

Freedom Planet



This setting may seem similar to the one with fastest thing alive but trust me there are completely different. With that said: Welcome to Freedom Planet! The story here is about how three girls help a stranger defeat an alien overlord. Are you going to help? Well you are going to need this regardless, if you are or not. BTW you are going to be here from the beginning of the game to the end of the game and some days afterwards, so about 2 weeks

1000 FP

Locations

Roll 1d6 to see where you end up or pay 50cp to choose for yourself.

1. Lilac's Tree House
2. Dragon Valley
3. Shang Mu
4. Shang Tu
5. Shuigang
6. Free Choice

Origins

Speedster: You real Fast. Maybe you are a water Dragon and thus were born with it. Maybe you have gained through artificial means. Whatever it might be you are fast. By default, it means you are a water dragon, unless you don't want to be one.

Brawler: Your wild one not only as a combatant but as a person then again you are a wild cat. You don't take no gruff from nobody that gives you grief.

Explorer: You are an Alchemist in training and love to discover new things. Exploring, treasure hunting; that's what your about. Also you have some dog like feature that can be useful.

Commander: You're not from this world. You are a commander of the group Spectrum Chasers and have knowledge gunplay and piloting.

Perks

General

Sonic Style Looks (Free and mandatory): Freedom Planet was inspired by the Sonic Franchise. The characters are all anthromorphic animals. So are you pick an animal...or alien (Torque). Now you'll be anthromorphic Sonic styled version of that animal. Note if you choose Dragon it will be similar in design as Lilac. Or you can just choose to be the same animal that is mentioned in the origins.

Swimming (100 FP): You know for a game that is based off of the Sonic games, the playable characters know how to swim. Well might as well join them with this perk. With this perk you know how to swim competent

Speedster

Hair/Tendril Combat (100 FP, Free for Speedster): You have long hair or rather you have these “Tendrils” Sprouting from your head. But you can use these Tendrils to attack and preform attacks like the Rising Slash and the Dragon Cyclone.

Underwater Resistance (200 FP, Discount for Speedster): Would you look at that. You are a decedent of the Water Dragons. As such you are able to stay underwater longer than others. Now please note that this means you can hold your breath longer than others. You can’t breathe underwater like normal Water Dragons.

Dragon Speed (400 FP, Discount for Speedster): Sonic speed! Wait wrong game but not to far off though. You can at the same speeds as Lilac which for all intents and purposes is the speed of the sound. In additions you have super human stamina being able to run for long periods of time without loosing your breath.

Dragon Boost (600 FP, Discount for Speedster): A powerful ability that all Water Dragons have. By rolling into a ball you can gather up your energy to launch yourself into a deadly dash technique. You are invulnerable while in this state. You can charge your energy even further to a powered version of this ability called the Super Dragon Boost.



Brawler

Motorcycle Skills (100 FP, Free for Brawler): This ability is strange. While, yes you know how to ride a bike but you can do some crazy things while on said bike. One, you can attack with your bike by performing a spin attack, like Sonic's jump attack, this also acts as a double jump. Two you can hang on to handle bars while still riding, yes you can still hold up your bike while doing this.

Wall Jump (200 FP, Discount for Brawler): Carol Tea is the only one out of team Lilac that can cling to walls. Not only that she can jump off of walls performing a wall jump. Best part that this can be any wall. This perk also makes your acrobatic skills bit better.

Martial Skills (400 FP, Discount for Brawler): You have some skills in combat. Pick one mundane martial art and you are an adept in it. In addition, your strikes can damage robots. Yeah, may not seem like much trust me it helps.

Wild Fighter (600 FP, Discount for Brawler): Yeah, remember the "Martial Skills" Perk? Meets its final form. Utilizing clawed attacks and some energy your attacks are more potent can even pounce on a opponent to deliver a devastating claw strike. But a power boon of this perk is the Wild Kick a powerful multi kick attack that seems similar to Chun Li's Kick attack. But what makes it so expensive is that this attack while you are doing it you are invulnerable but it requires energy to do.



Explor er

Super Puppy (100 FP, Free for Explorer): You have an improved sense of smell and larger ears. These ears can be used to do this thing called a Puppy Float. With it you can float in the air for a short time, enabling you to reach high places. Also you can bark. And look cute

Treasure Hunter (200 FP, Discount for Explorer): You have sixth sense for treasure when you are on top of something that can be considered valuable you get a tingling in your head or your nose will pickup the scent of treasure. Either way you can then dig the ground to get to it. Once you have dug a big enough hole the valuables will pop out on their own. Oh, you can dig with your bare hands or digging tools.

Phantom Block (400 FP, Discount for Explorer): You are gifted with the knowledge of alchemy. You know how to make potions of many kinds and more. But the biggest draw of this perk is to use this knowledge of alchemy to create these green jeweled blocks called Phantom Blocks. You can throw them at enemies and even hold them over your head to deflect attack coming from above.

Deflector Shield (600 FP, Discount for Explorer): In addition to creating the Phantom Block you can also create little shields that block oncoming attacks. It can also deflect projects and beams. You can also use the Phantom Blocks to empower your Deflector shield to be bigger. Also these shields can fire a beams when you dismiss it. Do this with a Phantom Block to create a bigger and more damaging beam.



Com m ander

Master of Disguise (100 FP, Free for Commander): Your missions might take you to alien worlds where your appearance might raise suspicions or worse panic. Good thing you know how to hide your identity and blend in with crowd.

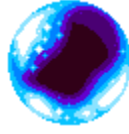
Contortionist (200 FP, Discount for Commander): Now I know. I know, “Contortionist? How is this worth 200 FP” Well you know how turtles have shells and they can just retract their arms, legs and head to hide in their shell. Yeah that isn’t something that any creature can do normally. You would have to contort your body to pull it off. Hence with this perk you can shift, bend, and stretch your body in various ways that would make a yoga expert jealous. Hell, you can even stretch your neck. Until it reaches the sky or ceiling whatever comes first. [Here we GOOOOOOOOO!](#) Uhhhh okay maybe we went a bit too far with the neck stretch.

Ace Pilot (400 FP, Discount for Commander): Space ship, Star fighter, Biplane, Jet Fighter. It don’t matter as long as it requires a pilot you can fly it no problems. It’s almost as if you have years of training to handle such machines and that is exactly what you have. Flying is a breeze for you no matter what the vehicle is.

Gun Master (600 FP, Discount for Commander): The Phantom Chasers are combative group dedicated to protecting the galaxy from threats like Brevon. The basic way to do this would be to eliminate the threat before they can cause too much damage. What better way to do than with good old fire power. When it comes to guns you know them inside and out being able to pull off some impressive trick shots and can even customize your guns in a matter of seconds. No matter the fire arm you know how to use it and how to customize it.



Items



General

Clothes (Free): Well, you can go walking around naked. Here have some clothes to cover yourself. They'll always fit and are easy to wash.

Personal Treehouse (100 CP): Nice little house with working electricity, TV and plumbing and it is in fact a treehouse. A good place to go to when you want to rest your head.

Castle (200 CP): A large structure that contains bedrooms, kitchen and a whole lot of facilities. Basically, it's a palace suit for a king.

Kingdom Stone (400 CP): A sphere that can give power entire planet for years. Now this isn't THE Kingdom Stone. The McGuffin that the game is centered around. No this is just duplicate that has the same properties as it. Heck if you have a Mobian form you can use the stone to go super if you wish.

Speedster

Hair Care Items (100 FP, Free for Speedster): A collection of hair care products: Shampoo, Conditioner, Brushes, the works.

Water Dragon Droid (200 FP, Discount for Speedster): A robot that contains information about the now near extinct Water Dragon Species. It also can also transform into various of things. A train that shoots plasma, a buzzsaw, a giant oriental blue dragon, and various of other things. It is also loyal to you

Healing Springs (400 FP, Discount for Speedster): A hot springs like area that has been infused with Life Petals. Thus making its waters have healing properties. By taking a dip in the springs your injuries will be healed. Very useful to have when you need to recover fast.



Brawler

Motorcycle and Tools (100 FP, Free for Brawler): This item is two things tools to maintain your motorcycle and your new motorcycle. The motorcycle is very strange though. It can climb up walls, climb up ladders, even maneuver in underwater in an underwater mode.

Motorcycle Track (200 FP, Discount for Brawler): A simple race track and obstacle course to improve your motorcycle skills. It's about the size of a football stadium giving you plenty of room to practice. Go crazy jumper.

Hideout (400 FP, Discount for Brawler): An Underground bunker that you own. It has booby traps for those who would dare try to invade it.



Explorer

Chaser Outfit (100 FP, Free for Explorer): A strange pilot outfit improves your ability fly spacecrafts and aircrafts. It provides an invisible air bubble to allow you to breathe in space.

Mr. Stumpy (200 FP, Discount for Explorer): A strange stump with a face. For now it might seem like an over glorified plushie and imaginary friend, but with time and care it can grow into a companion that will help in your jumpchain adventures.

Collection of Power up Crystals (400 FP, Discount for Explorer): In this world there are these block like crystals that provide various of power ups. Each crystal is represented by the elements of Wuxia (Water, Fire, Metal, Wood, and Earth) and then there is an invincibility power up. Earth brings currency and valuable to you that has been dropped and it also makes you immune to crystal attacks. Fire creates a barrier of flames that if anyone come in contact with you will get damaged and also makes you immune to fire attacks. Metal grants you immunity to spiked floors, spiked walls, and electricity. Water gives you an infinite air supply and an immunity to bubble attacks. Wood heals you overtime, draws any source of healing to you (Hearts from legend of Zelda, mushrooms from Mario etc.). Finally the Invincibility Crystal which makes you invincible for 30 seconds but doesn't prevent you from drowning, being crushed or falling from a great height (Like from the atmosphere). You get one of each of these crystals, their effects last until you take about 4 hearts of damage (Except for the invincibility crystal and they respawn after a few hour in your warehouse that you can summon to yourself at your leisure. For info about them go [here](#)



Com m ander

Arsenal and Disguise (100 FP, Free for Commander): This is a selection of weapons that Torque uses in the game as well as his disguise kit. Any setting will have the appropriate disguise for you to use. As for the weapons [go here for the full list](#).

Armor and Rocket Boots (200 FP, Discount for Commander): A special type of armor that is designed to be resistant to energy weapons. The boots can help you dash forward (Megaman X Style), as well as hover.

Personal Space Craft (400 FP, Discount for Commander): A ship that can go faster than light speeds to get to different galaxies in short time. It is also armed with lasers for fighting against enemy spacecraft (or aircrafts) and for destroying asteroids or space debris.



Companions



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

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

Canon Character(50 FP): For anyone canonical character who isn't Sash, Carol, Milia, Torque, or Neera Li. Sash, Carol, Milia, and Torque are available for purchase below. Neera Li just refuses to leave this setting. Also, Brevon and his allies are not available either.

Sash Lilac (100 FP): A water Dragon girl with a hero complex.

Carol Tea (100 FP): Sash's Best friend, Motorcycle expert, and a great fighter.

Milla Basset (100 FP): A young orphan girl who likes exploring and has some knowledge in Alchemy

Commander Torque (100 FP): An alien pilot on the hunt for Brevon.

Draw backs

Continuity (+0 FP): Normally your time here is over when the events of the game comes to a close. Now you can extend your stay to include the events of the sequel

More Time (+0 FP): Instead of just two weeks you can stay here for the full normal 10 year stay.

Socially Awkward (+100 FP): You're not good with social interaction, are you? Because you tend to stutter and tip over your words when talking to people. You might also have a weird quirk that makes it hard for you to talk with others

The Planet is Like a Maze (+100 FP): Avalice is beautiful world, isn't it? Too bad that its pretty big and the fact you get lost easily. Unless you have a guide or a map with you most of the time during your stay here; expect to get lost often.

Too many baddies (+200 FP): Brevon's forces consist of robots and the army of a kingdom that he has taken over. And now they are double in number. Expect to run into bad guys more often than usual during your stay.

Smarter Opponents (+400 FP): The foes here are not too smart. Those that are classified as Bosses will be fighting with skill, tactic, and grace. Now it seems like even the basic mooks will be pulling off some decent strategy.

Red Scarves Problem (+400 FP): The Red Scarves are a group of thieves, assassins, and ninjas. They are pretty underhanded and are willing to do any job as long as it pays well. Someone put a hit on you and these guys intend on collecting. I hope you are ready to fight ninjas and assassins who will try to ambush you at any given chance.

Neera Li's Target (+600 FP): Neera Li is the leader of the Shang Tu's Law Enforcement. She makes sure that the will of the Magister is followed and for some reason she got the idea that you are after him and the Kingdom Stone. She will not relent. Injuring her will slow her down for about 2 days due to Shang Tu's Healing Springs. If you are able to break the bones of her body it will put her out of commission long enough for you to enjoy the jump

Enemy of Brevon (+600 FP): Lord Brevon is a megalomaniacal alien overlord who is willing to do anything to get back to his home planet. That includes eliminating those that can be considered a threat to his plans. Your arrival here has gotten his attention. So in addition to getting back home he'll be trying kill you. Brevon is no slouch in tactics. And when too much of his forces has been defeated he'll come to handle you himself. Brevon is a powerful foe on his own. Be ready Jumper.

SONIC SPEED! (+800 FP): You know this game was inspired by Sonic the Hedgehog. So it wouldn't be too far fetched to say you may see some cameos here and there. BUT NOTHING LIKE THIS!!! Now Avalice and the World of Sonic (Games) have merged, to make matters worse Brevon has teamed up with Eggman. Better get the Sonic Crew and Team Sash to work together to fix this.



Ending



Go Home: Return Home

Stay Here: Stay here as your new home

Continue on: Go to your next Jump

Notes

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