

SONIC'S QUEST FOR POWER



Welcome to Sonic's Quest for Power! This setting is hybrid between Sonic and Megaman X. With elements of Dragon Ball Z mixed in.

1000 SP

ORIGINS



Mobian: Organic Good Guys

Replid: Robotic Good Guys

Maverick: Bad Guys

PERKS



General:

Secondary stuff (Free): This is things that come with whatever origin you have chosen. Mobians gain the spin dash, Reploids and Mavericks gain a buster and saber. And every origin gets the ability to breathe and talk in space, despite there being no oxygen in space.

Powered Up (Free*, 100 SP): The way the world works here is similar to that of Dragon Ball Z. However, this was only doable with D. Light's Upgrade process. That's what this perk is an upgrade to your abilities. This perk allows you to keep up in the more grandiose battles that occur here. In other words, it enhances your combat skill and power, and grants you the ability to fly. Free for you to have here, but 100 CP to keep it and to take it with you.

Demon Form (100 SP): A new form for ya. This one increases your overall attributes by half and you look like a three fingered entity with razor sharp claws.

First Orb (100 SP, Requires Powered Up): Deep inside you a strange power awakens. It empowers you increasing your battle prowess a bit. And improves several perks found here.

Second Orb (100 SP, Requires First Orb): This is a step up from the first orb. Now your powers are on a new level. Just like the first orb it improves several perks here.

Third Orb (500 SP, Requires Second Orb): The final upgrade...This is beyond anything that the second orb can bring. This is unbelievable power now at your control. This is a Capstone Booster, why is it so pricey? Hehe you'll see why below. But trust me it's worth the price.

Mobian:

Sonic Speed (100 SP, Free for Mobian): The iconic ability of Sonic the Hedgehog. Now you too can run around at the speed of sound. This also includes the light speed dash, light speed attack, bounce attack, fire somersault attack and the boost ability.

Breakdancing Fighting Skills (200 SP, Discount for Mobian): Sonic's Fighting style. A very initiative way of fighting. Using speed, agility, and flexibility to perform attacks that makes it look like you're dancing. Fighting this can confuse your enemies. As a bonus you know how to break dance.

Mechanical Summoning (400 SP, Discount for Mobian): When Dr. Light said the upgrade process would result in side effects, he was probably referring to new powers. With this perk the power you have obtained is called Mechanical Summoning. Mechanical Summoning is the ability to summon any sort of mechanical weapons from guns and swords to shades and jet boards which are more powerful than the regular ones. Make your shots count.

True Super (600 SP, Discount for Mobian): In the Sonic universe super forms are achieved through the power of chaos. This is commonly done with the aid of the Chaos Emeralds. Now you don't need that. True Super is super form that does not require chaos emeralds. While in this state your abilities have greatly improved.

First Orb – Berserk State: Your anger it gives you more power but you are not in an uncontrollable rage state. No, you're in complete control of yourself. You can still think and plan but your attacks have been vastly improved

Second Orb – Semi-Hyper: You told them, not to do it. You warned them about the darkness inside of you. They didn't listen. Now whatever anger you were hold back has been unleashed. This is Semi Hyper. Semi-Hyper draws from your rage. As a result, your attacks are not only stronger and faster, but they also have a fear effect to them. Your enemies will see a shadow of yourself roaring at them at the end of each combo you do. Also, you can create portals to deliver other attacks, including devastating finishing move that launches several energy balls and beams at your target.

Third Orb – True Hyper: Well, that does it. Whoever it was that angered, has pushed you too far. The third power orb has granted you the final form of True Super. True Hyper Form. If you thought Semi-Hyper was crazy...this is something else. True Hyper takes what True Super and Semi Hyper can do and combine them. You can create portals, use energy blast, and even have the fear effect from Semi-Hyper. You can shoot an electrical attack from your eyes that seem to trap your foes in sphere of electricity and then push them away from you. You can summon shotguns and rapid fire them by doing a spin dash. Any sword you summon with Weapon Summoning becomes a powerful rune inscribed blade that has some sort of mystical power empowering it. You can dual wield giant ranged weapons like the giant energy canons you can summon with Mechanical Summoning. The sword you summon can split into two massive blades. You can also shadow clone yourself with 4 shadows of yourself to attack your foes with you and deliver an energy beam attack.



Echidna Strength (100 SP, Free for Mobian): Knuckles is really strong, he can lift boulders and bust through steel crates no problem without the aid of a super form. This will also include the Maximum Heat Knuckles Attack, the ability to swim (Yes something this mundane is rare in the sonic world.) and Knuckles' Dig ability.

Echidna Fighting Style (200 SP, Discount for Mobian): There's a reason why he's called Knuckles. Its because of the spikes on his fists. As a result, he learned how to box. Now you to know the basics of Boxing. Stay light on your feet, and don't forget to duck and weave.

Flaming Knuckle (400 SP, Discount for Mobian): When Dr. Light said the upgrade process would result in side effects, he was probably referring to new powers. With this perk, the power you have obtained is called Flaming Knuckle. In addition to access to fire related attacks. You can also conjure flames that transform into miniature duplicates of yourself to attack an enemy and blow up. Turn up the heat.

Fire Super (600 SP, Discount for Mobian): A super form that has a strange connection to fire. Similar to Sonic's True Super form. Knuckles' True Super, which we will call Fire Super, is white and like Flaming Knuckle is connected to the power of flame. What makes this one so different is that your unarmed melee attacks 20 times stronger than Sonic's True Super Form and have a emit a special type of energy that makes it feel like they're on fire.

First Orb – Power of Metagen's Hammer: Somehow you have obtained a duplicate of Metagen's Hammer. Metagen forge the Chaos Emeralds with it. So, it has access to some chaos powers. It can also summon a Metagen shaped specter to attack an enemy, think stand except everyone can see it and it disappears after one attack. It also grants lightning abilities.

Second Orb – Burning: Your super form is now getting a bit too hot to handle. In fact, it looks like you're on fire! This is Burning. This form is on par with Semi-Hyper. Burning Form increases the potency of your unarmed attacks and Metagen's Hammer. But the biggest benefit from this form is the flames. At will you can manifest balls of fire around you. These flames can be launched at an enemy or be used as a shield. They can also create fire constructs.

Third Orb – Inferno: Well Now. You are on another level now. You know your Fire Form? Now meet its True Hyper level. You can manifest white flames on your fist to make your punches

devastating attack your foes, launch fireballs at your foes with the same white flames, and summon mini clones of yourself similar to Flaming Knuckle; except these clones can be used to deliver a beatdown attack then explode after a minute, instead blowing up after one attack. Metagen Hammer can summon Metagen Duplicate to fight along side exactly like a stand. All of your fire attacks are vastly improved and you emit an aura of fire that at your command can burn any foe that gets too close. Burn your foes to the ground!



Power of Chaos Control (100 SP, Free for Mobian): Granted every Mobian know about chaos control. Some know how to use Chaos Control. But very few are masters of it. You know how to use this technique on the same level as shadow. This will also come with chaos spear, and Chaos Blast

Kung Fu (200 SP, Discount for Mobian): Shadow moves and martial art seem to mimic kung fu. But instead of Chi or ki, he uses Chaos Control. It seems like he incorporates some Taekwondo in there but it is mostly Kung Fu.

Chaos Fusion (400 SP, Discount for Mobian): When Dr. Light said the upgrade process would result in side effects, he was probably referring to new powers. With this perk, the power you have obtained is called Chaos Fusion. Chaos Fusion is a more powerful version of Chaos Control. Not only is Chaos Fusion ten times more powerful than chaos control but also allows you to summon the legendary weapon called the Chaos Blade, at will of course.

Chaos Super (600 SP, Discount for Mobian): A super form whose focus is on the powers of chaos. With it your abilities over chaos control have been multiplied. And Your mastery of Chaos Fusion is even greater. The damage you can do with the Chaos Blade have greatly increased.

First Orb – Dark Power: Unlike Sonic whose powers come from a combination of emotions, summoning and using Technological weapons. Shadows abilities comes from focus and Chaos energy. This first upgrade gives you access to some Chaos Control based attacks that shadow doesn't access to normally such as Chaos Typhoon which unleashes a torrent of wind and energy. Death to all who oppose you!

Second Orb – Specter: Shadow's answer to Semi-Hyper. Granted this power is not really from Sonic's Quest for Power but the idea operates on the same level. This form draws from the negativity dwelling within you. Whether it be from something traumatic from your past, a certain surge of anger, a hatred toward something or something else entirely. This form will draw from it.

Third Orb – Reaper: Whatever was inside of you that you tried to keep under lock and key has been release. All of your negative emotions now fuel you to reach a truly terrifying new form. Instead of golden shining form, this form and dark shade of crimson and jet black. This new form of yours may not have the weapon summoning of True Hyper nor the fire-based abilities of Inferno; Reaper has magic. No, I mean legit spell casting. Conjuring up typhoons, summoning meteors, etc. Let all those who mess with you regret it. For you are truly the ULTIMATE LIFEFORM!



Reploid:

Incorruptible (100 SP, Free Reploid): X's morals are air tight, so is yours. It is impossible for you to be corrupted by an outside influence. No mind control, nor hypnotism, nor possession will be able to force you to act against your morals and goals. So let them try to twist your morals, they will always fail.

Charge Shot (200 SP, Discount Reploid): X is a good shot. This fact is true for you now. However, the biggest thing that you'll obtain from this perk is the legendary charge shot. From now on any energy weapon, that isn't a laser; will have the ability to charge up and fire a bigger projectile.

Variable Weapon system (400 SP, Discount Reploid): Variable Weapon system also known as Master Weapon or simply weapons, is one X's most iconic features. Whenever you beat a particularly powerful opponent you will obtain a weapon based off of the opponent's abilities. The possibilities of what you can obtain with this perk, are nearly endless.

Ultimate Armor (600 SP, Discount Reploid): This armor is end all, be all of X's Armor upgrades. Your Buster Gun destructive capabilities has improved greatly. You can fly, use a saber, and any special attacks you have acquired can be charged up to unleashed a more powerful version of said weapons, meanwhile normal versions of these weapons can be used any normal of times without needing to wait for it to recharge.

First Orb – Dr. Light's Hope: This power orb has unlocked functions that were once though sealed away. This makes it clear. Dr. Light made you to protect humanity and lead it into a brighter future. Because of this the other weapons that X once had are now available to you.

Second Orb – Improve Armor Functions: Well...this is new. Your Ultimate Armor now makes you look more like a miniature mech than an a Reploid. The armor now arms you with a larger buster cannon, a gatling laser, missiles, and a hover device on your back. Lock and load Jumper, Lock and Load.

Third Orb – Omega Armor: Sometimes peace can't be achieved with diplomacy. There are those who just want to see the world burn. This is why Dr. Light kept this feature hidden away. But now there is no other choice. These irredeemable foes must be put down permanently. And with the Omega Armor that is doable. This armor has the functions and abilities of every armor that X has ever used, this even includes the Street Fighter skills and the Golden Chip. But please only use this for good.



Calm Mind (100 SP, Free Reploid): When you're fighting violent reploids, also known as Mavericks you can't panic. You can't let your emotions overwhelm. You can't hesitate. You must do what needs to be done. This perk allows you to remain calm. This doesn't just apply to combat this also includes any other his stress situations.

Swordsmanship Skills (200 SP, Discount Reploid): You have a buster gun yes, but you truly shine in melee combat; specifically, swordsmanship.

Saber Skills (400 SP, Discount Reploid): Zero has his own type of Variable Weapon System, but his is about learning special attacks. After beating a boss level enemy, you will learn some special technique from it. Let it be spin slash, a like rising slash (shoryuken but with a sword), or a downward thrust. As long as you have beaten a boss the possibilities endless

Black Zero (600 SP, Discount Reploid): Similar to the Ultimate Armor you to have an "Armor" of your own to use. Your defenses and striking power have been doubled; and you can move twice as fast. You can destroy normal enemy projectiles with a swing of your saber. You also have a buster gun, not as powerful as Ultimate Armor's gun but still powerful.

First Orb – Dr. Willy's Ambition: Dr. Willy Created you in order to destroy Megaman. Unfortunately, he didn't live long to see if you succeeded or not. But this orb makes it clear that if he had been around, he would have seen you beat the original Megaman, no problem. You now have all of Zeroes moves, and weapons (His sabers).

Second Orb – Zero Virus: Funny thing about you is that you originally had a virus inside you that was supposed to cause robots to go berserk. Then it went to Sigma, then it evolved making him go Maverick. Somehow you got infected with and you were fine. In fact, all it did was make you stronger! Now your attacks twice as strong when you are in your Black Form. In addition, you can now shoot sword beams, that can slice through several robots with ease.

Third Orb – Absolute Zero: There is something about Dr. Willy. On one hand he's a bit comical. The mustache twirling mad scientist that wants to take over the world. On the other hand, he made this. Using all of his Designs and Schematics of the previous robots he made to grant a powerful form to you. You have wings on your back and claws from your hands. What scarier you have access to the weapons, abilities, skills, and memories of all those robots; granting you not only more power but also an unpredictable fighting style. You can switch between elemental properties, sabers, and even fighting style on the fly. Dr. Willy is a strange one, but you can't deny his genius.



Eggman's designs (100 SP, Free Reploid): Unlike Zero or X you were not made by the two rivals Dr. Light or Dr. Willy. You were made by Dr. Eggman. You have high reaction time.

Energy scanner (200 SP, Discount Reploid): You have the useful ability to scan and detect energy signatures. You can even pinpoint their exact locations.

Metal Type (400 SP, Discount Reploid): You're not just any Eggman Robot. You're a Metal Type. One of the robots that's supposed to be a duplicate of one of Sonic's friends. As a result, your skills and attributes seem to match whomever you are the metal counterpart to. Don't let this go to your head though, you can still be beaten by the original article.

Super Mode (600 SP, Discount Reploid): The one thing that separates you from other versions of Metal Sonic is your Super Form. While the others imitate the effects; you can actually achieve a Super Form, called Super Mode. While in this state.

First Orb – Best Sonic Model: You are no longer just any Metal Type robot. You are now a Metallic duplicate of Sonic the hedgehog. You can fly/run up to speed equal to the blue blur himself. You can also shapeshift in a way. As in you can turn into a puddle of metallic goo and take a new form of something that you have seen before, like a person for example. Use this power as you see fit.

Second Orb – Metal Sonic Copy: One of Metal Sonic abilities. He can scan a person or creature and obtain data on them and add it to his own capabilities. By scanning and copying another being's life data, be it either robots or organic creatures, Metal Sonic can immediately and flawlessly mimic other people's skills and abilities, such as Chaos Powers, ESP, super strength, invisibility, etc. This power is now yours to use. A bit of warning though this power isn't absolute there. You can mimic the abilities of others, but you don't have the experience of using them that they have. You have to practice the newly copied abilities on your own time.

Third Orb – Perfect Egg Robot: Metal Sonic. One might say he is Sonic's most dangerous enemy out of all of Eggman's robots. You however are a perfected idea and design of Metal Sonic. Every attempt to make a metallic Sonic Duplicate merged into one being: You. But Eggman didn't stop there. He took as much function from other robots he made integrated into your body and programming. E series, Badnicks, Egg Gunners (Robots from Sonic 06), Metal Knuckles, Mecha Knuckles, Tails Doll. ALL of them into you. Your super form Has evolved because of this. No longer are limited to sabers and buster guns. Anything that any of Eggman's robots can do you can do. One might say that the only reason why Eggman hasn't succeed is because of Sonic. If you have the desire to help Eggman on his quest of world domination, you might be able to handle the blue blur.



Maverick:

Maverick Ability (100, Free for Maverick): What makes every maverick dangerous is not only that they are willing to harm the innocent in order to get what they want. But also that they have an unusual ability that will help them accomplish this goal. In most cases it is an elemental ability. As such you to have a special ability that fits your personality.

Elemental Combat Skill (200, Discount for Maverick): Reploids all have some sort of special property about them. When a Reploid becomes a Maverick, those properties become elemental ability. With that in mind it would be a good idea to develop a fighting style to go with the new found powers. With this perk you can create a new fighting style with any elemental powers that you have.

Commander (400, Discount for Maverick): You're a good leader. You have a knack for strategy and tactics.

Top Maverick (600, Discount for Maverick): There are Mavericks. Then there's you. You are on the same level as those bosses from Mega Man X. You are stronger, faster, and more durable than most of Mavericks. Don't let it go to your head though. You can still be defeated. But it will take a lot to do so, You are now equipped with special equipment and gear that will improve your overall combat performance.

First Orb – Back from the Grave: When you are beaten and destroyed, your remains can be retrieved and be rebuilt. Effectively brought back to life. This can only be done once per jump. Post Spark this can happen infinitely.

Second Orb – Dark Upgrade: Not only is your new form darker in design but it also allows you to temporarily do away with your morals and hesitation in order to get the job done. Also, you are much mor stronger now.

Third Orb – Prime Form: When you were rebuilt, you have been upgraded, that much is true. But I think whoever did might have done a too good of a job it. Your skill, weapons and abilities seemed to be on par with Ultimate Armor X. In addition, you also have access to the abilities of Magma Dragoon, Storm Eagle, Blaze Heatnix.



Genius Intellect (100, Free for Maverick): You are an absolute wiz at robotics, engineering, and computers. Simply put you are a genius. Don't let it get to your head though.

You Fool! (200, Discount for Maverick): Fool! You fell for it! So will others with this perk. As long as you appear innocent and helpless you can lure others to fall right into your trap under the illusion that they are saving you. Hehehe. Suckers

Corruption Power (400, Discount for Maverick): Corruption Power. While you don't necessarily need to be corrupted or evil to use this ability, the idea is basically the same. Whenever you are infected by an outside force trying to influence you, you get stronger. This can be possessions, Mutations, or even being corrupted by some outside force. Let their attempts to control you be your benefit. Problem is that it will still affect your mind. So if you are corrupted too much you will lose yourself

Battle Body (600, Discount for Maverick): While under Sigma's control, Tails developed power armor for him to use in combat. Granted it looks more like a mech with a buster cannon. Now you own one of your own. You can summon and equip it at will. May now seem like much, but quite a boon. Its durable enough to withstand blows from True Super Sonic, strong enough to put True Super Sonic on the ropes, and fast enough to react to any Mobian in a super form.

First Orb – Mystic Machinery: This is an Upgrade to the Battle Body. While the Battle Body can stand with stand attacks from True Super Sonic, it can be destroyed against a Berserker True Super Sonic. This not only improves it to be able to stand a duel against Berserker True Super Sonic, it can even beat it. Also comes with a special energy device that can lock targets in stasis until you deactivate or are defeated.

Second Orb – Technomancy: This power is fitting. Don't ya think? Now you can control Technology with your mind and can even hack with your mind as well. With this ability you can pilot vehicles and mechs better than you could before. For now, technology can be considered an extension of your being now.

Third Orb – Mechanized Giant: Your new body has been added several new features to it. Basically, every vehicle, device, weapon, or robot (Yeah, he made some robots) has had their features add it to this armor. Also, it has been mystically enhanced. But what's most important here is that the Corruption Power no longer affects your mind. In fact, if you were under Sigma's Control, you're free. You are you again. TIME FOR SOME PAY BACK! But first to be more specific here when I say every vehicle that Tails made, I mean it. It doesn't matter whether it's from the games, comics, cartoons, or the anime. If the two tailed fox made it it's added to this new battle body.



Veteran Fighter (100 CP, Free for Maverick): Before you were Maverick, you were a Maverick Hunter. Those skills haven't disappeared when you decided to change sides. With this perk you have the skills for combating mechanical foes.

Hacking knowledge (200 CP, Discount for Maverick): Hacking knowledge

Virus Body (400 CP, Discount for Maverick): Your consciousness, has its own body. That body is in a form of spectral virus. As long as this body isn't destroyed you can always come back by entering a new robot body or by possessing someone else.

Ultimate Form (600 CP, Discount for Maverick): Your opponents must be put in their place. This new form can help with that. Twice as large as the average Reploid, this form is powerful enough to make a crack in the moon. You can fly, shoot energy blasts, and have sharp sword that can cut through steel easily.

First Orb – Power Source Assimilation: The Chaos Emeralds and Master Emeralds. Such interesting artifacts. They seemed to be just oversized jewels. Yet they have energy. Energy that you can use. This perk will allow you to absorb and assimilate with whatever power sources you find without much trouble. Just as long as you don't go too far, and try to absorb the power of something like the Big Bang and you should be fine

Second Orb – Overcharge State: Some times you need some extra oomph to your attacks. Luckily you this ability allows you to turn off certain limiters to overclock your functions causing them to increase efficiency of them. Thus, making you strong and faster. But don't stay in this state for too long other wise you may tire yourself out.

Third Orb – Final Form: ENOUGH IS ENOUGH! You did not get this far just to fail! Time to bust out the big guns. Concentrate and channel you power to achieve your Final From! You can teleport now. Your abilities have been improved ten times over. X's Ultimate Armor state is no problem for you. Zero's Black State won't be able to make so much as a dent into your armor. It would take a True Hyper Form to come close to matching you! But don't make the same mistake as Sigma. You let your guard down, you might be signing your own death warrant.



ITEMS:



General

Awesome Soundtrack (100 CP): The soundtrack of the series, Sonic's Quest for Power

An DVD set of Sonic's Quest for Power (100 CP): This is a DVD collection of the series; Sonic's Quest for Power comes in anime style animation and its original style.

An DVD set of Sonic's Quest for Power Jumper edition (100 CP): This is a DVD collection of the series, Sonic's Quest for Power that includes your interference comes in anime style animation and its original style.

Mobian:

Iconic Attire (100 CP, Free for Mobian): This piece of clothing or outfit matches your personality always. It always seems to be clean and in good condition. In addition, whenever you are wearing it, you seemed to have an aura of confidence to you

Chaos Emeralds (200 CP, Discount for Mobian): The seven servers are the servers of chaos. Chaos is power enriched by the heart. These are not THE Chaos Emeralds but replicas that are just as powerful...though they do not have the potential to become Super Emeralds. With the, you can achieve a super form or use them as a power source for machines.

Shrine (400 CP, Discount for Mobian): This is both a place to recharge any ancient artifact that you have and a flying island that can be a base of operations. After this jump it can be attached to your warehouse or appear in the sky



Reploid:

Communicators (100 SP, Discount for Reploid): Small Devices that will allow you to communicate with others as long as they have a communicator themselves.

Upgrade Capsule (200 SP, Discount for Reploid): This capsule can be used to unlock latent powers that are dwelling within a person. You can use this on anyone in later jumps.

Laboratory Base (400 SP, Discount for Reploid): This base is both a Laboratory and the Maverick Hunter Base. It has a map that will show key locations of the world you are in and as well as a portal to take you to those locations. After this jump it can be attached to your warehouse



Maverick:

Parts (100 SP, Free for Maverick): Spare parts that you can use to repair yourself and your allies.

Combat suit (200 SP, Discount for Maverick): A suit of power armor that can be used for combat. But not as strong as the Battle Body perk.

Moon Hideout (400 SP, Discount for Maverick): A base that is on the moon. Also comes with a moon if you wish. Here you can build things and lay low until the heat dies down. But don't rely on this method for too long. Someone will catch on. After this jump it can be attached to your warehouse



COMPANIONS:



Import (50-200): You might need some help to survive this place so why not buy some! Spend some of that CP to get some companions to help you. Pay 50 CP to import or create a companion or pay 200 CP to import or create 8 companions. They get a background of their choice and 600 CP to spend on perks, powers and items. You can pay more to give your companions more CP.

Sonic (100): The fastest thing alive and the Protagonist of this Setting

Knuckles (100): Protector of the Master Emerald

Shadow (100): The ultimate lifeform and Sonic's rival

Tails (100): A two tailed fox, genius, and Sonic's Best Friend

X (100): X is the last creation of Dr. Light and Protector of Humanity

Zero (100): Zero is an S ranked Maverick Hunter

Cyber Metal Sonic (100): A combat robot made by both Dr. Eggman and Dr. Light.

SCENARIO:



You think that the plot of Sonic's Quest for Power is not enough for you? You want some more? Well, try these challenges on for size! Each Scenario has its own reward. Think you are a bad enough Jumper to for the task? Then this section is for you.

Axl joins the fray!: Before X and Zero go after the remaining bombs, they give you an assignment. Go into the city and find Axl. He should be fighting against some of Sigma's forces. Find him, tell him what's going on and recruit him. Simple as that. Problem is that the area Axl is in, is teaming with Sigma's forces and he might need some help. Get there, clean house, and recruit the youngest Maverick Hunter to aid you in your jump chain.

Reward – Axl: Axl joins you. Unlike X, Axl's skills are purely in ranged attacks and weaponry. He doesn't use a saber of any kind and prefers guns. However to keep up with Zero and X his weaponry has been given quite the upgrade courtesy of Dr. Light. Now his guns hit with same force as a fully charge Mega buster.



Sonic's True Power (Requires the purchase of Sonic as a companion): Sonic new powers are amazing yes but maybe he can go beyond. Turns out his quest for power isn't over yet. This one is an odd Scenario. Instead of fighting something or someone, you just need to help Sonic to transform into his other super forms without the need for Chaos Emeralds, World Rings, Caliburn, the moon, or whatever. The goal is to Help Sonic to obtain the "True" Versions of his other super forms. These Super forms are: Dark Super, Fleetway Super, Darkspine, Excalibur, Werehog, and Ultra. True in this sense means you can transform into these forms without any outside help. Each has a specific requirement to unlock with a vague hint about them:

Dark Super: Tap into the darker aspects of chaos

Fleetway Super: Confront your darkside and triumph

Darkspine: Unlock the secrets of the Arabian nights

Excalibur: Prove your worth to the Holy Grail

Werehog: Harness the moon

Ultra: Seek the secrets of the Acorn Family.

Okay now here's what you need to do for each:

Dark Super: Darker aspects of chaos? Okay this clearly means the power of the chaos emeralds. In order for Sonic to unlock True Dark Super Sonic must meditate and be able to harness and control negative energy from the chaos emeralds. This will result in him fighting a dark shadowy figure that looks like Super Sonic. Help Sonic defeat it and True Dark Super Sonic will be obtained.

Fleetway Super: Similar to the above but much more dangerous, because to fail would spell out the doom of Mobius. Sonic must fight against the part of him that he kept locked away. His insane dark side of himself and win. You must be there to help win against the entity called Fleetway. Fleetway seems to

enjoy combat a bit too much and seems to get stronger as the progresses. Makes sense since this is Sonic's dark side and Sonic did obtain quite the upgrade during his adventure in this setting. You need to help Sonic to beat this thing. Defeat it and True Fleetway Super Sonic is in the bag

Darkspine: For this one it's time to head back to the Arabian Nights. What you need to find out is the location of Aladdin, for that is that world's version of Sonic the Hedgehog. He knows where this secret is: The Cave of Wonders. But Aladdin hasn't been found in years. So, you need to ask around about him until you get his location. Once you found him as him about the Cave of Wonders. He'll give you the location. Once there you must make your way to lowest floors to find what you are looking a room where it looks like 7 rings can fit in. The world rings are still in Erazor Djinn's Castle. Go there to retrieve them but it seems like Erazor Djinn has returned and has found out about your plan. Race back to the cave with the rings before Erazor can get there. Place them in their appropriate spots and the cave will grant you "The Secret that you seek" which in this case is True Darkspine Sonic. Defeat Erazor Djinn to gage how much powerful this form is to normal Darkspine Sonic.

Excalibur: Well, its clear you have to go back to the Arthurian Legends. But what does 'Prove yourself to the Holy Grail' mean? Well to ease your worries this does NOT mean to be the winner of the Holy Grail War. What it means is that you have to go through a series of tests left behind by the real king Arthur (who is in fact the Sonic the Hedgehog of this world and has been stuck in Caliburn this whole time). BTW once you start this you cannot back out. The first test is the test of combat: defeat each member of the round table. Next is the test wit: solve a riddle. Then the test of speed: out run a spectral horse to the finish line. The finally the test of the heart: Prove that you are heroic by having Excalibur look at your soul to judge you (This one you don't have to worry, Sonic passes this one easy). When pass these tests, Excalibur will dub Sonic worthy of the true power of the Knights of the Round Table...but King Arthur wants to test you himself. Prepare to essentially face Excalibur Sonic using your other True Super Forms. Defeat him and you'll be handed your own Excalibur. However, this one seemed to be created out of some of Sonic's essence. With this sword Sonic can become True Excalibur Sonic

Werehog: This one is a bit strange. How does one 'Harness the moon'? The answer to this lies inside a haunted mansion, with a pair of ghosts trying to impress a lady ghost, by taking pictures of people they have scared. Simply make your way to the lady ghost for information about becoming a werewolf in the day. She will be shocked and ecstatic about this. She will then tell you about the moon shrine underneath the mansion. Get to the shrine wait for the full moon and have sonic transform into Werehog and done. True Werehog is has been unlocked

Ultra Sonic: The hardest of the bunch. Because Sonic has never went Ultra before. And the Hint is so vague that even Tails and Knuckles is stumped. Sonic on the other hand knows exactly what it means. He says that they need to go to Knothole. Once there Sonic will ask for Sally. After sometime Sonic tells Sally what he's here for. Turns out in order for Sonic to obtain this True Ultra Form, he needs to face against a truly powerful adversary. We'll call him Enerjack. Enerjack is an evil being of chaos power that wanted more power. When he was sealed away, he took a powerful artifact that grants the user power beyond Hyper form. So, to unlock True Ultra Form Sonic must engage in a long and grueling fight against Enerjack. Well, when you feel ready tell Sally. There will be a ceremony where Enerjack is released and appears before you. For some reason he looks like Sonic but green. The way to beat him is for Sonic to use each of the super forms he has obtained backwards. So, True Excalibur, True Dark Spine, True Fleetway, and True Dark Super. Then True Super, True Semi Hyper, and finally True Hyper to finish him

off. Enerjack fights similarly to Sonic, Shadow, Silver, and Knuckles. He can use the power of chaos to fire beams, throw energy bombs, cause explosions, stop time, summon winds, and use Psychokinesis. By now Sonic is more than ready to take him down, but it doesn't hurt to help anyways. With him beaten Sonic will absorb the artifact (it looks like an amulet by the way. And the effects are permanent) True Ultra Sonic is now available for Sonic to use at his own leisure. True Ultra Sonic is just a white version of Super Sonic and his eyes are golden

Reward: Well Sonic is now powered up. And the abilities of these super forms are pretty impressive.

To see them in action, look [here](#).

Megaman Reawakening (Dr. Light): After Sigma's defeat, Dr. Light picked up on an old signal. Turns out to be from his first creations, including the original Megaman. Dr. Light Explain:

"Before you X, I created a robot named Rock. He was my lab assistant...and my son. When Dr. Willy tried to take over the world, he reprogramed 8 robots that I had created for good of mankind. I thought they were destroyed, but now there is no doubt. This signal is MEGAMAN! Please go to location of the signal and bring him here."

With you mission now known you got to go to Dr. Light's old lab. But it won't be easy as it sounds, in fact it is very complicated. When you get to Dr. Light's old lab the place looks to have seen better days. In the basement you'll find Mega man asleep. But for some reason you can't wake him. A console nearby asks for an activation code. With no idea what it is, you might as well look for clues. What you find is a deactivated construction robot reactivating.

???: "Wha-Mega man. No, You might look like him but you are not him"

X: "You are partially right I am Mega Man X."

???: "Mega Man X huh? I'm Gutsman by way. So why are you here?"

X: "How long do you think you were offline"

Guts Man: "Like a week?"

X: "It has been at least 100 years."

Guts Man: "100?! No...then that means"

X: "Yes Dr. Light is well, not dead but he definitely does not have his normal body anymore. But Dr. Light has made the world a bit better for everyone but we need your help to reactivate Mega Man.

Guts Man: "Oh yeah the activation code. Mega was worried someone would get try to duplicate him so he hid himself away and deactivated himself."

X: "Well...I would like to see my brother awake again."

Guts Man: "Not gonna be easy. And I don't know where to look....I GOT IT!! Roll would know where to look."

Gutsman points to a capsule next to X this one activates without an access code and out of it comes seems to be a blonde girl.

???: Hmmm WHAT THE?!

Guts Man: Easy there, Roll. We got a situation here

Roll: I'll say YOU'RE AWAKE AND THERES SOME ROBOT MASTER INTRUDING THIS PLACE!!!

X: Robot Master???

Guts Man: No! Roll. This is X.

Roll: Wait. X? Oh my goodness! You're Dr. Light's last creation. Designed to protect humans from danger.

Guts Man: Wait you know him?

Roll: Not Personally. But I know what you are here for. My brother had deactivated himself to prevent people from gaining access to his copy weapon feature. The only way to activate him is to find and reactivate the 8 robot masters who have the access codes. But it seems like someone does not want that happening, because I am picking up some kind of robot protecting each Robot Master

X: Must be a Maverick.

Guts Man: Well, it doesn't take a genius to figure out what to do now. Go take out those Maverick, reactivate the Robot Masters, come back and wake up Megaman!

Roll: Yes...Cut Man, Ice Man, Elec Man, Oil Man, Fire Man, Time Man, Bomb Man, and Splash Woman.

X: Roger

Well, you have your mission. Sigma has sent some old friends to prevent you from waking up the Robot Masters.

Cut Man is in a forest area in America. He is being guarded Boomer Kuwanger

Ice man had hidden himself away in the frigid parts of artic. He is being guarded by Chilly Penguin.

Elec Man location is kind of ironic. He is in a power plant guarded by Spark Mandrill

Fire Man and Oil Man are in the same location: the same factory that Flame Mammoth was in. Guarded by Flame Mammoth.

Time Man is actually in the ruins of Dr. Wily's first fortress. He is being guarded by Cyber Peacock

Bomb Man is in an airport near the Maverick Hunter Base. He is guarded Shining Firefly.

Splash Woman is in a sea base in the Pacific. Guarded by Volt Catfish

Once you have freed and awaken all of these Robot Master, they will give you the access codes to wake Mega Man.

Reward – Mega Man, the Robot Master, and Old School Power Up: Well, seeing that you woke up them up and saved them from the Mavericks; Guts Man, Roll, Cut Man, Ice Man, Elec Man, Oil Man, Fire Man, Time Man, Bomb Man, and Splash Woman will want to join you. In addition, so does Mega Man. And as a final reward you have access to all the weapons that Mega Man had from Mega Man 1 to 10.

Mega Man Reawakening (Dr. Wily): After Sigma's Defeat Zero receives a prerecorded message. "Zero if you are getting this message, it means that I am dead. But there are more important matters to settle. Come to my lab." Along with the message Zero will receive of a set of coordinates. Go to the location and arrive at an abandoned fortress with a massive skull on it. Now you have to make your way through the fortress and get to the top. Once at the top a new message will play once Zero. "Zero it would appear that my attempts to ensure that Robots are treated as equals to humans have gone to far. I have deactivate one of my creations. To prevent him from being infected with the Maverick Virus that I have created. Look after your brother: Bass" A hidden Capsule will open waking up the Robot inside Bass

Reward – Bass and the first Robot Masters: For waking up Bass he will want to join you. Mostly to get stronger to be surpass Mega Man. In addition Wily's first Robot Masters will also be coming with you. Metal Man, Air Man, Quick Man, Bubble Man, Heat Man, Wood Man, Flash Man, and Crash Man. Good Luck. They might need some time to adjust.

Search for Protoman! (Must have Complete "Mega Man Reawakening (Dr. Light)" and "Mega Man Reawakening (Dr. Wily)": With Bass and Mega Man working together, they noticed someone is missing: Proto Man. Dr. Light suggests that Proto Man must've hid himself away for the same reason as Mega Man. The only way to find him is to rely on the data that Dr. Light's and Dr. Wily's Robots have on the Mysterious Robot. From what you can gather Proto Man is either in Egypt or deep underground. The area you want to look for in Egypt would be the Space labs that Dark Necrobat once called home. An Underground area to check for, would be the Gallery owned by Armored Armadillo. Either way go to the location and Bring Mega Man with you. If you are in the right location you will hear a [whistle](#). Then he'll appear before you. For warning Mavericks have been sighted in both locations so prepare for a fight.

Reward – Proto Man: With Mega Man reunited with his brother he asks him to join him in coming with you. Proto Man will agree.

Sonic Team Quest For Power: Well Sigma was busy. Just when it looks like you have finally beaten Sigma, it turns out he had backed up his consciousness into another body and he had amassed an army of robots to destroy the world. Sonic, Knuckles and Shadow are not going to be enough. We need the entire Sonic Crew to beat this guy. The goal of this scenario is to get each of the following characters to realize the powers that dormant within them:

Tails: Seeing his encounter with sigma, didn't go so well the first time, it would be a good idea for tails to go through the same power up process as Sonic

Amy Rose: Amy must be the first female of the Sonic Crew to go through the power up process. Dr. Light has no idea how this process will affect female.

Vanilla and Cream the Rabbit: This is more of a precaution than an actual recruitment

Big the Cat: Yes, you are reading this right. Big the Cat must be powered up in some manner

Silver: Silver saw what Sigma action will do to the future if the maverick remains alive.

Blaze: Sigma has taken an interest with the Sol Emeralds

Marine: Well, if Sonic and Blaze are going, she's going

Rouge: She can help. The power up process might make her stealthier.

Omega: Less of a Power up and more of an upgrade process.

Espio, Vector, and Charmy: Seeing Knuckles was a member of Chaotix they decided to help out

Emerl: Fun fact Emerl simply became G-merl from Sonic Advance 3. Anyways Sensing that Cream is going into dangerous territory he joins the fight.

Sonia: Sonic's sister heard about this Sigma. She wants in

Manic: Sonic's brother heard about this Sigma. He wants in

Queen Alana: Once she got word of her son's whereabouts and what was happening, she immediately demanded to help.

Sally Acorn: As the leader of the Freedom Fighters and one of Sonic's old allies she feels like it's her duty to join in on this.

Thankfully Sigma will constantly be sending more of his forces to try and destroy you, which can be used to test the limits of each of these characters abilities. However, the real challenge of this scenario will be getting these characters to the power up capsules. Yes, Capsules as in plural. Each Character's Capsule is located someplace in this setting's world. Unfortunately, each station is guarded by Sigma's Goons. So, you might want to assign Sonic, Shadow, Knuckles, Cyber Metal Sonic, Zero, or X to escort these characters to their capsules and keep them alive. Note that you don't have to do this all at once. Use the following info to help you find the capsules:

Tails: Tails' Capsule is located in the same area where he and sonic first met.

Amy Rose: Amy Rose's Capsule is one the little planet...Finding the little planet is the real challenge

Vanilla and Cream the Rabbit: Their Capsule is in a Chao Garden.

Big the Cat: You actually need to fish to find a key to his capsule because it is in the ruins of the Egg Carrier

Silver: Silver's Capsule is in Soleanna

Blaze: You have to look in the Sol Dimension

Marine: The little racoon's in on the island where Sonic First encounter her

Rouge: Hilariously Rouge's Capsule is on Angel Island. Near the Master Emerald. Yeah, better make sure Knuckles is escorting her to her Capsule otherwise the Master Emerald might be missing.

Omega: His upgrade is located in Eggman's old Pyramid base (From Sonic Adventure 2)

Espio: His is somewhere in cyberspace (Specifically the area where Shadow worked with him in Shadow the Hedgehog)

Vector: His unfortunately is located on the ark, in the computer room

Charmy: His capsule is located on Prison Island

Emel: Emel's Capsule is on the Death Egg along with his old body.

Sonia, Manic and Queen Alana: Their Capsule is located in their old kingdom.

Sally: Hers is in Knothole

Once they have been through the same process that Sonic was put through, get into fights with Sigma's new army. Keep this up until everyone including Shadow and Knuckles enters their version of True Hyper.

Reward: Well Not only do you get the satisfaction of seeing Sigma's defeat a second time but now all those characters I mentioned are now ultra-powered and coming with you on your Jump Chain. Their new True hyper state includes energy blast, an increase in attributes and some abilities that unique to each person. They are as follows:

Knuckles: Inferno. Well Now. You know your Fire Form? Now meet its True Hyper level. Knuckles can manifest white flames on his fist to make his punches devastating attack your foes, launch fireballs at his foes with the same white flames, and summon mini clones of himself similar to Flaming Knuckle; except these clones can be used to deliver a beatdown attack then explode after a minute, instead blowing up after one attack. Metagen Hammer can summon Metagen Duplicate to fight alongside exactly like a stand. All of his fire attacks are vastly improved and he emit an aura of fire that at his command can burn any foe that gets to close. Burn to the ground!



Shadow: Hell Reaper. Whatever was inside of Shadow that he tried to keep under lock and key has been release. All of his negative emotions now fuel him to reach a truly terrifying new form. Instead of golden

shining form, this form and dark shade of crimson and jet black. This new form of his may not have the weapon summoning of True Hyper nor the fire-based abilities of Inferno; Hell Reaper has magic. No, I mean legit spell casting. Conjuring up typhoons, summoning meteors, etc. Behold the ULTIMATE LIFEFORM!



Tails: Genius. A terrifying combination of his possessed battle suit and his original Super Form, taken to a new level. Despite it looking like his normal self but wearing a cape and darker shade orange. Don't be fooled just like Sonic, Tails has his own form of Mechanical Summoning called Technological Mastery. With it Tails can not only summon weapons but also various forms of technology; mechanical fists. It can also enhance and upgrade any vehicle he is currently operating. He can also, conjure up tiny drones to attack with. The only limit that these powers have is Tails' Intellect. But that's as normal Tails; what about in his new Genius state? This is where things get interesting. Those drones are now upgraded to robots armed with guns and swords to use. He can call forth the Battle Body that Sigma forced him to make and use it; granted it has been modified to his liking. This form uses Tails knowledge and mechanical expertise to its full advantage. Hence the name Genius.

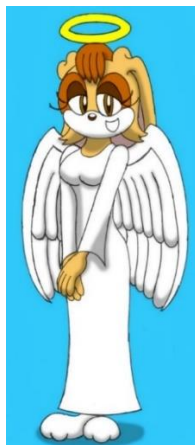


Amy Rose: Full Bloom. Amy's True Hyper has very flowery theme. It also looks a bit like a magical girl. Heck when she transformed into this state for the first time, she went through a magical girl transformation. DON'T BE FOOLED! Amy's unarmed attacks can hit with the force same force as True

Hyper Sonic's. Her new ability; called Rose Fury, allows her to summon razor sharp petals to slice her foes, use magic to attack and heal, and improved her hammer into a more powerful Warhammer and she can change its form at will. Forms of the hammer include but not limited to, a sword, a spear, an axe, a bow that when pulled creates arrows, and a staff (Both the mystical and martial arts kinds.). But in her Full Bloom State this becomes terrifying. Those petals can now slice through an Egg Carrier, her hammer smash/slash through building now problem, and she can summon vines of thorns to whip you with. Yeah, don't be fooled by its girliness this is one form that you do not want to be fighting against.



Vanilla: Angel. Vanilla is not one for violence. So how did she obtain her new True Hyper Form? Trying to protect her daughter of course. Her True Hyper Form reflects this disposition of hers. Her abilities are focused on protection and healing instead of combat. She can heal others with a form of magic, an aura that passively heals her and others in it, she can erect barrier around others to protect them from attacks. This ability has been dubbed Mother's Protection. In Angel Form though the healing effects are stronger allowing her to restore limbs that she or her allies have lost. But do not be fooled, every good bone can be broken with enough force. Should one actually make her angry enough to attack back, prepare for a world of hurt. She can unleash pillars of light to damage foes should be in her more anger state.



Cream: Magical Girl. Aww, how cute. But don't be fooled by the cuteness of Cream's new True Hyper Form. She has empowered Cheese and several nearby Chao to be able to attack alongside her. This because of her new ability Chao Chaos, which allows her to empower any allied Chao to be able to fight. But this new form not only empowers that ability to the point the Chao become Chaos Chao when empowers; it also grants Cream several Magical Girl style attacks. Mostly rainbows and butterfly attack. She's basically a Powerpuff Girl in this form, making her dangerous cutie to be fighting against. Especially considering that she can create tornado. Oh yeah, she can make tornados now.



Big the Cat: Savage Big. Who knew Big can be so...Scary? Good news he only assumes this form when angered. Bad news anger is one of the ingredients to achieve True Hyper Form. More good news Big is still a good guy while in this state, just a bit scary. Big takes the form more akin to a tiger than a domestic cat. His eyes turn red, his teeth get sharper, he gains claws and gets a bit muscular. He as fast a Sonic's Running Speed in the air, his durability and strength are 20 times fold. Outside of this nothing much more except enhanced senses and his fishing pole becomes a flail. But hey this is Big we are talking about here. He's okay with just this. His new ability was just called Beast, which adds bestial abilities for him to use. This new look form is just Beast that is always on and improved. Yikes.



Silver: Psionic King. Psychokinesis is Silver's greatest asset. Now he's a top tier Psionic. This comes with all forms of Psionics; which is his new ability. And all of those Psionic abilities are at terrifying levels. He can read a person's mind from a great distance away (maximum distance being the other side of a planet). He can lift a building with telekinesis no problem. Basically, Accelerator from A Certain Magic Index meets Super Saiyan. He can also perform a variety of psychic attacks these range from messing with a person's perception of reality, tossing objects with telekinesis, tossing the foe around like a rag doll, using psychokinesis to perform a slashing attack.



Blaze: Wild Fire. Blaze's Pyrokinesis has grown to the point that she could be mistaken for being an avatar of Iblis. This is because of her new ability: Sol Fire. Which allows her to utilize her fire abilities in ways she never thought possible. She can summon tornados of flames, unleash a torrent of magma, fire a beam heat, large creatures made of lava. In her Wild Fire state, she could burn down an entire city in matter of minutes. She's immune to any form of heat even one that would be a problem for most super forms. She burns! Can't hold her down, like a fever she'll take you down!



Marine: Leviathan. Okay Marine's True Hyper form may look like just an ordinary Super Form. Except for the fact that the dress is now blue and water seems to be summoned whenever she attacks. Because this form is known as Leviathan. Which funny because her new ability is called Sea Scourge. With it she can call upon the power of the oceans and attack with it. In her new Leviathan state this power has been increased to being able to straight up create Tsunami at will and more importantly the mystical creature of the sea, Leviathan. Hence the name of this form. The sea is a harsh mistress ever more so when Marine is like this



Rogue: Vampire. Well, the Process it took for Rouge to achieve True Hyper had some unforeseen...side effects. Because she now seems to be more akin to a Vampire than a normal bat. Fitting considering that her True Hyper Form is called Vampire. Which is actually the name of her new power, Vampirism. Her attacks can drain vitality from her foes, she also has blood related attacks and abilities. She call forth a swarm of bats to attack her foe, hypnotize weaker will foes with her gaze, and a terrifying shriek attack that will leave her opponents both scared and disoriented. That is in her normal form. As Vampire, she can straight up take the life essence (Blood, oil, water, etc.) out of a target and use it against them. Let it be as projectiles or as weapons. And those bats she summon can merge together can create Pteropus a giant bat.



Omega: E-Infinity. Omega had found the blueprints and schematics for all of his fellow E series. As a part of his upgrade process, he had add those features to his own. The result was E-Infinity Omega. From Zero and E-101 Beta to E-123 Omega every ability that those robots had is now a part of him. May not sound like much but now imagine that with a new muscular frame that can support all these features and ultra-charge them. When he assumes this form all safeties are off, those weapons of his are primed to kill and you best hope...not pointed at YOU.



Espio: Umbra. Espio is not one for big, flash and dramatic powers. He prefers to operate more like a ninja. Luckily this True Hyper Form helps with that. Umbra grants Espio a new ninja outfit. That's not all, he can preform a plethora of Ninja Techniques that create shadow constructs that he can use as weapons. This ability is known as Shadow Warrior. But in Umbra form Espio can turn invisible and can even teleport from within his shadow and literally move through the shadows and appear somewhere else that in shadow. Silent is golden for a ninja



Vector: Rocker. Vector on the other hand doesn't care about subtlety. He wants everyone to know he got new found powers and that he gonna use them to take down all criminal organizations that he comes across. His upgrade granted him the ability called Sound Brute. Which allows him to use a slew of sound related attacks, but it isn't enough. Enter Rocker. Vector's sound related attacks are much more

stronger, he gains a strange bubble gum grenades attack (Spitting out several bubbles made from pink bubble gum that explodes on impact), and guitar. The guitar can be used as a normal guitar where it can create sonic wave attack and cause an eruption of Pyrotechnics that are more akin to explosions from a rocket launcher. Also, the Guitar can be used as an axe. ROCK ON VECTOR!



Charmy: Swarm. This form is.... not that different from normal Charmy. I mean sure he's a darker shade of orange but nothing much from there appearance wise. Ability wise though, Charmy has control over insects, ALL OF THEM! What's worse these creepy crawlies have been empowered enough to stand equal footing with chao. So imagine the normal house fly smashing against with the same force as a punch. Painful right. Now image a swarm capable of the same thing coming at you. Much scarier right? Swarm also makes Charmy exceptionally stronger and faster. Nothing too crazy right? Well, he can also conjure up a swarm of bees of his own. So yeah, beware the Swarm, which is the name of the ability.



Ermel: Master! the Ultimate Gizoid. Ermel has undergone a very severe change when he obtained his True Hyper Form. In this state he is known as Master!. Master! can copy any skill from whatever opponent he fights with very little exceptions. In addition, he has access to ALL of his skills from Sonic

Battle and the abilities of Gemerl. The strangest thing about this Hyper Form is that it also grants Ermel a duplicate of X's Buster Gun. And a Beam Saber that emits a prismatic aura.



Sonia: Banshee. Sonia's True Hyper Form is similar to Sonic's with a few key exceptions. All of her attacks has a chance to deafen her targets, her physical attacks hit harder, and she is not as fast as her brother's Hyper Form. She also has shriek attack that will disorient her targets but most strange of all is her singing. When Sonia's singing can buff allies, dampen and confuse her opponents. In addition, her keytar gun can also fire powerful blast that can destroy a few skyscrapers completely. This ability is dubbed Siren's Song and the singing effect has a range of 10 feet. In Banshee form the range of effect of her singing has been increased to a mile.



Manic: Fissure. You know Manic might have gotten the short end of the stick when it comes to his Hyper Form. He looks like he's in a normal Super Form. That is until he starts summoning boulders. Manic, in addition to the usual increase Strength and Durability, has obtained Geokinesis. He has power of the element of earth. Normally this ability only works on the ground and only uses the earth to attack with,

he can't summon rocks or boulders spontaneously. In Fissure form he is no longer restricted to fighting on the ground. Fighting in the air he can summon mounds of rock and stone to lob at his foes. On the ground he can cause earthquakes.



Queen Aleena: Paragon. When Queen Aleena enters her super state, she is equipped with an armor and sword. The armor and weapon are part of her ability called Warrior Royal, which allows her to manifest armor to protect herself and melee weapons to attack with. When entering her True Hyper State, she is also restored to her youth. As a young woman Aleena is as fast as her son Sonic (in his True Super state), as Strong as her daughter Sonia (in her True Super state), and she can fly. Her sword can shoot sword beams and her shield can create barrier around her. The real big thing about this she can conjure sword constructs, that she can control telepathically. All Hail Queen Aleena!



Sally Acorn: Empress. The Sword of Acorn, Shield of Knothole. Both great artifacts. But now they are unrequired for Sally Acorn. She has her ability Acorn Legacy. She can call upon the aid of her ancestors

to fire beams of light and summon energy blades to attack with. Her new True Hyper Form grants her a shield and sword of her own. Empress as its called. The sword can fire sword beams, the shield can reflect attacks. She can also call upon constructs of warriors to do a rushing charge attack at her foes. All Hail Sally Acorn!



Maverick Hunters Upgrade (requires the completion of “Axl joins the fray!” and “Sonic Team Quest For Power”): Well Seeing Sonic and his friends got upgrades why not the Maverick Hunters? X and his fellow Maverick Hunters have detected another backed up consciousness of Sigma and he is in a new body. Instead of amassing an army he took the survivors from the previous scenario and made them stronger. Sonic and his friends need time to rest from the previous battle against Sigma. Dr. Light has prepared several capsules to upgrade the following Reploids to obtain their Hyper Form. Also Cyber Metal Sonic must be upgraded this way as well. However each of the upgrades must be obtained by searching for them in the areas of defeated Mavericks.

X: X’s Upgrade would be located in the jungles of where Web Spider once was

Zero: Zero’s Upgrade is in Split Mushroom laboratory

Cyber Metal Sonic: Hilariously Cyper Metal Sonic’s Upgrade is in Cyber Space, where Sniper Anteor was

Axl: Axl’s Upgrade is in an Air Fortress of Storm Owl

Spider: Spider’s Upgrade is in the Snow Base of Frost Walrus

Steel Massimo: Massimo’s Upgrade is in the Volcano of Magma Dragoon

Marino: Marino’s Upgrade is in the ruins of Jet Stingray’s Marine Base.

Cinnamon: Cinnamon’s Upgrade is on a Military Train. Surprisingly not that hard just ask for train cargo number 45 and your set.

Reward: Okay maybe this time Sigma won't come back. In addition to see Sigma beaten a third you will also be accompanied by the Maverick Hunters who have access to the following Hyper Forms.

X: Omega Armor. Sometimes peace can't be achieved with diplomacy. There are those who just want to see the world burn. This is why Dr. Light kept this feature hidden away. But now there is no other choice. These irredeemable foes must be put down permanently. And with the Omega Armor that is doable. This armor has the functions and abilities of every armor that X has ever used, this even includes the Street Fighter skills and the Golden Chip. X is still a bit hesitant about combat but this an emergency



Zero: Absolute Zero. There is something about Dr. Willy. On one hand he's a bit comical. The mustache twirling mad scientist that wants to take over the world. On the other hand, he made this. Using all of his Designs and Schematics of the previous robots he made to grant a powerful form to you. Zero has wings on his back and claws from his hands. What scarier Zero has access to the weapons, abilities, skills, and memories of all those robots; granting him not only more power but also an unpredictable fighting style. He can switch between elemental properties, sabers, and even fighting style on the fly. Dr. Willy is a strange one, but you can't deny his genius. Zero is proof of that genius



Cyber Metal Sonic: Final Metal Sonic. Metal Sonic, one might say he is Sonic's most dangerous enemy out of all of Eggman's robots. You however are a perfected idea and design of Metal Sonic. Every attempt to make a metallic Sonic Duplicate merged into one being: Cyber Metal Sonic. But Eggman didn't stop there. He took as much function from other robots he made integrated into Metal Sonic's body and programming. E series, Badnicks, Egg Gunners (Robots from Sonic 06), Metal Knuckles, Mecha Knuckles, Tails Doll. ALL of them into him. His super form Has evolved because of this. No longer are limited to sabers and buster guns. Anything that any of Eggman's robots can do he can do. One might say that the only reason why Eggman hasn't succeed is because of Sonic. Should he have the desire to help Eggman on his quest of world domination, he might be able to handle the blue blur. But the fact is, he doesn't.



Axl: Vanishing Axl. Axl's White Armor fused with his Stealth Technology creates this mode for him. In addition to being hard to hit. His shots are more powerful. Also, somehow, he has gained access to the abilities of the Ninetails, a powerful Maverick who has attacks that imitate some streetfighter mover. But the name of this state is called VANISHING Axl not Ninetails Axl. So where does the Vanishing part come in? Well, he can enter a state of invisibility yes but he also has teleportation where he can teleport behind a foe and deliver an execution shot. Nothing Personal Kid.



Spider: Jackpot. Spider is a gambler through and through, though he likes stealth. Unlike Vanishing Axl though his Hyper Upgrade has nothing to do with moving in silently, no. His is about the element of surprise. In this state he'll have a deck card that he draws from. From that card the weapon that is on it will appear he can even throw the cards as an explosive projectile. Sound simple and not that crazy. That is unless he gets a flush then the weapons that make up that flush will turn into a super weapon. This state does the usual increase the damage capability and durability but a real high roller has to take risks right?



Steel Massimo: Aegis. Steel Massimo's Hyper Form changes him from a large knight Reploid to a large Dragon Reploid. Replacing his axe for a sword. So his seemed offensive capabilities have been diminished based on his new weapon. You would be wrong! He now has a breath weapon of fire, lighting, acid and liquid nitrogen. His tail can smack with great force. He also terrifying roar. But what makes this Form so impressive is its defensive capabilities. It will take a lot to put a dent into its armor and can erect barrier around Massimo and create barriers for his friends and allies.



Marino: Assassin. Marino already looks like a ninja, specifically a Kunoichi but now her speed and skills with her blades have improved tremendously. She slash 10 time within a second and her sabers have been vastly improved. In addition, she seems to have developed some sort of Ninja Magic. Being able to summon spout of fire, geysers of water, blades of wind and bolts of lighting with a few gestures.



Cinnamon: Master Medic. Cinnamon is a medic. So of course most of her abilities are geared towards healing. Her Hyper state is just an improvement of this ability. At least that what it should be. It also granted her the ability to fly and to sedate her foes with tranquilizer attacks. The doctor is in. She is ready to operate.



Super Mario Bros Z, The Quest For Power: You know the plot of Super Mario Bros Z? Basically, Most of Sonic's friends have been killed by an advance version of Metal Sonic called Metallix. Sonic and Shadow

must team up with Mario and Luigi to defeat him. Well in this case Metallix is a failed Cyber Metal Sonic that obtained the data and knowledge from all the robotic Foes Sonic and Megaman (Classic and X) have defeated. He now seeks the Chaos emeralds to empower himself to utilize ALL of these abilities in what he believes to be his ultimate form. Good News Sonic's friends aren't dead, better news If you have complete Sonic Team's Quest For Power, they are ultra-powered. Bad news Metallix has found what is left Sigma (If you beat the above Scenarios he's hanging by a thread.) and has made a deal: Upgrade Metallix further and he'll repair Sigma's body. Sigma agreed and now Metallix is very powerful and might require more fire power to defeat him.... Like powering up Mario and Luigi. Now you are going to take Mario and Luigi to one of the power up capsules. After that you will have to keep Metallix away from any artifacts or items of power. Does sound too bad. Its not like the Mushroom Kingdom has any powerful items that can empower a person. Well Except the Stars...and the Shine Sprites...and the Crystal Shards...Okay never mind the Mushroom Kingdom has PLENTY of items that fits the bill! Beat Metallix once and for all before he gets too powerful. First you need to find Mario and Luigi's Capsules. Good News they are in Peach's Castle. Bad news they are out of power and need a recharge. Worse news only power stars can recharge them and you need 20 of them. Good news they are in the castle just hidden. Find them and Power Up Mario and Luigi. Bad news in order for Mario and Luigi to obtain their True Hyper forms they have to overcome some personal demon of theirs:

Mario: Here's surprising fact. Mario has a dark side that he keeps a secret. For it is too powerful and dangerous. It seeks nothing more than the destruction of all of the Mushroom Kingdom. He calls it Devil Mario. In order for Mario to unlock his True Hyper he must confront this darkside and beat it. This will require Both you and Mario to enter the mindscape of the older plumber. Be warn though. Even though Devil Mario doesn't use the same power ups as normal Mario, he makes up for it in martial mastery and brutality. It will feel like your fighting a Mortal Kombat character than Mario. Defeat Devil Mario and Mario will obtain his True Hyper.

Luigi: Luigi's issues with his fear is not too bad but his other issue of feeling inferior to his brother is bad. The only thing holding Luigi back from his True Hyper state is his confidence. Enter his mental world and fight the embodiment of his doubts and with the aid of the Dream Luigi defeat it. This will unlock something grand within the green plumber.

With that done go forth take down Metallix and this time hopefully put an end to Sigma. Don't worry he is truly gone this time.

Reward: Well in addition to the Mario Brothers, Peach, and Daisy joining you. You have developed an affinity for Fire and Lightning. Meaning you can fire balls of Fire and Lightning at will from now on! Let's call this **Jumper Bros.** In addition, Mario and Luigi have access to their True Hyper Forms

Mario: Finale Hyper. After conquering his dark side (Devil Mario), Mario's abilities have increased to a degree that he thought impossible. His martial skill and power are on True Hyper Sonic's Level. But the biggest improvement here is his fire abilities his fire balls are now the size of boulders and fire beams of heat energy. Here We Go!



Luigi: Brave Thunder. Luigi has dealt with a lot of scary things in life. Despite all that, he still goes through with it because he wants to help his brother. This form is a reflection of this. Sure it may look like his Mr. L costume but make no mistake this form increases Luigi's martial skill and power to Inferno Knuckles' level and allows Luigi to utilize his Lightning abilities in ways he never thought of. Let's A Go!



Exterior's Arrival (Requires the completion of the other Scenarios): *It appears that you have completed every challenge that was in this jump. You are greeted by your benefactor.*

Well, that's that. I got nothing left for you...Jumper? You, okay? Wait do you feel that?

You feel slight chill running down your spine. As if something was watching you. It must be nothing. Then you hear IT. A snickering raspy voice. This was not a prank by your benefactor. Something was definitely wrong.

No it can be.

Finally! Free at last! (Translation: Finally! Free at last)

Then you see a mental image of a being that looks like Sonic but he looks... off



What's this? It seems like there are more souls here than the last time I was here. How fun! (What's this? It seems like there are more souls here than the last time I was here. How fun!)

Noticing your presence, it then talks to you

Hello. You're new. I am in a good mood. So I'll let you leave with your life. (Translation: Hello. You're new. I am in a good mood. So I'll let you leave with your life.)

You demand to know who or what it is.

Me? I Am G O D! (Translation: Me? I Am. G O D!)

NO, YOU ARE NOT!

Then who am I? (Translation: Then who am I?)

You are the demon Exterior!

Regardless, I have some wonderful new toys to play with. (Translation: Regardless. I have some wonderful new toys to play with.)

Sensing malicious intent with that sentence: You tell Exterior that you won't let him!

Heheheheh. You are an idiot jumper if you think you can take me on. But fine. I'll humor you for a moment. You wish to defeat me for what reason? Power? Bragging Rights? Money??? HAHAHAHAHAHAHAH

At Wellzine, I'll be waiting~ (Translation: Heheheheh. You are an idiot jumper if you think you can take me on! But fine I'll humor you for a moment. You wish to defeat me, for what reason? Power? Bragging Rights? Money???? HAHHAHAHAHAHAHA! Well, fine. I'll be waiting~.)

Okay WHAT THE HELL WAS THAT?! I was sure that I kept that monster under lock and key. Its okay Jumper you don't have to worry I can handle- WHAT?! You want to fight Sonic.exe aka Exterior?! Why?!

You tell your benefactor that you want to get rid of Exterior

Wait you want to help get rid of this thing once and for all? Well okay but be warned. Exterior is a powerful foe. How powerful? Well, it took Fleet Way Sonic to defeat him. It took Devil Mario to defeat him. Both of those are powerful dark side to Sonic and Mario. Sure, if you have all of the six good guy capstones plus capstone booster you would only be able to win. However, this is Sonic's Quest for power and Exterior has been getting some upgrades. So, he might be equivalent to either Kefla or Golden Freiza in terms of power! That is not what makes him a dangerous threat, he tends to utilize psychological attacks and fear tactics to mess you up before going for the kill. Also, HE'S A MINOR REALITY WAPPER! So yeah, that is what you are dealing with! Now are you sure you still want to do this? If so.... Just head to Green Hills. He'll be there trust me. After that is all up to you. Good Luck...you'll need it.

Your funeral Jumper? But thinking about it now. Once I defeat you, I'll become a jumper? Oh all those souls, so little time. (Translation: Your funeral Jumper. But thinking about it now. Once I defeat you, I'll become a jumper. Oh, all those souls, so little time.)

Reward:

You see Exterior convulse as if he was reacting violently to something

(Basically giant wall)

He explode in a flash of light as everything turns to normal.

Yes. Yes! YES! Way to go Jumper you got rid of him! I must say I didn't think it was possible at first. Okay what should I give you as a reward? I got it. Seeing there are other forms that Sonic obtains thanks to the Sonic's True power Scenario, and you can't get any of them. How about I grant you access to them. Dark Spine, Excalibur, Dark Super, Fleetway, Hell even Ultra! All for you as a thanks for helping me!!! Also I will grant you the powers of that all of Sonic's Friends had acquired through the Sonic Team Quest For Power scenario. We'll call it **Jumper [Jus]**. Enjoy

DRAWBACKS:

Clumsy (+100 SP): Whoops. That was embarrassing. With this drawback you will be periodically slipping and tripping on your feet, and possible accidentally dropping things.

A Bit Cheesy (+100 SP): Your speech is a bit...silly. You try to hard to be edgy and cool that you just come off cheesy. In other words you're now a chuunibyou. Good Luck

Girly Scream (+200 SP): When you get scared you let out a girly scream. This both embarrassing and hindering because it will also mean that when you see some danger you have to fight the urge to scream.

Horde of Enemies (+200 SP): I thought this setting was inspired by Dragon Ball Z not the Matrix. Now you'll be facing three times the enemies during your stay here and they all want you to fight you.

Smarter Enemies (+300 SP): Before your opponents will only charge at you and try to over power you. Now they can plan better and set up ambushes.

Stronger Enemies (+300 SP): Now all mooks are strong as mini bosses, mini bosses are like bosses, etc. Your foes have gotten stronger.

Even Playing Field (+400 SP): Without this drawback enemies will be relatively easy to deal with because they can't power up like you can. Now they can. They can even unlock a true hyper form given enough time and stimulus.

No Outside Items (+400 SP): The name speak for itself. You can't bring any items except for the one purchased here

Perkless (+500): You won't have any perk, except for what your purchased here

Sigma's Ire (+500 SP): Sees you as a threat. He wants you dead. He will deal with you by bringing back any maverick that he can come across.

ENDING:

[Go Home](#)

[Stay Here](#)

[Move On](#)

NOTES:



By SonicCody12

Some perks combination can result for some devastating effects, some examples include:

True Super + Fire Super

True Super + Chaos Super

Fire Super + Chaos Super

True Super + Fire Super + Chaos Super

Ultimate Armor + Black Zero

Ultimate Armor + Super Mode

Black Zero + Super Mode

Ultimate Armor + Black Zero + Super Mode

This is just a few... I will release a separate document listing them all and what the effects.