

Sonic Forces Jump V 1.0

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This is a world that should be familiar for anyone who grew up in the 90's. Hedgehog vs mad scientist, a tale told many times here. Only things went a little wrong. This is the time the mad scientist won and nobody was able to stop him from conquering the world. Until the Rookie came in clutch. Or maybe you will steal the thunder? Starting budget 1000cp. You gonna need it.

ORIGINS

Pick your gender and age for free

Human

Mobian

Robot

Out of this World (Drop in)

General Perks.

(Free to all) Tougher than I Look. You are stronger, faster and overall tougher than your appearance would imply.

-50 Soundtrack/BGM(have optional music from the Sonic series playing wherever you go. You can toggle if just you hear this or if its audible to everyone)

-100 Improbable(but not impossible) Flight dont have wings but still wanna soar? This is the perk for you. From very long distance Gliding, to spinning your tails, or flapping your ears you now have your own method of staying airborne despite a lack of wings. If you have wings this functions as a way to recover air maneuverability should your wings be damaged

-200 to 600 Unusual Abilities. Lots of people, mostly mobians admittedly. Have odd abilities, telekinesis, pyrokinesis, super strength, speed, exotic energy manipulation. Depending on how strong the power you choose to get is, the more versatile it is? The more it costs? If you wanna run twice as fast as before? Itll cost 200 but if you wanna race the blue blur then itll cost more

-400 Double Boost. When standing side by side with an ally, you can reach power greater than the sum of your parts. Able to combine and use both your powers at once with greater power than either had before

Roles

Where do you stand in this conflict?

Resistance. Side by side with your friends and for justice

Merc. With the highest bidder

Egg Empire. With the winning team and alongside the greatest mind in this world.

Merc

-100 "Jumper Acquisitions" you have the skills needed for your profession, especially the skills needed to do heists of all sorts, from smash and grab to corporate espionage. You know enough to attempt the job and have a decent chance of success. Even if you're far from the top in your field

-200 "Called in Some Favors" you know someone, or know a guy who knows someone with the skills needed. You have a knack for both making contacts, if not friends, and know how to get the right guy for the right job.

-400 "Get what you paid for." You both give and receive a boost to either your powers or those of someone you hired, depending on if you were hired or did the hiring. Proportional to the amount of money invested.

-600 "Sole Survivor." (You Should have double tapped) If something happens that wipes out your mercenary band or allies, you are guaranteed to survive at least the first hit, you won't take fatal damage until you are the last man standing. Although it will look like you've died.

Resistance

-100 "In the Nick of Time" (You have the sense of timing of a hero in the making. You get a knack for near misses when others would have been hurt, and arriving Just in time to save the day)

-200 "Rally the Troops" when you send out a call for action against a common foe, you'd be surprised how many are willing to listen. You can substitute military training and tactics with raw charisma and see surprising results. Able to pull people from all walks of life to your banner. Just don't try surfing any Big Wave's

-400 "You're a Natural, Kid!" You have a knack for combat and traversal and combat with even the strangest weapons comes to you quickly allowing you to learn all their ins and outs with ease.

-600 "Rookie No More" You now stand among the greats, You are Stronger, Faster, Tougher, and every time you enter a conflict you seem to already know what you need to do to win. It's almost like you've seen this play out before its so easy for you.

Egg Empire

-100 "All in the Aesthetic" You have the ability to make even the most dangerous of things look silly and cute, but don't be fooled. These are still deadly machines of war. Even if they do look like a child's toy. It doesn't have to be childish and silly, you can make your inventions fit any aesthetic you choose and not inhibit their performance at all

-200 "Improvements" you are able to make any machines able to transform into robots, even people should you choose. Albeit with needed machines built to help convert that useless flesh into something valuable.

-400 "When I'm Good and Ready" You have a disturbing talent for hiding your inventions and plans until you are ready to begin. Its to the point you could even build a complete space station without being seen somehow

-600 "A True Genius." Your intelligence is peer to that of the Brilliant Dr. Eggman himself. You are able to construct virtually anything you desire so long as you are able to find a source of power, from theme parks, to machine armies, to robotic replicas of other people including their powers. And able to easily use any forms of energy ranging from mundane to esoteric to divine with only a brief period of study needed to harness it.

Items

(50) Rings: this is a pile of 50 Power Rings, as long as you have at least one you can lose them to protect yourself from an injury. You can find these in jump but this applies a starting amount each jump. Try not to lose them, when not "bound" to someone they fade away in a few seconds

-50 Costume unlocks: these have no real effect beyond being the materials would normally do. But all costumes you get this jump will become fiat backed and able to fit any alt form.

-200 Item Box Power ups(Discount Out of this World) dotted around the world in seemingly random places are boxes, when broken these boxes will apply a temporary buff to you. The side of the box will always give a clue as to what's inside

-100 Supply Drop(Discount Merc.) all Merc work needs the tools of the trade. And now you have it. You come with guns and ammo aplenty, albeit its all non magical or enchanted beyond what can be acquired on market, all disposable but a decent amount to start you and your squad if you run dry on a job

-200 Call in the Squad. (Discount Merc.) You can, once per jump, hire a crew of allies that will obey you and understand what you plan, as long as they are still paid. Their powers and skills will compliment yours although they will only use powers and tech native to the jump used in. They will leave when the money stops

-100 Wire Traversal Tool(Discount Resistance) A long range extending grappling hook, this tool contains several Extremely long metal cables attached to grappling hooks that fire off at high speed and can retract just as quickly. Spider-man can eat his heart out.

-200 Variable Wispon Replica(Discount Resistance) Wispons are an odd type of weapon using Hyper Go On energy, normally generated exclusively by Wisps, post jump this weapon will passively generate this power on its own. It is a Wispon of any type you choose, from Burst Wispons with flamethrowers and rocket jumps to Lightning Wispons that sling electric whips and can pull you along to metal objects and surfaces.

-400 Extreme Gear(Discount Resistance) A high speed hoverboard large enough for you and able to hold a surprising amount of weight. Once on board it is capable of helping hold its rider to it until you pull it to a stop

-200 Phantom Ruby Prototype(Discount Resistance) a hand sized synthetic ruby able to project small scale hard light holograms. Its main use is in the disruption of other illusions. Will shatter once it runs out of power. Replaced once per jump

-200 Badnik horde on demand(Discount Egg Empire) a Remote that Summons a horde of around 20 Egg Pawns, 10 Buzz Bombers, 5 Egg Walkers, 3 Egg Tanks and 1 Catakiller

-400 Death Egg Robot(Discount Egg Empire) a Death Egg Robot of your very own, this multi story war machine by default is the Standard Death Egg Robot but can be changed to a different model of a similar power. Is called by remote

-600 Phantom Ruby duplicate(Discount Egg Empire) A Copy of the Phantom Ruby, this is capable of Large Scale solid illusions. These illusions are able to act, sound, and even possess abilities akin to what the genuine articles posses, albeit at a lower scale. Unlike the prototype this gem is able to recharge when its energy is exhausted.

Companions

Import

Export

Rookie-100 the player character, comes with 1 Wispon and the Wire Traversal Tool and potential to gain the Resistance skill tree by the end of jump

Infinite-800. Comes with the Phantom Ruby and the skills of the Merc Tree

Whisper the Wolf-400 she comes with the Variable Wispon and Merc tree skills up to 400

Drawbacks

+200 Truly a Rookie. No out of jump powers allowed

+200 Not in the Budget. No access to Warehouse or out of jump Items

+200 I Stand Alone? No out of jump companions.

+200 Locked outta the Loop. Most jumpers come into the jump with a fair amount of knowledge you can only get out of universe. Or by being an enemy plant. Now the curiosity they would normally dismiss they now worry about. You will have to earn their trust the hard way or else be considered an enemy spy

+200 Suspiciously Skilled. Much like the previous drawback this one leads to suspicion. Mainly in that surely someone as skilled or with powers like yours would have been heard of before now.

Endings

Go Home

Stay Here

Move on

Notes

Regarding companions, anyone you willingly invite to and convince to follow you can be a companion if they are in the warehouse at jump end. Buying a companion with points just guarantees you will meet them and they will have a favorable impression of you at start. The rest is on you.