

Sonic the Hedgehog Archie Comics JumpChain

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Ten years ago, the Mobian Kingdom of Acorn won the Great War against their nemeses, the Overlanders, thanks to the help of a turncoat warlord - Julian Kintober of House Ivo. Warlord Julian, however, was no pacifist. After a time of peace and the dissolution of the armed forces, he and his army of robots seized power, imprisoning the rightful King in the mysterious Zone of Silence as he styled himself Dr Ivo Robotnik, the new dictator. He renamed the seat of power - the city of Mobotropolis - to Robotropolis, and transformed all that stood in his way into mindless robots. A small group survived the coup, and reorganized as the Freedom Fighters under Princess Sally, resisting Robotnik's rule in a desperate fight for survival. Of all the Freedom Fighters, the greatest is no doubt Sonic the Hedgehog...

But you already knew that. Welcome to the Archie Sonic multiverse, a darker spin on the Sonic series, and the world's longest-running and most successful videogame comic. To survive ten years in this world, you'll need guts, an iron will, and more than a little luck - but above all, the support and love of your friends. Take these:

1000 Sonic Points (SP)

...and let's juice!

Background

Choose whatever age, gender, and species you want. In this world, what matters is not your physical characteristics, but who your friends and enemies are.

Drop-In

Whoever you were is unimportant; now you're a nobody. A drifter, a loner, an outcast. Your reputation is a blank slate - you have no memories, no ties, no friends, no enemies. Whatever relationships you cultivate will be through your own power.

Of course, you have some baked-in enemies. Robotnik and his minions will want to roboticize you. If you're a Mobian, Overlanders will naturally hate you, and thus if you're an Overlander, Mobians will likely distrust you. You may thus tend towards being around your own kind. Above all, though, it's up to you...

Freedom Fighter

You are a free Mobian, and you're eager to keep it that way. You are in some way tied to the anti-Robotnik cause. Whether you're part of the Knothole Freedom Fighters, the Resistance, or some cadet branch such as the Downunda Freedom Fighters, you are sworn to destroy Robotnik and his goons, and to free Mobius from his clutches.

You naturally start off with strong, steadfast allies. If you're part of the Knothole group, that includes Sonic and his friends, powerful allies indeed. The Chaotix are at worst neutral, at best friendly towards you. In general, Mobians will be inclined to trust you. However, you have definitively burned bridges towards Robotnik and his faction, and nothing short of the dangerous game of playing both sides will change that.

Chaotix

You are also a free Mobian, yet your allegiance is not to a *cause*, but to a *person* - Knuckles the Echidna. While you're no friend to Robotnik, you're no Freedom Fighter, either, preferring to stay at least outwardly neutral.

The Chaotix are a tight-knit bunch, and thus your relationship with the Rad Red will already be personal, even if you're not exactly his best friend. You also have a baked-in group of buddies that are more than willing to save your neck if you get into trouble - don't make a habit of it, though!

Roboticized

You were once a free Mobian, but no longer. You were too slow, and were caught by Swatbots or Combots. Now you're a robot, needing neither food nor sleep, but programmed to slavishly obey Robotnik. However, there's an error in your programming, one that not even the 'good' Doctor can detect - you have retained your free will. Revealing this will earn you a one-way trip to the scrapheap, of course, so you best keep it on the down-low.

This type of programming bug is rare, so other robots will be inclined to trust you. As for Mobians, humans, and Overlanders - it depends. An offering of intel or technology can go a long way towards establishing that you're not under Robotnik's control. Just make sure you're not being tracked...

Note: Species

Since the inherent strength advantage of humanoids roughly balances out the many Mobian abilities, choosing a species is a free choice.

- **Mobians** are anthropomorphic animals - in fact, they're highly evolved animals from Mobius' past as the human homeworld of Earth, and they actually have a substantial amount of human

DNA. Mobians come in all shapes and sizes, and many retain unusual abilities from the biology of their ancestors. All of them are smaller and lighter than humans, however.

- **Overlanders** are mutated humans, who have only four digits on each hand and foot. They tend to be aggressive, and xenophobic towards Mobians. Both they and their human cousins are larger and stronger than the vast majority of Mobians, though they have no innate special abilities.
- **Humans** are unmutated humans that survived the alien attack that created the Mobians and Overlanders. Again, they're bigger and stronger than Mobians, but lack any special abilities.

Location

Roll 1d8 to choose your starting location, or pay 100 SP to choose. You may, optionally, choose to start in the location matching your background instead, which is free.

1. **Knothole Village** - the hidden home of the Freedom Fighters. **Freedom Fighters** may start here for free.
2. **The Great Forest** - Knothole is hidden somewhere here, but you're not currently in the village, instead in the larger, perhaps deeper, forest. **Drop-Ins** may start here for free.
3. **The Floating Island** - ancestral home to the Echidnas, now largely empty save for Knuckles & his Chaotix - and you. **Chaotix** may start here for free.
4. **Robotropolis** - Robotnik territory. A vast city of steel and glass, of factories and toxic waste dumps, the Mobian inhabitants almost all roboticized. A good place to start kicking ass, eh? **Roboticized** may start here for free.
5. **Human Territory** - Whether Station Square or on a G.U.N. base, you are firmly in Human (but not Overlander) territory. Mobians are welcome here, but are a rarer sight than elsewhere.
6. **Zone of Silence** - You're trapped in a dangerous realm where logic is suspended and gravity is optional. Escaping this place and returning to reality should be your first priority.
7. **Across the Cosmic Interstate** - Whether Moebius or somewhere else, Mobius Prime is not where you're starting out. Reroll for a general idea of where in this parallel world you're at. If you get another 7... you're in-between worlds on the Cosmic Interstate itself.
8. **Free choice/reroll** - Choose an item on the list, or another location from Mobius or Moebius not in this list.

Perks

100 SP perks are free for characters of their background. Other perks in that background are discounted.

Drop-In

- **Survival (100 SP):** You gain knowledge of the usual batch of skills a wandering adventurer needs to stay alive; survival, basic combat training, and basic first aid.
- **Streetwise (200 SP):** You're good with getting in with underground forces - whether that's the criminal underground, rebels, or partisans. A day or two of legwork will get you at least one lead or contact.
- **In It For The Money (400 SP):** You are a master mercenary, bounty hunter, and/or assassin. You now are a crack shot, and possess master-level fighting abilities as well as an innate knowledge of munitions and related technology. This also grants you a feared reputation among the underground wherever you go. People will whisper your name as if afraid of alerting you to their gossip, and grow silent when you enter the room. Negotiating contracts with ridiculous premiums is dead easy for you.
- **As Above, So Below (600 SP):** The secrets of magic are unlocked for you. You are now able to use the native magic of any setting you come across from now on, and this counts as a fiat backing to use it in subsequent jumps as well. In this Jump specifically you gain access to the Ixis Magicks, the magical techniques of the Order of Ixis. That includes elemental manipulation, including usage of the Power Rings, and mental/psionic techniques. Note that this doesn't grant you mastery; you still have to learn.

Freedom Fighter

- **Infiltration (100 SP):** The Freedom Fighters are in an asymmetric war, and thus they have trained with the assumption that brute strength isn't the only way to win. You gain knowledge of tactics for small teams, with a bent towards stealth, infiltration, sabotage, etc.
- **Nobility (200 SP):** You are nobility, and you know it. Whenever you enter a Jump with some concept of nobility - including this one - you may choose a house and title, anything up to a Duke or Duchess. People of noble birth will recognize you personally and will accept the authority of your rank. You also gain an innate sense of etiquette, poise, and proper behavior.
- **Techno-Genius (400 SP):** You gain knowledge of all possible technology, even at tech levels way beyond your own, and an innate ability to tinker, build, and repair electronics and machinery. This includes robotics, both civil and mechanical engineering, cybernetics, and computing.
- **True Blue (600 SP):** Yeah, wouldn't be a Sonic jump without this one, would it? But here, it's worth the points. You get a complete set of Archie!Sonic's powers, including his speed (many times the speed of sound) his techniques (such as the Sonic Spin and Figure-Eight Peel-Out), and the boost to your combat abilities that this grants.

Chaotix

- **Cohesion (100 SP):** You work best with your found family. When fighting in a group with mixed abilities and fighting styles, you are able to adapt your style to cover your friends' weaknesses and allow them to cover yours, and to maximize their strengths while allowing them to maximize yours.
- **Cybernetics (200 SP):** Your body is enhanced by cybernetics. These are different to robotized body parts and cannot be manipulated by someone with knowledge of such. They grant you a little extra strength and resilience, and they can also be used as a radio transmitter and receiver, allowing you to tune into radio frequencies and listen in, or transmit, at will.
- **Ninjutsu (400 SP):** You gain the stealth abilities and training of a ninja. This goes beyond regular infiltration and into the realm of magic, with a host of special techniques and throwing weapon mastery (to the point of being able to kill targets you can't even see).

- **Rad Red (600 SP):** You gain the full set of Archie!Knuckles' powers and abilities. The super strength and gliding is innate; you start with the combat experience; and tapping into the Chaos Force will come in time. You'll need to pay for the knuckles separately, but it's questionable if you'll even need them by the time you master your other abilities.

Roboticized

- **Robotology (100 SP):** While in a robot form, you gain certain advantages. You can never become sick or hungry. You do not age. Your energy is near-limitless - actually limitless, if you harness the power of a Chaos Emerald. You do not feel pain and are much more resilient than an organic lifeform. You also have an array of minor gizmos, such as a laser cutter, heads-up-display, nightvision, etc.
- **Omniversal Interface (200 SP):** While in a robot form, you have a small implant on your palm which, when you twist your wrist a certain way and will it to, extends an interface made of nanites. This interface will plug into any computer system you come across and allow you to interact with it. With a brief delay to hack the system (longer for more secure/advanced computer systems), you can authenticate yourself as an administrator, too.
- **IFF (400 SP):** While in a robot form, you have a hacked piece of circuitry which automatically performs a 'handshake' with other robots you encounter, identifying you to them as a friendly unit. If they don't have direct orders to destroy you or you're not threatening their life, they will at worst ignore you, at best aid you in your task.
- **Mecha (600 SP):** While in a robot form, other artificial lifeforms bow to you. You are a mecha, alike to Mecha-Sonic or Mecha-Knuckles. You have a jetpack, an array of deadly weapons, and high-involulnerability.

General

- **Bloodline (100 SP):** In this and future Jumps, you may before the Jump proper declare and create a pre-existing familial relation (ranging from sibling or offspring to cousin or nibbling; or even distant descendant or ancestor) to one canon character of your choice. The exact details (whether or not you're estranged, for example) are up to you.
- **Useful Mutation (200 SP):** You are unusual in some way for your species - like a fox with two tails, or an echidna with naturally spiked knuckles. Whatever this mutation, it works in your favor, granting you a slight advantage of some kind.
- **Partially Roboticized (400 SP):** Some or all of your limbs are replaced with superior, mechanized prosthetics. This grants you extending limbs, super strength, and superior resistance. You cannot take this perk if you are already a robot.
- **Found Family (400 SP):** There are some bonds of friendship that are stronger than the ties of family, clan, or honor. With this, any true friend you have is your true friend for life. If they betray you in any way, you can know for sure that foul play is afoot.
- **Super Form (600 SP):** With access to seven Chaos Emeralds and fifty Power Rings, you can transform into an ultra-powerful new form. When in this form, any abilities you already have are magnified vastly - perhaps as much as a thousand times - your innate resilience goes wayyyy up, and you also gain access to the Chaos Force, being able to use Chaos Control and project energy blasts.

Gear

Unless otherwise stated, gear that is lost, damaged, or stolen reappears like new in the Cosmic Warehouse on the next calendar day.

- **Red Sneakers (100 SP):** These are just some really nice shoes. They're fashionable, indestructible, and always fit you perfectly. Great for running in.
- **Walkman (100 SP):** This appears to be an ordinary WM-DD portable tape player with stylish over-ear headphones, complete with a mixtape of hip-hop bangers. However, someone's taken the limiter off the volume control... you may boost the volume to extreme levels, allowing you to

emit a powerful sonic blast from your headphones that will knock down and disorient anything in its path.

- **Piko-Piko Hammer (200 SP):** This is a large red mallet. The user can summon it into their hand or banish it to a pocket dimension at will. It is very durable, able to crush robotic opponents with a good swing, and able to deflect energy-based projectiles.
- **Proton Gun (200 SP):** This is a hand-held double-barreled laser blaster, about the size of a sawn-off or a large handgun, with a grappling hook attachment and a 'stun' mode which fires a puff of knock-out gas.
- **Guardian Gloves (200 SP):** This is a set of white boxing gloves that grant you your own set of spiked knuckles.
- **Neuro-Overrider (200 SP):** This button-sized computer chip will, if implanted somewhere on the victim's cranium (usually behind their ears), allow them to retain their free will even after being roboticized.
- **Power Rings (200 SP):** Specifically, a few hundred of them, all contained in an indestructible hardened storage unit which is bolted into your warehouse. Even one can change the direction of a fight; and a full complement of fifty, along with seven Chaos Emeralds, are needed to gain access to Super forms.
- **Backup (200 SP):** This is a small squad of swatbots, all perfectly loyal to you and you alone. While they're not dangerous to the likes of Sonic or Knuckles, they're more than capable of killing or capturing normal Mobians or humanoids. Moreover, they cannot be tampered with - any attempt to modify their circuitry by anyone other than you will just destroy them.
- **De-Roboticizer (400 SP):** This useful little handheld gizmo, shaped like a large TV remote, reverses the roboticization process, transforming up to one targeted robot per 24 hours into their organic form.
- **Party-Hearty Quadra-Sonic Rock'n'Roller (400 SP):** At first, this looks like a simple compact handgun. However, with a press of a button on the handle near the thumb, it expands into a multi-barreled BFG monstrosity with a rifle scope. This nasty laser cannon is the ultimate in hand-held destruction. Just be sure and aim away from face...
- **Chaos Emeralds (600 SP):** Even one of these is a source of near-infinite devastating Chaos energy - imagine what you can do with this set of seven of them. They appear in your warehouse, in an indestructible storage unit bolted into the wall. These are pre-Great Harmony emeralds, and are protected from that event. This full set of seven emeralds would be useful for a Super transformation...
- **Sword of Light (600 SP):** This is a magical sword created to counter dark magic. Users of dark magic will be pained by even the slightest touch with it, thus being unable to wield it as a weapon. It protects its user from dark magic and greatly powers up their fighting abilities. It can even be used to purify sources of magic that have been corrupted, though doing so will come at a great cost to the user's life force.

Companions

Companions cannot purchase Companions of their own with their SP.

- **Import (100 SP):** You may import up to 8 of your companions, one per purchase, who get a background with all free perks & discounts along with 600 SP to spend.
- **Recruit (100 SP):** You may recruit any character from the Archie comics canon, if you can persuade them to join you on your JumpChain adventure.
- **Canon Immigrant (200 SP):** Whether from a property that came out after or late into the Archie Comics' run, like Sonic Boom, or simply a character that never got used, you may recruit any Sonic character you like from across the franchise. They will be integrated into the existing setting with a congruent backstory & role to play in upcoming events. Maybe Sticks is a loner camped out in the wilds of the Great Forest or Floating Island, or Tangle is a Freedom Fighter. Regardless, you can befriend and recruit them using this perk.
- **Newcomer (200 SP):** You may recruit an original character. They gain a background with all free perks and discounts, along with 600 SP to spend.

Drawbacks

- **Continuity (0 SP):** Any recurring characters will be aware of events they were witness to in previous Sonic jumps. So, if you stole Adventure!Knuckles' emerald in a previous jump, you'll start out on Archie!Knuckles' shitlist.
- **Super Genesis Wave (0 SP):** Instead of starting in the original timeline, you start in the rebooted timeline, i.e. post-Super Genesis Wave.
- **Sonic Supplement Mode (0 SP):** You can use this as a supplement for any other Sonic jump, giving a bit of Archie flair to a jump for another game, comic, or series.
- **Fanfic Toggle (0 SP):** You can enter an Archie-inspired Sonic fanfiction interpretation of your choice, rather than the canon timeline.
- **Limited Series (100 SP):** Well, this is nostalgic. The world you're going to is not the serious, SATAM-like serialized affair of later chapters, but the goofy, AoStH-like episodic affair of earlier chapters. Sally dyes her hair, Knothole is entirely underground, Sonic can move at relativistic speeds, and there's basically no fourth wall. Everything is sillier and more light-hearted, but it's rather hard to get anything done...
- **Longer Stay (100 SP):** Your stay is extended by ten years. You may take this perk multiple times to add a further ten years each time.
- **Kenpilled (200 SP):** Uh-oh, you've just seen who's been credited with the writing... and that means there's going to be a lot of drama coming your way real soon. Expect secret family members to arrive and bizarrely dark stuff to occur around you.
- **Donut Steel (Varies):** You're a self-insert in a Sonic world. You know what that means...
 - For **100 SP**, the changes are superficial. You are compelled to dress like a Hot Topic reject. Sneakers and white gloves are *out*, goth boots and fingerless leather gloves are *in*. However, you don't need to talk or act like a jackass.
 - For **200 SP**, in addition to the previous tier, the changes are slightly behavioral. You are now compelled to talk like a 13-year-old weird DeviantArt kid's idea of what's cool. Lots of "nothing personal, kid"s and "hmph, too easy"s. You may well be a nice person underneath that, though.
 - For **400 SP**, in addition to dressing and talking like a tool, you also are compelled to act like one. You are a self-centered asshole with no regard for anything but your own gratification. And since this is a *drawback*, you don't gain any of the benefits of being a Mary Sue or Gary Stu - that is to say, everyone sees this behavior as the insufferable and childish bullshit that it is, and it's going to be real hard to get any of them to like you.
- **Memento Mori (400 SP):** Usually, roboticization can be reversed under certain conditions - not any more. With this drawback, any Mobian that is roboticized is permanently a robot. This doesn't stop them retaining their free will via a **Neuro-Override**, but until the end of this jump, a **De-Roboticizer** is just a useless piece of junk. Oh, and if you get roboticized and lose your free will, that's a chainfail. So, try to avoid that!
- **Keep an eye on that one, Locke... (400 SP):** The Brotherhood of Haven is made aware of you, and due to not really knowing your motivations, they're deeply suspicious of you. If you do anything to harm the Echidna, or seriously impede Knuckles in his tasks, you'll end up on their shitlist, and that is *not* something you want. Even if you don't anger them, know that you're still a pawn in their games, always being watched, your every move being judged...
- **Hedgehog Priority One (600 SP):** You are especially hated by Robotnik (and Eggman). He will single you out much like he does Sonic, and you can expect many of his more nefarious schemes to involve sabotaging you. If you are **Roboticized**, this automatically blows your cover before the start of the Jump.
- **Enerjak Returns! (600 SP):** Your existence has pissed off the *wrong* villain. With infinite chaos energy at his disposal, Enerjak won't be easy to beat... and he's not above using dirty tricks to get to you.
- **Anti-Jumper (800 SP):** There's someone out there in the local multiverse who's just like you, with all your powers and gear, except everything you value, they hate... and in a place with the Cosmic Interstate, it's guaranteed that you're going to have to deal with them at some point. You are destined to do battle with your evil (or good) counterpart from Moebius. They have all your perks, all your gear, and corresponding anti-Companions who are similarly twisted.

Next Steps

Congratulations, you've survived 10+ years (and who knows how many issues). Your non-toggle drawbacks are revoked. All that remains is to choose what happens next...

- **Next Issue** - You stay here.
- **The End!** - You return home.
- **To Be Continued...** - You go to the next Jump.