs. All G.U.N. mechs are powered by chaos drives, incredibly energy-dense power storage units that were invented by Dr. Gerald Robotnik.

- **Twenty-eight G.U.N. Soldiers:** Standard foot soldiers. Typically have Pistols, Sub-Machine Guns, or Grenade Launchers. Occasionally seen holding riot shields for additional protection.
- **Twenty-one G.U.N. Beetles:** Flying robots that can have a wide variety of weapons mounted on their undersides. G.U.N. tried to stop Sonic and Shadow from using these things as Homing Attack fodder by strapping high-voltage shielding to the beetles' exteriors. This sort of worked.
- **Fourteen G.U.N. Troopers:** Beefy, green, humanoid mechs. Armed with either Semi-Auto Rifles or Bazookas.
- **Seven Giga Troopers:** Larger versions of the G.U.N. Troopers that commonly wield Heavy Machine Guns, Laser Rifles, and the various kinds of RPGs.

G.U.N. Vehicles (400, Discounted Hero)

One of each of the vehicles Shadow ~~stole~~ borrowed from G.U.N. during his adventures.

- **HMMWV:** A greenish-grey humvee with the G.U.N. emblem painted on its hood.
- **Jump Vehicle:** This small mech walker looks like a motorcycle with legs. Despite its relatively low running speed, the name is no joke. This thing can jump distressingly high for something so clunky. Don't worry about hard landings, as the Jump Vehicle has jet boosters mounted in each foot to slow its descent.
- **Jump Vehicle, but with guns:** The mounted turret on the back weighs it down a good deal, so this variant cannot jump nearly as high as the regular version.
- **Motorcycle:** A regular old Harley.

The Big G.U.N.s (600, Discounted Hero)

The government took a page out of Dr. Eggman's playbook and found the best way to defend their territory is with giant robots. You are now the commander of a small deployment of these mechs and the pilots within. Much like the other items that give you troops, these guys are loyal to you and become your followers.

- **Eight Big Foot Type A Mechs:** A large, bipedal mech with a gatling gun mounted on the front. It also has rocket boosters that allow it to fly short distances.
- **Four Big Foot Type B Mechs:** A hardier variant of the Type A. Instead of gatling guns this robot has two large missile launchers mounted on its shoulders.
- **Two Blue Falcon Mechs:** No relation to the F-Zero machine. This large, disk-shaped robot has a multitude of missile launchers distributed around its perimeter. It also has a powerful particle beam emitter that shoots out waves of destruction when charged.

Diablon & Air Force One (600, Discounted Hero)

Although Dr. Gerald's meddling gave the government fifty years to prepare for the invasion of the Black Arms; they only just recently completed their most potent fortifications. These two vehicles are G.U.N.'s last line of defense against the black aliens.

Considering the way it moves and its red color scheme, Diablon looks more like an Eggman robot than a G.U.N. mech. This hovering robot has two strong arms and is outfitted with several other powerful devices. On its shoulders are two large generators that cover Diablon with a powerful electromagnetic shield. This shielding stops all incoming harm dead in its tracks but this works both ways; Diablon's other weaponry cannot be fired without temporarily disabling this shield. On the head of the robot is a large laser gun. While powerful, this beam weapon pales in comparison to Diablon's most devastating weapon: the antimatter cannon. It takes about a minute to charge and once used will create a massive explosion centered on the mech. Thankfully, Diablon's energy shielding will prevent it from self-destructing. Doing so leaves it open to attack, though most things won't be able to survive antimatter annihilation long enough to retaliate.

The other vehicle offered here is much more simple. Air Force One is the callsign designated for the president's personal aerial transport. G.U.N. made damn sure the aircraft that would bear this name would keep the president safe during the black alien invasion. This "escape pod" is a VTOL jet plane, and has the speed and range of its contemporaries. It has no weapons mounted on it, as G.U.N. spent their entire budget on making this thing *damn-near impossible to destroy*. Despite being light enough to fly, its armor plating is strong enough to withstand continuous barrage from heavy weaponry for several minutes straight. For another point of reference, this plane is the only known thing in this world that can tank an entire clip from the Shadow Rifle and survive.

Companions

Imported companions notwithstanding, purchasing companions here won't guarantee that they will follow on your chain, but will ensure that you get to meet them on amicable terms.

Import (50 per, 200 for 8)

Most edgelords tend to be loners, but that's not a requirement. Each purchase lets you import one companion to this world, or you can pay the bulk price to import eight at once. All imported companions get an origin, a species, and 600 CP to spend, but don't get the stipend for the item section. They still have to pay the 100 CP to be a Black Oak.

Canon Character (100 per)

Any of the characters from the Sonic games you befriend during your stay here can accompany you on your chain. The robots here are also eligible for this, but good luck convincing Omega to leave while there are Eggman robots still left unexploded.

Original the Character (100 per)

With a world of endless possibilities it would be a waste to limit yourself to only the handful of characters this story focuses on. Create a companion of your own design to inhabit this jump. Their design can be as original as you want or you could create a knockoff so blatant even Ken Penders would blush. In any case, your OC companion gets an origin, a species, and 600 CP to spend on perks and items. Like with imported companions, OCs still need to pay 100 CP to be a black Oak, and don't get the item stipend.

Scrimbo the Good Alien (100)

An oddball of a Black Warrior. During the Black Comet's last visit, this alien intercepted radio signals from the planet and quickly became enamored by human culture. The moment the comet returned, he defected and set out on his own to become a hero of humanity, and ran into you soon afterwards. Unfortunately for Scrimbo, he can't speak English and his only knowledge of our culture is spaghetti westerns.

Scrimbo looks near-identical to other Black Warriors, but sets himself apart by wearing a cowboy hat and a matching pair of cowboy boots, complete with spurs. He's a crack shot with his Flash Shot, and loves to show off by twirling it in his hands like a real gunslinger. No cowboy would be complete without a trusty steed; Scrimbo brought along his pet Black Hawk, which he named "Clydesdale."

If you're wondering how Scrimbo told you all this despite not being able to speak, he's *really* good at charades. Also, he found the cowboy gear in an abandoned costume store during the Black Arms raid on Westopolis.

Big Scrimbo (100)

Scrimbo is now a Black Oak instead of a Black Warrior. He's still just as good with his gun, despite it being too small for his hands. He still has Clydesdale with him, but doesn't ride them for obvious reasons. Big Scrimbo would greatly appreciate it if you got him a cowboy hat that properly fits his oversized head.

E119Υ (200)

Upsilon here is an Eggman robot that went rogue after being discarded as a failure. This marks the third E-100 model to revolt against its master, after Gamma and Omega. He looks somewhat like a bulkier, blue version of Gamma, but with four arms, only one of which has a hand.

Like his predecessor, Upsilon has rocket boosters for slowing descent, an arm cannon which fires homing lasers, and an arm with a regular robot hand. The other two arms are vacant at the wrist and there are three other notably empty ports on the mech, one on each shoulder and one on its chest. These open mounts were an intentional design choice, and are part of E119's signature gimmick: The Armament Integration Mechanism, or "A.I.M." for short.

The A.I.M. is an incredibly modular system that allows Upsilon to readily assimilate foreign weaponry into his body. Upsilon can plug a gun into an open port and the A.I.M. will start analyzing it and modify Upsilon's body to use and maintain the weapon like it were his own. There's little limit to what can be incorporated this way, but more esoteric weaponry like that of the Black Arms will take much more time to assimilate.

However, E119Υ was abandoned for a reason. The A.I.M. has a massive flaw: Efficiency. The assimilation process is very intensive, and requires a ton of power. This heavily taxes Upsilon's power supply, and as a result he is overall sluggish in both operation and computation. Eggman determined the A.I.M. was unfit for mass-production as it was much more time-effective to just build the guns for his mechs himself.

Much like his successor, Upsilon is also obsessed with destroying Eggman's robots, though his primary motivation is to prove to the world that he wasn't a mistake. Upsilon also has a rivalry with his brother Omega, but this is largely one-sided as Omega is cool with whatever as long as the worthless consumer models go boom.

Drawbacks

Shadow the Hedge-who? (+0)

Never heard of him. You replace a canon character and take their role in the story, but you can't choose a character relevant to other drawbacks you take. You don't have to look like them or be from the same origin. Why is Black Doom human now? Who knows?

A Missive From 50 Years Ago (+0)

Instead of the regular starting time and location you start this jump at the beginning of Shadow's story, the very beginning. You arrive on the Space Colony ARK soon after the creation of the ultimate lifeform. The Black Comet is still in range of the planet, and G.U.N.'s raid on the ARK will commence not long from now. A fine chance to prevent calamity or make it happen sooner.

Rated E for Edge (+100)

Damn. You better get used to it, because you're going to be hearing that word a whole damn lot now. It's like everyone got the same word-of-the-day calendar or something. Also, neither you nor anyone else will be able to say a curse word other than "damn."

...ok fine. You get to say "hell", *once*. Use it wisely.

Amnesia the Hedgehog (+100)

Much like Shadow has, you've suffered a sudden bout of amnesia and have lost all of your memories prior to this jump. Also, for some reason you've got it in your head that the Chaos Emeralds are the key to getting your memories back. Who knows if that's actually true, but it's not like you have any other leads.

That Damn 4th... (+100)

Why does everyone here always need help finding stuff? Whenever you are looking for multiple of something, those things will always be hidden in the most difficult way possible. To further complicate matters, there will only ever be the exact number of items available nearby for you to hunt down. This somehow doesn't affect anyone else. Hope you like scavenger hunts.

Charmy Bee (+100)

A free companion's a free companion but are you sure about this, Jumper? Well, he's your problem now. This juvenile bee is one of the most annoying things in the universe, and unfortunately he's taken a liking to you. Charmy will buzz around and follow you wherever you go. More importantly, *he. will. not. shut. up... ever.* He's not that big and mostly harmless, but don't think you can get rid of him that easily. If you kill him or run away Charmy will miraculously find his way back to you within a few hours.

At the end of this jump Charmy loses this immortality and you can keep him as a companion, if you still want him for some reason.

“Smooth” Transitions (+100)

Despite being fast as sound, Shadow’s main method of transport seems to be getting randomly teleported around by Black Doom, who has now decided it would be hilarious if the same happened to you. During your stay here, you’ll be randomly warped to an unknown location on the planet on a semi-regular basis. You won’t get teleported directly into danger and it won’t happen while you’re in the middle of something, but Doom’s Eye will be there each time to gloat. If you kill Black Doom, his ghost haunts you and will keep up the teleportation shenanigans, but he’ll only be able to do it half as often as before.

Unfriendly Fire (+200, can be taken up to three times)

Jumper, what did you do? You’ve made an enemy of someone very important. Pick between Black Doom, Dr. Eggman, and the G.U.N. Commander. They now want you dead as badly as the G.U.N. Commander wants to kill Shadow, regardless of whose side you’re actually on. To help them enact this new crusade without getting blindsided by the other two factions, the total forces available to them has been doubled from what it was before; the new half being dedicated exclusively to bringing you down.

If you take this drawback more than once, you have to pick a different character each time. They’ll still be fighting each other as normal, but may eventually consider joining forces if you prove to be enough of a nuisance.

Ammo Woes (+200)

Guns are really only effective if you have bullets to put in them. It seems there’s a widespread scarcity of ammunition whenever you try to find any, and any weapon you get your hands on will have at most one clip/magazine/etc. This won’t affect anyone other than you, with any spare ammo they had being used up or just outright vanishing right before you take hold of their gun.

If your plan is to eschew firearms all together, there’s more bad news. Regardless of their actual properties, any melee weaponry you try to use will now be as durable as the ones in Shadow the Hedgehog. That is to say, it’ll break in five swings if you’re lucky. This doesn’t immediately make them any less effective weapons, but they’ll be quickly rendered useless once they snap in twain.

This Game is Bullshit! (+400)

It seems the universe itself has it out for you, almost like you were living in some shoddy videogame. Just getting yourself around will prove to be difficult, with your movements feeling slippery and imprecise. Prepare to bump into things constantly, and don’t be too surprised if

you clip through a few of them. However, your kinematics aren't the only thing that's been rendered severely jank.

Guns you use have much less consistent aiming than before, and completely lose all efficacy beyond 100 feet. To further annoy you, many enemies you come to face with will be carrying shields of some sort. These shields are effectively unbreakable and protect their holder from any incoming bullets or laser shots, even when they reasonably shouldn't. How did that Black Oak block a Shadow Rifle blast that already hit him in the face half a second ago? Screw you, that's why. The only way to circumvent this shielding is to get up close and personal and knock it out of the enemy's hand. Of course, you can't use these shields for yourself, that would make too much sense.

Ultimate Adversary (+400)

Shadow needs you dead. He seems to believe that ending your miserable existence is the key to regaining his memories, and nothing you do can sway him on this matter. Even death won't stop him for long. If you manage to take him out of the picture, he'll invariably find a way to come back soon afterwards no worse for wear. Almost like the devs need to retcon away the death of a fan-favorite character.

Shadow effectively has all of the perks in this jump except for "The Doom", and has a copy of each of the special weapons available for purchase. *(Shadow Rifle, Satellite Gun, Egg Vacuum, etc.)* To make matters worse, the power and capabilities of Super Shadow have been increased to make him a massive threat to you. Don't let him get the Chaos Emeralds, or you'll black out quicker than you can say "Damn, not here!"

Lost Impact (+600)

Although Shadow's main goal was to regain his past, some memories are better left buried. Many players of his game found this out the hard way, and now you will too.

From time to time during your stay here, you will be plagued with incredibly vivid flashbacks of traumatic memories from your past. Much like the level this drawback is named after, these reimaginings will be much more prolonged than the original event, and the flashback will not end until you complete some arbitrary goal. The exact requirements for this task will be related to the memory you are revisiting, but it will always be as frustrating and tedious for you to complete as the infamous Artificial Chaos mission was from the original game. Regardless of how long it takes you to complete your mission within the flashback, it will never last more than an hour on the outside.

Also, dying during these flashbacks means dying in real life. Good luck, have fun.

Scenarios

326

(Requires "Shadow the Hedge-who?", choosing to replace Shadow.)

That's the number of times you need to play Shadow the Hedgehog to complete "The Library", a log of all possible choices the player can make. As Shadow's replacement, you are now tasked with retracing the ultimate lifeform's footsteps, *all of them*.

You are now stuck in a time loop that starts in Westopolis at the beginning of the Black Arms invasion, and ends right after you get your hands on all seven Chaos Emeralds. In each loop you must gather in one of the 326 ways that Shadow did, helping and harming those he would have along the way. You will not be released from the time loop until all possibilities have been exhausted.

Unlike the original game, a reward awaits you at the end of this edgelord odyssey. The ultimate prize for the ultimate lifeform: The Space Colony ARK itself. This massive satellite will now follow you to future jumps, and will appear in orbit of whatever celestial body you start on.

The ARK is an orbital research facility the size of a large asteroid that was the birthplace of Shadow the Hedgehog. It was also where Dr. Gerald Robotnik performed most of his life's work, scattered samples of which can still be found aboard the colony to this day. The colony has a wide variety of facilities that G.U.N.'s research team made use of during its active years. This includes *(but is not limited to)* a massive supercomputer, a genetics research lab, and even a replica of the Master Emerald shrine from Angel Island. The ARK is surprisingly low maintenance despite being abandoned for so long, and has enough automated drones and green energy goo to keep it running steady for decades to come.

The most important gadget on the space colony is easily the biggest gun on offer in this jump, the Eclipse Cannon. This massive laser weapon is mounted on the front face of the ARK and is powerful enough to shatter planets when fully charged. Of course, getting it to that maximum charge level is no easy feat. The Eclipse Cannon does not run off of the rest of the colony's power source, but is rather made to be powered by the seven Chaos Emeralds. The cannon doesn't need all seven to work, but it charges exponentially faster the more emeralds are present.

All Hail Jumper

(Requires “Shadow the Hedge-who?”, choosing to replace Shadow.)

Filling out the entire Library is rather excessive. That requires befriending and betraying everyone you meet over and over throughout hundreds of time loops. All for what? Just filling out a checklist? Rather than filling out the entire thing, you are instead tasked with completing the Library entries that match your origin. Similar to “326” you are stuck in a time loop and won’t be released until you’ve championed your cause in all the possible ways that Shadow did.

When you complete this task you will be given a large base to follow you in future jumps, complete with all the facilities and troops it would need to keep running. What exactly you get depends on which segment of the Library you completed. Helping Black Doom conquer humanity gets you your very own copy of the Black Comet, stopping the black aliens’ invasion gives a massive underground fortress like the one G.U.N. has, and overthrowing the robot empire nets you Dr. Eggman’s subterranean Lava Shelter. Like with the regular items that grant troops, all of the personnel/robots that come with these bases are loyal to you and are considered followers.

Endings

Whether you saved humanity from destruction, helped the Black Arms bring about ruination, or something else entirely, your time here has come to an end and your drawbacks have been revoked. All that remains is one final choice...

Wandering's End

All things must come to an end eventually. Take all that you have gathered thus far and return home, Jumper.

Severed Chains

After everything that you've done here it would be a shame to just leave. All your affairs from whence you came will be sorted as promised, and you shall remain here for the rest of your days.

The March to a Darker World

There is nothing left to do here, but there is more to be done. Move onwards to another world and continue with your chain.

Catalogue of Weapons

The damage values given here describe how many of Shadow's homing attacks it would take to equal a single hit from that weapon. For reference, Shadows ingame punches and kicks are equal to half of a homing attack, and Chaos Blast is equal to six.

Weapons from this game are classified by the general method they use to deal damage, rather than what exactly comprises the mechanism. e.g. The Pistol and the Light Shot are both considered "guns" even though one fires metal via percussion cap cartridges and the other uses biomechanical technology to shoot energy bolts.

- **Gun:** Standard projectile weapons that fire either semi-automatically or full-auto.
- **Cannon:** Slow-firing weapons that launch a projectile of some sort that explodes on contact with a solid surface.
- **Reflector:** Similar firing mechanics to regular guns, but projectiles shot by these weapons bounce off walls and other solid surfaces to hit multiple targets.
- **Missile:** Laser-guided weaponry that fires homing projectiles. Can lock onto and fire at several targets with a single pull of the trigger.
- **Melee:** Any weapon that damages by physically hitting the target with it. The "ammo" value for these is only relevant if you take the "Ammo Woes" drawback, and denotes how many times the weapon can damage objects before breaking.
- **Vacuum:** Sucks up objects like the name implies, but this does not need to be achieved by literal vacuum forces. The "ammo" count denotes how many person-sized objects the weapon can inhale or launch before being rendered useless.

Black Arms

Image	Name	Type	Damage	Ammo per Clip	Automatic?	Shots to Kill Black Doom	Shots to Destroy Air Force 1
	Light Shot	Gun	1	20	No	50	400
	Flash Shot	Gun	1	20	Yes	50	400
	Ring Shot	Gun	2	20	No	25	200
	Heavy Shot	Gun	2.5	30	Yes	20	160
	Black Barrel	Cannon	2	8		25	200
	Big Barrel	Cannon	4	8		13	100
	Splitter	Reflector	2	20	No	25	200

	Refractor	Reflector	2.5	20	No	20	160
	Worm Shooter	Missile	4	6		13	100
	Wide Worm Shooter	Missile	4	18		13	100
	Big Worm Shooter	Missile	8	6		7	50
	Black Sword	Melee	2	6		25	200
	Dark Hammer	Melee	3	6		17	134
	Vacuum Pod	Vacuum	Variable	20		N/A	N/A

Eggman Empire

Image	Name	Type	Damage	Ammo per Clip	Automatic ?	Shots to Kill Black Doom	Shots to Destroy Air Force 1
	Egg Gun	Gun	1	20	No	50	400
	Egg Bazooka	Cannon	4	6		13	100
	Egg Spear	Melee	1	6		50	400

G.U.N.

Image	Name	Type	Damage	Ammo per Clip	Automatic?	Shots to Kill Black Doom	Shots to Destroy Air Force 1
	Pistol	Gun	1	10	No	50	400
	Sub-Machine Gun	Gun	1	20	Yes	50	400
	Semi-Auto Rifle	Gun	2	30	Yes	25	200
	Heavy Machine Gun	Gun	3	30	Yes	17	134
	Gatling Gun	Gun	3	40	Yes	17	134
	Grenade Launcher	Cannon	2	6		25	200
	Bazooka	Cannon	4	6		13	100
	Tank Cannon	Cannon	8	4		7	50
	Laser Rifle	Reflector	1.5	20	No	34	267
	RPG	Missile	4	6		13	100

	4-Shot RPG	Missile	4	12		13	100
	8-Shot RPG	Missile	4	24		13	100
	Survival Knife	Melee	1	6		50	400

Special

Image	Name	Type	Damage	Ammo per Clip	Automatic?	Shots to Kill Black Doom	Shots to Destroy Air Force 1
	Samurai Blade	Melee	8	8		7	50
	Satellite Gun	Missile	9	8		6	45
	Egg Vacuum	Vacuum	N/A	30		N/A	N/A
	Omochao Gun	Reflector	5	20	No	10	80
	Heal Cannon	Cannon	-0.5	20		Uhhh...	Very N/A
	Shadow Rifle	Gun	16	20	Yes	4	25

Notes

- They're not officially called Mobians in the games, but I don't know what else to call them.
- It's uncertain whether this world is actually Earth or not, but Japan is explicitly mentioned in Shadow the Hedgehog, so there's that.
- The exact damage and health values were determined by ingame experimentation. Though Air Force One's HP was approximated via the Shadow Rifle.
    - How literal you treat this data in your own chain is for you to decide.
    - Black Oaks come in 12 health and 16 health variants in the game. As the description states you have the indestructo-palms, that makes you the 16 health variant.
    - Black Doom has exactly 50 health, btw.
- The proper spelling is "submachine gun", but the official name of the weapon is hyphenated according to the wiki.
- I was considering making all the perk and item names direct references to library entries and other things from the game. I decided to go with simpler titles instead, but a few references still remain.

Changelog

- v0.3
    - Added clarification in the wording for Super Jumper for how it interacts with chaos powers.
    - All items can be imported now. Samurai Blade's import note removed as a result.
    - Added "A Missive from 50 Years Ago" drawback and "All Hail Jumper" Scenario.
- v0.2
    - Minor spell checking and rewording.
    - E119 Upsilon's description shortened slightly.
- v0.1
    - Document created