



“Welcome to the Sonic comic universe - a world unique & beyond what you know from the SEGA games! Where Sonic and the heroic Freedom Fighters work to save the world from the forces of evil!”

That’s no lie, folks. This is the world of the Archie Sonic Comics, after the massive change brought about by the Super Genesis Wave. In this new world, Doctor Ivo Robotnik(a former Guardian Units of the Nation or G.U.N technical researcher and better known as the Eggman) conspired with fellow technician Julian Snively and Walter Naugus(royal wizard of the kingdom of Acorns) to convince King Nigel Acorn that Eggman was a turncoat from G.U.N, a rogue agent who came to warn of a planned invasion by the United Federation. As the Kingdom had had to fend off the well-meaning but heavy-handed machinations of the Federation before, King Acorn believed them and offered his resources to Eggman in exchange for keeping the Federation at bay. Using the Kingdom’s riches and his own unique genius, Eggman was able to establish a bogglingly massive Badnik Army supposedly for the sake of the Kingdom. However, once he achieved what he wanted Dr. Robotnik revealed his true intentions and initiated his coup, banishing King Acorn and (to the troll’s surprise) Walter Naugus into the Special Zone. Afterwards, he began a campaign of utter conquest, starting with the capital of the Kingdom of Acorns Mobotropolis. From there on, he spread his dominion across the world, spreading the tendrils of the Egg Empire in nearly every continent. While he encountered resistance from the G.U.N, the Federation army was still recovering from the forced stand-off with the Kingdom’s forces.

Eggman, however, was not content. He needed a silver bullet to ensure he would remain victorious. The legend of the Chaos Emeralds still rang in his ears, and so he made his search. It was then that a young Mobian known as Sonic the Hedgehog made himself known...

Sonic defeated Eggman’s schemes to seize the emeralds with his courage and speed, and his exploits as well as the rescue of King Nigel paved the way for those who managed to escape the attack on Mobotropolis to form a true rebellious force: The Freedom Fighters. Again and again, the blue hedgehog collided with the mad Doctor and put a stop to his attempts at seizing the Emeralds(and with them, the world!) This is where you begin your own entrance into the world, a little while after Sonic had recently put a halt to Eggman’s scheme to use the Ancient Gears of Eastwatch island to complete his ultimate weapon: The Mega Drive.

Throughout their fight against the burgeoning Eggman Empire, Sonic and the Freedom Fighters will run into a number of amazing and terrifying situations...While the context of these adventures is still in

Eggman's attempts to cement his world domination, you'll find that almost every adventure Sonic had in the game series has taken place in one form or another here.

What path will you take in Sonic's world? Will you join the slowly spreading resistance? Will you align yourself with the might and order of the Eggman empire? Or will you walk your own path, and perhaps seize the right to call this *your* world with your own two hands? No matter the case...

You receive +1000 Choice Points with which to prepare yourself. Welcome to Sonic's World.

The Choice(Required): Before you can start purchasing anything with these points, however, you need to make a decision...Are you a resident of Sonic's world, or a visitor?

My Own Adventure Begins! (Can not take with Original the Character): You enter this world with no memories of your past here. As far as anyone's concerned, you just appeared one day. Sonic's World is large enough and wild enough for people to simply come from parts unknown, after all. This is the option for those just dropping in.

Original the Character (Can not take with My Own Adventure Begins!): Memories of a life filled with adventure flow through you. You now have a backstory and some pre-existing life before entering the jump. You are **free to incorporate any and all Modifiers into this background as you see fit, combining them as you please**. Do be careful, as this might lead to a rather...erratic though eventful tale that brings you to where you begin this story.

Either choice will allow you to possess a Mobian body or a human form for this jump. Mobian bodies are more or less on par with humans save for their animal features.

Choose your Allegiance:

Neutral – It is what it sounds like. You walk your own path, your side in this war is either to simply defend your own home...or perhaps even more selfish than that, to fulfill your own wants and needs? In any case, you walk this world alone. No Freedom Fighter will turn their power towards you on sight, but nor will you have comrades to rely on. While the Eggman Empire will not seek your head on a plate, they also will have no reason to spare you if you become a nuisance. This is a delicate path to walk, but it might be the only one that'll suit you, right? Thankfully, you managed to gather some resources to help you on your path. Check the "Gear" section for more.

Freedom Fighter – You've turned yourself and your skills to keep the tyranny of the Eggman Empire at bay, even at the cost of your own safety and peace. You can count on the Freedom Fighters such as Sonic, Tails, Princess Sally Acorn and their crew to have your back. You also have the hope of the citizens on your shoulders and they'll help in whatever small ways they can. However, there are few heroes in the world to join you and little resources to go around, and you may have to fight outnumbered, outgunned, and with your backs to the wall. But, if it was easy, it wouldn't be brave to stand up for what you know is right. Of course, the one thing the Freedom Fighters have over the Egg Empire is a strong camaraderie – See the "Companions" section for more.

Egg Boss – Let’s face it, if King Acorn was truly a wise and just ruler he wouldn’t have let his distrust of G.U.N allow him to be fleeced so thoroughly. Eggman has proven himself to be a man with a master plan for the world, and for one reason or another you’ve offered to aid this plan as a lieutenant of the Eggman Empire. While he doesn’t expect true loyalty, he finds ulterior motives to be a fun diversion with his Egg Bosses, so don’t be concerned about him having too much scrutiny or oversight on your actions. In return for carrying out his will, you’re granted an Egg Army unit of your own(though size and quality of the forces may vary on his goodwill), access to the Badnik Horde and hardware from the Empire...and even a free(and compulsory!) choice of cybernetic enhancements. You can check the “Cybernetics” section later for more details. If you put in the work, you get the perks...It should be that simple, shouldn’t it?

*You may choose 2 Origins, or Choose one origin and choose one of the following Modifiers to take for free: (From the Future!, With a Special Power!, With Magic! or From Another Dimension! **This choice allows you to pick a power outside of your Origin.**)*

Wanderer	No master but the wind, this origin represents someone who relies on their own internal compass, their friends, and their special skills to achieve their goals. Sonic is the chief representative on the side of the Freedom Fighters, while Nephthys would make a good representative on the side of the Egg Bosses.
Warrior	A soldier through and through, this origin represents a strong discipline and valor in the face of adversity. Antoine, Captain Striker of the Meropis City Guard and Lupa of the Wolf Pack are good examples on the side of the Freedom Fighters, while Tundra and Akhlut would be excellent examples on the side of the Egg Bosses.
Comrade	This origin represents a brave soul who, while not trained in combat or skilled in any one area, who are gifted enough to make a difference and will still risk themselves to do what they feel is right. Amy Rose, Cream the Rabbit and Big the Cat all are good examples of this on the side of the Freedom Fighters while Cassia and Clove the Pronghorn deer as well as Thunderbolt the Chinchilla are good examples on the side of the Egg Bosses.

Leader	This origin represents someone who was born or rose to power, and knows how to show people the path to their goals. Even those who use force must rally a group together to properly dispense it. Sally Acorn is the greatest example on the side of the Freedom Fighters, while on opposite ends Conquering Storm and Mordred Hood are both wellseasoned leaders(with Hood using manipulation vs. Storm's aggression.)
Engineer	This origin represents someone who is excellent with machines, and uses this power to achieve their goals. They're often the movers and shakers of their factions, allowing them to press forward and make radical changes in the way life is lived. They're a hot commodity wherever they turn their attention to, for sure. Rotor and Tails are the freedom counterparts, while Eggman himself and Maw the Thylacine are the chief counterparts amongst the Eggman Empire.
Searcher	This origin represents someone who searches out for answers in the world around them, and their dedication to their search grants them new insight and greater skills. Team Chaotix as a whole(if you can get past their silliness) emphasizes this as a detective agency and in another way, the explorer Relic the Pika manifests this as a search into the past for answers. Surprisingly, the ones who best represent this on a darker side don't work for Eggman, being Wendy Naugus and Walter Naugus the trolls. Another faction would be the pirates who kidnap the Princess of Meriopa.
Personality	This origin represents someone who without the need for personal strength or supreme intelligence, can influence the world in grand ways through cunning and charisma. Honey the Cat is a good example of this, while Breezie the Hedgehog is more than willing to throw her lot in with the Egg Empire when it suits her.
Outlaw	This origin represents someone who has made their way through life on the darker side of things, either by necessity or choice using crime as their tool to achieve their goals. Rouge the bat and Razor the Shark(formerly if you ask him) are both on the side of good and fight for freedom in their own ways while Abyss the pirate Egg Boss and the mercenary group known as the Hooligans use their criminal ways to serve Eggman's empire.

Modifiers:

The people of Sonic's world are not defined solely by what they do, but in many cases where they came from and what they are. These modifiers often make you a special individual even in a world filled with many extraordinary people. As such, there's a price to them, and a few rules.

Every Modifier gives an ability or edge based on your origins, however **you can only pick one ability given within a Modifier to use**. For example, a Wanderer-Warrior "From the Future!" would be able to take the power of Telekinesis **OR** Psychometabolism.

This can be overridden by purchasing the modifier a second time, allowing you to take both abilities.

You may also take an ability not given by your origin **by paying 100 more CP for the modifier**. For example, this same Wanderer-Warrior would need to pay 400 to come "From the Future!" if he wanted the power of Retrocognition or Telepathic Aura.

Oh, and if you were wondering, **you can buy multiple modifiers**. You may choose to have them manifest in your background however you please.

- **From the Future! (300)**: You are either a mutant that displays the next generation of the people of Sonic's World and their potential, someone who has through various means become hyper-evolved to the point your mind is capable of overcoming matter, or in fact-through the power of the Genesis Portals-from the future of this world (or a potential future.) What events have passed through your eyes, and will the future you represent be one of hope...or of fear?

Wanderer	Your future is one of a great figure of power but also great responsibility. You are able to lift objects and yourself with the sheer power of your mind, with living objects requiring you to be a bit closer but still take hold of them with only a thought. You can place them down gently or fling them with a bullet-speed force, allowing you a variety of options to defend yourself and your future with. You also are capable of manifesting this psychic force into simple physical shapes, such as crescents or flat circles, for a greater toolbox to call upon. Uniquely, you also hold the ability to close dimensional portals (specifically to shut them, requiring effort.) This is the only known way in which Genesis portals, tears in the multiverse, can be closed and their rifts in space/time sealed. Perhaps you are a beacon of hope for this broken verse...
Warrior	Your future is that of those who will master the body, allowing you to seize control over your own evolution. You have the power of Psychometabolism, allows you to accelerate and improve your body's natural abilities. While this sounds abstract, what it comes down to is that your body is a piece of clay you can mold. While you may not be able to change the clay itself, you can change in how it operates and how it's shaped. You are able to soften and strengthen your physical form, kickstart certain chemical reactions in yourself at a whim including the production of adrenaline or
	endorphins, and as mentioned of course control your metabolism to your liking. The potential from here is even greater, allowing you to show the way for others, that their body is a plaything of their mind.
Comrade	Your future is that of the one who can change the futures of the people around you. You have been gifted with the ability of precognition and prognostication, the ability to discern the events of the future and what may play out from this moment on. While you can use this to measure the situation's possibilities with some success (though in a very abstract way), your greatest and most focused predictions come from when you peer into the future of a lone person and the results of their decisions. This is made a great deal easier with tarot cards or other similar arcane focuses, but if you wish you could use raw visions.

Leader	Your future is that of the one who will decide the course of cities or even nations, as your mind has opened to become a tool of communication itself. You are able to 'telesend' thoughts and images to people you're familiar with (or fellow psychics in general) to allow them to understand your wishes without any chance of interception, as even fellow telesenders would be unable to intercept. Not only can you telesend, however, you have the much more potent ability to telereceive. You can read minds, though unlike telesending you can only use this on other psychics or people within 80 feet of you. You can open yourself up to the people around you and take in their thoughts at once (unwise unless you're extremely capable of processing loads of information at once) or read the mind of a single person with this capability. The uses are up to you to decide, but hopefully the future this ability opens is one to look forward too.
Engineer	Your future is a future where the line between data and matter is near non-existent. You have the power known as cyberpsi, a psychic ability that allows you to enter the 'digital world' that overlays Sonic's World and is accessible by computers (and of course in worlds without this Digital World, you can enter the computer directly) by creating a virtual 'avatar' in which you astrally project your mind into. Death of the avatar will send you to the real world with a cluster headache, mercifully. What's even more astounding is that you are capable of taking digital entities and objects out into the real world, albeit with slightly less capability (Their abilities that would allow them to seize control of the digital world don't work, so this ability would be more helpful for an entity with a solid idea of itself as a physical form rather than a shapeless intelligence.) Their abilities will as their capabilities in the digital world will not be able to map accurately to reality.
Searcher	Your future is one built on the lessons of the past, as you have an insight into what came before. You know are blessed with the gift of Retrocognition, the ability to receive images of the past both
	recent and distant, as well as 'read' someone's past encounters, thoughts and feelings. Though you may need to sort out a particularly storied person's memories with some time, you can with enough finesse and experience understand the motivations of those you meet as well as understand the reasons for your surroundings being the way they are. In addition, You can read an object's past uses and history, making your job of seeking out answers considerably simpler (Though no less difficult, seeing as you'd need to get that artifact in your hands in the first place.)

Personality	Your future? Why, it's to be adored by all, surely. Your gift is that of a telepathic Aura, an aura that manipulates the emotions of those around you, causing them to respect, fear, or adore you depending on your whims. People within about 60 feet of you can feel this aura, and while it can be resisted by those who have a strong reason to fight against that urge...it can turn what would otherwise be, say, a small crush into a head over heels butterflysin-stomach love. But surely all it'll take is a tiny bit of urging, of course...
Outlaw	Your future...is one not behind bars! No prison's gonna hold you down. Your devious mind has granted you the power of teleportation, with which you can vanish from sight in large 'jaunts' with a few seconds of preparation, going about 180 feet from where you are in any direction with each jaunt starting out. You can also create stable 'portals' between places as floating rifts, that allow for an instant escape route...which is an excellent tool in avoiding the fuzz. Everyone else might have big plans for tomorrow, but you're just preoccupied making sure you HAVE a tomorrow!

-All Abilities granted by “From the Future!” may be improved with practice.

- From Space! (400): Every light in the sky is a star, and among the many stars there IS life beyond Sonic's world. While quite a few exist, you'd be surprised how many in operation aren't really that different from life on earth. But, there are some species that because of their naturalborn power and culture have the potential to make waves and ripples big enough to even change the tides of civilizations light years away. Even if you were only a hybrid of such a species, or changed by their experiments or even simply a creature from the past (or hidden away) that evolved along very similar lines to a starborn species...You are the inheritor of power out of this world.

Wanderer	Ah, so Eclipse wasn't alone in his development. Your heritage and black with red accents coloring reveals you as a unique member of the Black Arms, an individual that can operate within but independent of their hivemind. The Black Arms are a race of
-----------------	---

	marauders, utilizing their mastery over their DNA and biology to mold themselves into an army of conquerors, connected by a hivemind (which as mentioned, you can use to interact with those who share your Black Arms DNA.) While your brothers may be in every shape and size, you stay the same in biology. However, as a 'special weapon' like Shadow the Hedgehog and Eclipse the Darkling, You are also able to enter a 'combat mode' where you form larger physical shell that resembles a muscled version of you around your body, giving you enhanced strength and power at the cost of a rapidly accelerated metabolism. Lastly, you are entrusted with the future of the Black Arms, and such must know how to further the strain. You have an instinctive knack for biotechnology, specifically in creating breeding grounds for Black Arms members and integrating alien DNA into that of the Black Arms, and some knowledge on how to nurture the fruits of your labors. Of course, the Black Arms have been around a long time...who knows if they hadn't visited Sonic's World before meeting with Gerald Robotnik, or even if Shadow was their only experiment they left on that planet.
Warrior	You are kin with the Zoah, a warrior species of blue crystalline giants. You are a great deal taller now with the strength to shatter solid stone into pebbles and the durability to withstand such blows with ease. You can also manipulate the crystalline structure of your body to an extent, producing crystal spikes and launching them like projectiles. Lastly, you can call on a blue energy within your form to produce either a beam of destructive light or a protective shield, though this draws from your stamina and can't be done indefinitely. Your warrior culture is such that you also are a practiced veteran of warfare with inhuman and diverse foes...and one who can expertly train neophytes into fighting shape in a short amount of time.
Comrade	Curiously, you are ALWAYS a hybrid with this choice. You have within you the potential displayed by the natives of Planet wisp, Hyper Go On creation. At first you can only generate a potent energy (Said to potentially exceed even that of the Chaos Emeralds if harnessed right) within your form and use it to power your own abilities or machinery, but with refinement you may replicate the Color Powers of the Wisps on your own energy instead of needing Wisp assistance. This allows for a variety of effects such as transforming into a rocket, hovering through the air, becoming a spiky ball of destruction, and more.

Leader	You are attuned with or otherwise connected to the Voxai race, allowing you to use their inherent psionic powers to levitate by the dint of your mind's power, speak to someone using only thoughtwaves, and use different kinds of condensed waves of psychic energy to assault your foes. The main 4 are The Psy-Wave that inflicts pure physical damage, Psi-Confuse that attacks the nerve endings of their muscles as to lock up their movements,
---------------	--

	Psi-dazzle that injects pure white noise into their thoughts in order to confuse and disrupt their thinking, and Psi-Slow that causes a 3-second lag between the victim's senses and their mind.
Engineer	Your kind hails from the Lost Hex, as a member of the legendary Zeti Race. The Zeti are feared demons, especially due to the existence of the Deadly Six, and your body's power proves why that is. You are strong and fast, capable of punching through inches of solid steel and outrun any modern vehicle even at a dead sprint. However, your greatest strength is magnekinesis, the capability of seizing control of electronics remotely and by your own will power. This is especially pronounced with robotics, allowing you to puppet the bodies (though not minds) of even sentient robots and machines!
Searcher	The Kron call you one of their own, and it is quite an honor. Your body is now extremely dense and durable, capable of surviving being bathed in the heated mantle of the earth with not even a scorchmark to show for it. Not only that, but you have a detachable 'orb' set within your torso you can easily remove and use as a weapon, a heavy dense flail. Your unique form allows you to survive with almost no sustenance, and grants you a lifespan comparable to that of a mountain range: A good many of them can distinctly remember events that happened even millenia ago, and will live to see more millenia themselves. As a side note, Kron have a knack with metallurgy and mining...You can probably pick that up as well, seeing as you're privy to their secrets.

Personality	Congratulations! You are now a N'rrgal Queen! Even as a hybrid, you are the core of a burgeoning N'rrgal hivemind. Your body takes a much more fluid-like green consistency to it, being more like a slime than a solid, and you gain quite a few perks as a new hive queen. Unique among your species, you are able to 'bud off' N'rrgal drones from yourself by sacrificing much of your life force, allowing you to kickstart the creation of a new hive. All N'rrgal drones have the ability to asexually reproduce, however nonqueens must sacrifice their lives to do so, becoming two N'rrgal drones from a single drone. In turn, two Drones can 'fuse' into a N'rrgal warrior with greater strength and durability. Drone or Warrior, All N'rrgal in your hivemind will gladly serve your will, as their mind is a portion of yours, and you hold their collective knowledge. Besides being capable of reproducing and having a hivemind, N'rrgal are capable of 'draining' energy from objects to sustain themselves. This usually means machines or life forms, but anything that could be considered a repository of energy can be drained.
Outlaw	So the Babylonians aren't lost after all. You are a descendant of the once-great Babylonians, the ones who created the Babylon Garden, the Extreme Gear and the Ark of Cosmos. The
	Babylonians, funny enough, were a band of amazing treasure hunters and robbers to the man. Some things never change. In any case, you of course inherit that particular knack for making off with the gold and jewels of a kingdom, but you want to know how they never got caught? Why...they knew how to defy gravity, with their greatest technology: Extreme Gear. Extreme Gear come in many shapes and forms, but most of them resemble extreme sports gear such as boards, skates, bikes and even windsurfing boats. These Extreme Gears allowed them to speed across the land, sea, and even through the sky in ways that still can't be replicated by most transportation. The mobility and acceleration that Extreme Gear gives is almost unparalleled, and now you're the master in more ways than one. For one, you can easily make Extreme Gear with the proper materials and technology, as well as finetune their performances and give them new abilities. As for the other...You're of course no slouch on an extreme gear. You can ride the wind like you were born to it, as if your gear let you dance on air...

- From Another Dimension! (300): Sonic's World rests in the Prime Zone, the zone from which all others stem. However, it is not the only Zone and it is not isolated from it's neighbors! You have a strange, multiversal nature (just go with it)...either the native of a dimension where your own nature has made you extraordinary, a dimensional wanderer who's picked up some amazing techniques in their travels(just go with it!), or perhaps you simply were created as the side-effect of a great cosmic shift and naturally brimming with amazing talents...no matter the case, it's plain to everyone you're from out of town.

Wanderer:	A Resident of a Realm of Dreams, you escaped the clutches of the Nightmare King to follow your own whims. As one of the highest members of the Nightmare's warriors, you are able to casually fly through the sky and perform acrobatic stunts with a majestic grace (including the powerful Drill Dash technique to dispatch your nightmarish foes!) But, of course, you have the path to your original realm...in a sense. You can open twinkling dust portals known as Paraloops that allow access to a pocket space where you can store your belongings (the sandman's domain) ... or the Nightopia of the world you live in. A world's Nightopia is a realm that reflects the dreams of those sleeping (called Visitors), where creatures called Nightopians play out the role of NPCs and the world shifts to create Dreams, fantasy realms reflecting the hearts of the sleeping Visitors. The world of Dreams is indeed your home, but it's not wise to allow it to become a nightmare through mere apathy.
Warrior	A noble warrior from a medieval world, you have adjusted to Sonic's world well. No matter what form conflict takes, your training has prepared you well. You had a training and aptitude beyond even the most skilled warriors of your dimension, of course making you a savant in siege warfare (both defending and assaulting fortresses), riding and caring for mounts, and most notably swordplay. With all these, you can apply the skills of your medieval training to a more modern battleground with unusual ease. One unique ability available to you due to your extraordinary prowess is the "Warrior's Soul", a supernatural ability to empower your body with a supernatural strength. You can use this "Soul" to perform "Soul Surges", combat techniques that can carve through magical beings and allow you to slay mighty beasts (like the dragons of your home) with but a simple blade in hand.

Comrade	Hailing from a world where the Day and Night are in fierce combat, you have been blessed with the power of Day. Your strength and endurance are high while immersed in the sunlight, and you can even 'take in' sunlight to emit from your body later as light and heat (as well as to use to keep your strength and endurance in dark places.) However, this is only one aspect of the Sun deity's blessing, as its dominion over growth lets you use the light of the Sun to nurture the growth of living beings, with the most curious application of this being to infuse eggs to become massive boulder-like tools. With more sunlight, these eggs grow larger and larger, before glowing bright and flashing. By using the final ability granted by the Sun Deity, the Morning Call, you can give a call to 'hatch' these eggs into loyal creatures based on what the egg originally held (Such as large combat chickens for regular chicken eggs.) This Morning Call is infused with the power of the Sun, allowing it to banish beings made of darkness and weaken powers associated with it.
Leader	Do excuse me! You're the royalty of your home-world, a ruler who can claim it as your domain and something to protect. Though the nature of your world is variable, in many respects it's similar enough to Sonic's World as to be easily mistaken if the geography weren't different. The skies are still blue, and the grass is still green...or at least some of it is. In any case, as if to demonstrate the nobility of your blood, you are capable of wielding an element (light, darkness, wind, lightning, fire, water, earth, and plants. These are examples, any "video game" element is a potential choice) as part of your spirit. You can produce the element from thin air and manipulate it, becoming part of your movements to allow speed capable of pursuing Sonic the Hedgehog as well as being able to fly and hover by utilizing the element. Otherwise, your body is the peak of fitness without crossing into superhuman, and you have an oddly regal grace and allure to your presence.

Engineer	You are from a world where the line between metal and flesh is extremely thin, as your people have created a process that Eggman is only barely managing to accomplish...That is to say, your people are skilled at the process of Roboticization, full body conversions into robotics. Surprisingly, however, your society also has respected the pleasures and sacredness of flesh and in turn created the opposing process: De-roboticization, transforming metal creatures and individuals into creatures of flesh. Though it came with great debate, these processes are a key philosophical and cultural point in your world as well as their greatest accomplishment, allowing those who are capable of being saved from their weak bodies a lease on life and the chance to enjoy their final years as a living being. Curiously, due to discovering roboticization before the actual advent of robots, purely-artificial life-like machines are a marvel to you and if introduced to your home would surely allow for the outright creation of new life. You are a scientist from this world, and as such you could easily work with the technology of Sonic's world to recreate these processes. Just be wise with this power, as your home has been, for introducing it recklessly here may end in tragedy.
Searcher	You are the lone escapee of a prison dimension, where you and a few others of your kind were sealed away. Your time in solitude, in a harsh and painful world, has given you the fire to research ways to escape...giving you access to quite a few unique technologies as well as the will and knowledge to survive a desolate wasteland-like world. Your imprisonment gave you insight into "Warp belts", devices that allow you to temporarily jaunt into other dimensions, though only a special kind of armor can come with you on these jaunts as it leaves behind physical objects (including clothes...) This is the only way your people can even temporarily visit the Prime Zone, though through some miracle you broke through entirely. The armor itself is part of your repertoire, of course. And what's an armor without a proper weapon? Your people have perfected a weapon of pure energy that transfers life force from those you attack with it into yourself, helpful for a dangerous place filled with wild beasts and fellow dimensional inmates. Whatever your feelings towards your isolation are now, it seems the world you've arrived to is no safer. Resist the urge for vengeance.

Personality:	From a land of sand and sunlight, you're a magical being known as a djinn. You are lighter than air, able to float easily and casually a few feet off the ground, and with effort of a light jog take to the sky. As a resident of the desert, you can make the flame dance on your fingertips, creating cursed arrows of flame to strike your opponents! These magical arrows are difficult to remove without causing serious injury to both the one affected and whoever would dare to pull the arrow from their body, an
	effect of their curse. As a being of myth and legend, you can enter the physical medium of a fictional story (such as a book or video tape) and interact with the characters and narrative of the setting as if you were there. Nothing can leave that story, and any changes made within it to your own person are temporary, but you CAN change the course of the narrative and subsequently even the physical appearance of the story (such as changing the name and designs of the book!) Of course, much like the famous genies whom made the Djinn name famous, you can also 'Grant wishes', by altering existing things within your reach(Or at least a footpace away) and conjuring objects/life forms out of thin air, though as a famous magician once said...you can't conjure a thing for your own sake. You can only grant the desires of others with your wishing magic.
Outlaw	Hailing from a place where people ply the skies in massive sailing ships, you've made your name as a raider and rebel against the stuffy and oppressive imperium! You of course are a brave soul, with the willpower to stand against the world and shout "No, you're wrong"...and mean it! Of course, your leadership skills and charisma are just the kind of thing to bring together a group of disparate misfits and make a flame-forged family of the lot. But what good's a swashbuckler who can't even buckle a swash? Adventurous, risky sword and gunfighting with an emphasis on things like swinging on chandeliers and riding down roofsides are a must, but not only that...your bravery gives your soul the fire to perform Super Moves. These moves mostly are enhanced combat techniques, such as slashes that spark with lightning or even creating massive special effects displays that deal damage to your enemies. While they're never quite enough to take down, say, an army on their own, they could bring down squads of the sky navy soldiers and their tough skilled captains with ease...if these techniques didn't wear on your endurance so much.

- **But Actually, a Machine! (400):** Latex and steel, zeroes and ones make up your being. You were constructed, an artificial entity, though who constructed you is up to you. Are you the newest

masterpiece of the Egg Empire? Were you created by a long lost civilization? Perhaps the freedom fighters have thrown their hat in the ring when it comes to creating machines to fight for freedom? Of course, it could be a single man's dream and ambitions that resulted in your creation...But the past is the past. Regardless of origin, you were built to last and with a specialty that makes you a keen asset for whatever path you walk.

Wanderer	Ah, the Metal Series. Simply put, they are a deceptively simple concept. They're badniks with a high quality of design, based around the mobian form. Of course, their innovator Eggman had designed them to resemble specific mobians previously but if he
	ever wanted to branch out and make a Metal series-styled badnik from whole cloth it wouldn't be too difficult to do so. In any case, you are either the newest in the Metal Series line (Metal Sonic, Silver Sonic and Mecha Sonic are good examples as well as Mecha Knuckles and... a doll that resembles tails) or a very similarly styled robot. Whichever the case, being a Metal Series has a host of benefits. For one, you're of course now the proud owner a very durable and strong robot form. Secondly, you have a jet booster built into your chassis that allows for flight with supersonic speeds (but not super to sonic... see what I did there?) Finally, you do have two internal matrixes that provide a host of benefits. The Black Shield matrix allows you to curl up into a ball and subsequently be surrounded by a black 'diamond' forcefield. The Force field draws from your internal energy reserves and could survive a meteor strike and still stay intact. But, it doesn't prevent you from being knocked around. You also can't take any action while the Black Shield is up, which makes it a purely defensive technique. The second matrix is the Burst Shield, a discharging electromagnetic field around you that is powerful and intense enough to tear apart metal buildings and foundations coming into contact with it. This one however drains your energy reserves even faster than the Black Shield, and if it bottoms out you'd be left immobilized and vulnerable for a moment. It's also a very short-range attack, being a field that is generated about a yard's radius around yourself in all directions.

Warrior	You...were really built to destroy, weren't you? Your body is a testament to the beauty of war, and it's evident in every design choice. For one thing, you have a truly ridiculous arsenal. You can produce flame-throwers, gatling machine guns with explosive rounds, fireball launchers, lock-on missile launchers, drill-shaped missiles that burrow through armor and laser beam cannons from a seemingly vast space held within your systems...and don't you worry about reloading, as the bullets seemingly come from the same place the guns do (i.e out of nowhere from within you.) But of course, all this firepower means nothing without a sturdy chassis to back it up...and you're built with durability that outmatches even some G.U.N battleships. Similarly, your servos can put out a force capable of shattering solid stone boulders in a punch. Destruction isn't everything (though you'd probably contest that, considering how much a similar machine known as Omega adores it) and you do have some utility to your design. For one, you need little maintainence, being able to run for at least a century in a post-apocalyptic setting and remain active. For another, you have built-in scanners that are capable of identifying and cross-referencing objects/lifeforms (in great detail!) you encounter with internal databases as well as being able to compute new information from previously scanned subjects. These same scanners let you sense the presence of life
----------------	--

	forms and identify hostiles without the use of visio-Oh, this is another tool to find more things to destroy. Well, enjoy it, at least...you ARE rather built for it after all.
Comrade	You're a resident of the digital world, an AI that can with some effort manifest in the 'real' world. As an AI, you can directly interact with electronic devices by using the Digital World (which now will follow you from jump to jump) as the medium and entering the part of the Digital World that represents that machine. While in the digital world, you can manipulate and 'create' constructs within it, enhance systems by directly interfacing with them, and bolster the defenses of systems against intrusion and attack! While your baseline form is a handheld computer in the physical realm (with a custom avatar of mobian shape in the digital realm)... you can opt to have a basic robotic body to interact with reality as well(though it's functions will be limited to anything that an average human being could at first.) In general, you are an amazing intelligence when it comes to enhancing operations and defending them...though you lack the proper 'firepower' so to speak to be an effective cracker.

Leader	The information dances in your head...as it should, as you're a mission control robot! Your form is compact and can roll into a shape of some kind (orbot and cubot are your siblings in this regard), though you're not extremely impressive hardware-wise. Software is where the brilliance lies: Your ability to process, interpret, and redistribute data is absurd, you could multi-task with such alacrity that you could singlehandedly conduct an army of hundreds and lead them to victory...DIRECTLY. In addition, your capacity for memory is high and you can easily recall and draw new conclusions from your memories and previous decisions, even decisions you might've normally forgotten making or have forgotten the reasoning for. In fact, your ability to understand the variables in your memories is such that you could even plot out and run hypotheticals of past situations...to see how you reacted and what COULD have happened with a certain course of action. A true logic engine, as well you need to be to be the commander of something like a badnik horde.
Engineer	You're a gizoid! Gizoids were machines created by the 4th great civilization, distinctive for their orange round heads and their blue eyes, and were renown for their ability to use 'copy' skill cards. While Sonic had encountered a warrior-type Gizoid before, you're of the repair model! You can float across the ground with jets, and have access to a set of versatile and useful tools in a back compartment that let you work with anything from basic steam machines to advanced energy-based pseudo-mystical crystalline teleporters and anything in between! But that's not the most important bit. What's really amazing is that unlike your brother model Fixit, you CAN interface with unfamiliar
	technology easily. In fact, you have the equivalent of the Skill Copy system for technology: You can (by directly interfacing with a certain machine, a process that takes about an hour) completely 'copy' the blueprints of machines and store them away for later recreation or even modification, as you can 'fuse' Copy Cards of technological devices and artifacts to create new variants. This alongside your tools can allow you to with time and materials recreate almost any kind of technology you encounter!

Searcher:	You're also a Gizoid! But you're one that was reconstructed from a combat gizoid, so while you're still capable...a few things have been changed. Let's go with what you CAN do, for now! Firstly, you have amazing baseline strength that puts you above the machines of war that constitute Eggman's badniks and egg robos and allows you to destroy them (and the machines of G.U.N as well) with sickening ease, chewing through them as if they were stationary targets. If this was all you had, though, the name Gizoid wouldn't be so rightly feared. The greatest abilities of the Gizoid revolved around the source of their name: "Everything", in the language of a forgotten civilization. Gizoids could copy the combat 'moves' of those they witnessed on the battlefield and mimic them with their powerfully flexible forms, and what's more they could assimilate these moves and continuously build power as more and more data and movesets were available to them. Unlike Gemerl, you retained this ability post-reconstruction...with some minor quibbles. The first and foremost is that while you CAN recognize and scan combat abilities to instantly integrate them into your own knowledge and replicate them...you have to be able to execute the move in the first place. Simply put, it has to be something possible with your current abilities. If you were to witness, say, a chaos control technique but had no magic or chaos energy potential to speak of in the first place you wouldn't be able to spontaneously generate this energy from thin air. You also wouldn't be able to use techniques that hinge on a unique biology or piece of equipment, such as flight with two tails, utilizing kickback from a pair of rocket shoes, or flapping wings to produce air currents. Still, this allows you to learn and archive the techniques of many and create a new form of combat uniquely your own.
Personality	You're a lover, not a fighter. You've been constructed with a highly durable body capable of flight...and when I mean durable I mean crash test dummy durable. There's a good reason for this...you're one of Omochao's siblings. You have the ability to endure a lot of pain and misery and project holograms into the air (usually for demonstrative purposes), but that's only a side effect of your true capabilities. You ever wonder how Omochao seemed to have so much knowledge at his fingertips? Easy: He, and you as well, are capable of tapping into the information networks of the entire world (media, internet, public databases,

	libraries, that kind of thing) with an emphasis on entertainment and academics...and pretty much call them up at will. Conversely, spreading information through these same networks is surprisingly easy. After all, how do you think Chao In Space got to be such a viral hit? In any case, you truly are a master of PR.
Outlaw	You're a marauder in the digital world. You were programmed and created (or maybe you're a sentient glitch) to specialize in a powerful, digital offense. First off: You are an AI and can't be physically harmed, only fellow citizens of the digital world can harm you (as well as virtual security systems, but we'll get to that in a moment.) You are also skilled at moving from device to device, utilizing the Digital World (which now follows you from jump to jump) to evade your foes. But you're not just a coward, you have a very great amount of power: You are tailor-made to destroy and break in the digital world, being able to bring to bear great amounts of processing ability to activate a suite of electronic warfare (which so happen to manifest as actual attacks to those in the digital world) capable of breaking through security systems with gleeful casualness. While you ARE capable of stealth, you're much more effective at breaking through defenses than evading them and in fact you're capable of wiping out terabytes worth of data at a time in your rampages. Like the Reaper reborn, you're programmed with destruction in every line of code.

- **With a Special Power! (300)**: You may hail from Sonic's world or another world, but even amongst the usual members of your home you are a truly unique individual. These abilities defy explanation, and only serve to mark you as a truly special individual. No matter what cause you throw your unique potential behind, it'll be greatly served by this strength...even if the cause is only your own.

Wanderer:	You were born hearty and hale, with your body having reached among the greatest in one attribute. In fact, you'd be worldfamous on this planet for this attribute! To the point where your name might even reflect it, as Sonic's speed and Mighty's strength have for themselves. The attributes you can display are as follows: *You can run and move at great speeds, being able to get in a footrace with Sonic the Hedgehog and still stand a chance at a win. You're also able to compensate for your speed with equally quick reactions and survive the speeds you move at, of course, much like Sonic can.
	*You have a great amount of physical strength, being able to fling giants and G.U.N's mechanized battle armors as if they were children's toys and beat Bark the Polar Bear (the 3rd strongest mobian in Sonic's World) in an arm wrestling contest...or a fist fight. *You are amazing hardy, able to go weeks without food and very little water, as well as survive intense terrain both sweltering hot and bone-freezingly cold...but of course that endurance also goes a great way to actually surviving the most dangerous terrain of all: The battlefield. You can take the sort of hits that would shatter boulders and crumple tanks like tin cans the way most people take a normal punch, and even magical forms of damage have a much greater time getting through your dense hide.

Warrior	Deep in your lungs, you can feel the call to battle. With a shout, you can make it realized...and fill it with power! You get your choice of how this power manifests, it's at base a supersonic shout that is capable of the resonance and volume to even tear apart machines and make the bones of your enemy's quake. But, if you want to add a bit of flair to it, you can bolster this ability to be instead a form of 'breath weapon'...you can breathe out a basic 'element'(such as fire, ice, electricity, wind, poison...Your decision on how you want it to manifest though if you want to breathe out something like radiation, you're free to though I'd be a bit careful with it) with the same intensity and power as the sonic shout, allowing you to blow away the competition with your hearty roar! You have no limit to this deathly breath (and it is deathly, the intensity and power of the element you exhale allows you to easily kill multitudes of GUN soldiers and Egg Empire enforcers alike with the same effort as a sigh), except that of course you need to be able to inhale and exhale in the first place to use it. Though if you're not even able to breathe correctly in the middle of a fight, you probably have bigger things to be worried about.
Comrade	You are among the people who can say that Sonic's world is truly your home, as you can find friends among all of it's creatures both great and small. You are able to communicate with and ask for the assistance of the Mobini, the small non-sapient creatures that live throughout Sonic's world as well as the Chao, little creatures with a magical biology that live in Chao Gardens around the world. While Mobini are not particularly powerful on their own, they do have minor versions of the strengths their mobian cousins have...and of course, they do have one thing they can grant you: Their own abilities. While it's a small amount of capability in their 'known' strength (speed for animals such as cheetahs and rabbits or magical power for mobini that have mythical creatures as cousins such as Dragon mobini and unicorn mobini)... it adds up, as the small hordes of animals can willingly
	lend their strength to you in their desire to help. An entire forests's worth of mobini faith and ability invested in you could make you a blessed guardian with the agility and strength of 10 average mobians... not to speak of what happens if the creatures of a whole land were to grant you their hope.

Leader	It's a cheap trick, but some people just won't cooperate, will they? You have the ability to lure people into a hypnotic state with your eyes, direct eye contact with you is alluring to people you're trying to use this ability on and unless they have a particularly strong will...well, they won't be able to help but hear your words sweet as honey. You could with this ability and a little bit of knowhow (some actual people skills would do wonders) convince someone to turn on their chosen side with full belief in the righteousness of their actions. As a side note, you can also break existing mind control with a glance and a meaningful twinkle in your eye. Nobody's controlling minds but you, if you have something to say about it.
Engineer	You really like making more work for yourself, huh? You're a walking gremlin, basically, sending technology out of whack with your interaction with it as well as causing bad fortune in general...though again, your particular 'talent' seems to be in causing things to malfunction. Sometimes, even explosively. You've got enough control to make sure it sticks to a particular thing or object, but if you want this havoc to spread all around you it's going to be a bit indiscriminate in what it hits. While it's maybe not the best tool for a lab...in a war where the deciding factors are more often than not superior technology, this is a greater equalizer than you'd imagine.
Searcher	Whether it be finding the secrets of the living or of the long-dead, not being spotted in the process is usually a great skill for people with your kind of work. While you may not have stealth training, a quirk of fate has allowed you the talent to disappear from the sight and senses of others for a short time. While you can easily vanish from people's sight with only a minor ache for keeping it up long-term, you have access to a form of totally blending in to all senses...but only by holding your breath. As long as you don't inhale or exhale, you can completely vanish from sight, sound, smell, and touch (though you are still tangible, you just don't show up on sensors or the sense of touch of others)... even avoiding electronic scanners with this!
Personality	You're not content to just sit behind a desk and shuffle paper or smile pretty for the camera. You're full of energy and ran out of things to do, so you took up a martial arts course...and through sheer force of effort, you somehow turned the equivalent of mall judo into an actual potent fighting style. Chiefly, you are able to create "phantom images" in your movement, multiplying yourself and creating mirage mirrors of yourself that are difficult to pick out as different from you. You're also rather fast in combination

	with this, meaning that if you do it right, you could catch even expert combatants off guard and take out enemies with a quick series of after-imaged strikes. In general, you also have quick reaction times and a basic primer in martial arts.
Outlaw	Let's face it. You live a life on the run, or at least one where you can't rest on your laurels for too long or people who you'd rather not deal with (cops, betrayed criminals, angry spouses...) catching you off guard. But...you'll know they're coming from miles off. Your senses are amazingly keen, with all 5 basics (touch, taste, that kind of thing) having a great sensitivity while still allowing you to avoid the drawbacks to such hypersensitivity...and in fact you even have a unique sense, like echolocation or sensing vibrations through the earth!

- **With Magic! (300):** Sonic's world is one where the incredible happens, where chaos and mystic energies play an earthshatteringly major role in the events that play out. The presence and use of the Chaos Emeralds for example, is a constant source of both conflict and solutions in the war against the machinations of Doctor Eggman, and the Naugus siblings were with their arts of crystalmancy (and a few other arts) able to pose enough of a threat to force an immediate response from all sides of the conflict. Magic is a heady and rare power in this world, and you now have a bit of it in your own hands to use.

Wanderer	Your body has become a conduit for something much, much greater than yourself. You have tapped into what once upon a time was called the Chaos Force (though no longer), being able to use the power of chaotic energy to open rifts in space. Make no mistake, chaotic energy is not a toy: These tears in space time are not to be depended on except for short trips and momentary uses, such as lightning-speed short-range teleportation 'jumps' and vanishing entirely from existence for moments at a time. Anything more is risking being burnt by the vast energies of chaotic power needed to rend space as such. But, you can use this instability to your advantage: Tearing open small rifts palmsized rifts around you with the intent purpose of their destructive energy breaking through as an attack is completely within your hands...and if you're willing to risk it, you could even create a large person-sized rift with the same properties, though chaos has no discrimination and unless you're rather skilled with mystic energies you'll be put in the blast zone for sure.
-----------------	---

Warrior	They say that deep within Sonic's world sleeps two spirits. Light Gaia, and Dark Gaia. Light Gaia is the power of hope, the day, and life...while Dark Gaia is the power of hate, night, and the end. Whether by choice or accidentally, you've taken in enough of the mist and power of Dark Gaia to initiate a transformation in your body and soul. You now carry a measure of Dark Gaia's power in your heart, allowing you a few powers. At base, you can create
----------------	--

	searingly hot purple energy attacks at will, an easily used option for most. What's interesting is what follows: In places of darkness, in the presence of the moon, or at night(basically, anywhere associated with moonlight or far from the touch of daylight) you can take on a new form, a more 'primal' body with plenty of physical strength to go around as well as a strange flexibility in your limbs that allows you to perform amazing feats...such as stretching your arms out for at least 30 feet from your body or using them in astounding combat techniques. This power is derived from the negativity in your heart, and in turn you can actually do one more thing with this negativity: You can take the negative emotions in your heart and bring them forth as mindless beasts called Dark Gaia Creatures. They often aren't much stronger than your average wild animal, though if you focus and truly gather your rage to bring forth, you might create something more approaching an ogre or dragon in it's might and form.
Comrade	Your heart has a spark of light in it, a potential that has allowed you to hear the song of magic and in turn, play the wind like a flute in order to sound the note that enchantment plays. You are capable of using the Magical Melody, a powerful spiritual technique that allows you to 'sense' the presence of magic and mystical energies both near and far and find new paths through the world around you. If that wasn't enough, you are also capable of communicating with spirits directly such as Tikal and Chaos, spiritual guardians. These guardians in turn are capable of lending you their knowledge and power, if they so choose.

Leader	They say that deep within Sonic's world sleeps two spirits. Light Gaia, and Dark Gaia. Light Gaia is the power of hope, the day, and life...while Dark Gaia is the power of hate, night, and the end. Whether by choice or accidentally, your presence and attunement with the temples of Gaia (as well as perhaps even being of the families fated to guard the keys) have left you with a measure of Light Gaia's power, a torch not easily found in this world. The most direct usage of this internal light is the capability of "revival." Though you may not be able to rebuild a shattered world on your own anytime soon, you can 'restore' places from devastation, bringing life to dead lands and rebuilding shattered ruins and buildings. You are also capable of bringing this light to bear as an external force, a power that can bring forth shields and amplify your own physical strikes. This power is especially useful against that which draws upon despair, darkness, or negative emotions or beings made of those elements! Your abilities are echoes of a greater, benevolent force...Do listen to what they ask you, if you can.
Engineer:	The world, when divided, tends to unite. When unity reigns too long, it tends to divide. This has been so since before the Chaos Emeralds were formed, and will be true long after they are

	shattered for good. The worlds were once united, and now they are disconnected. But you? You can stitch them back together again. With a sacrifice of some gold, approximately half a pound's worth, you may create a Warp Ring...a giant shimmering golden portal with rainbow light emanating from it. This portal is useless for intra-versal transportation, as it simply will send you somewhere random if you 'key' it to access the universe it's in. No, no the true purpose of this is to go to another universe. You can have the Warp Ring 'lock on' to an exterior universe and leap into it if you are aware it exists, or you can have it 'search' for an unknown universe. It will tell you nothing about it, but it will at least avoid immediately lethal universes (such as one made entirely of antimatter for all you proton-based lifeforms.) What answers can the sea of universes bring you, I wonder?
--	--

Searcher	You have learned the arts of one of the great lost civilizations, the Trolls. You may choose to be a troll yourself, or you can simply have taken up their arts. No matter the case, you are capable of sending forth a ray of light from the palm of your hand that grows a dense hard crystal wherever the beam strikes. People encased in this crystal are capable of living indefinitely within them, aware and capable of breathing 'from' the crystal. They can break out from within, but it takes exceptional strength (physical or strength of will) to work up the power to break it by the barest of movements afforded in their new prison. Of course, this isn't all: You are capable of seizing the control of machines also encased in this crystal, even sentient machines! Of course, they have to be encased in enough to be functional but still covered fully.
Personality	All war is based on deception, and while you may not be a general or soldier...people like you stick to the Art of War like glue, don't you? While this was a strange art a Fortune Teller taught you, you're not going to complain about results. You are capable of changing your appearance and voice to that of any person you can recall...though if your memory isn't good enough, you may look/sound different. Still, you'd be surprised how much of a divergence you can get away with. Still, the applications of such an ability are yours to imagine, especially as for the purposes of things like audio recording devices you sound pitch perfect similar to the person you are mimicking...Try not to be naughty with this. Although nobody would give you much gaffe for it, would they?
Outlaw	The one who taught you this made like a ghost after your lessons...and honestly, you can't blame them too much. Their technique would get them locked up, though not for long: They taught you how to Shadow Meld, a technique that allows you to travel through darkness and shadow like a shark through water. You can submerge, surface, and swim through the shade as if it was your natural home. If you're in a shadow that is lit up with no
	other shadows to escape to, you'll be ejected...but you'd be surprised how easily you can transfer from one shadow to another in the blink of an eye.

Perks:

Wanderer

I Am All Of Me (100, free Wanderer): You are you. I know it sounds redundant, but you'd be surprised how many people deep down tie their identity to things outside of themselves. Their kings, their bosses, their company, their family...A lot of people tie themselves down. However... you can stand easily on your own two feet. Your sense of self and desire to live free as the wind make you headstrong enough to break through pain and manipulation, and even more than that...your 'self' is so strongly felt that people could recognize you in the flesh just from stories of your exploits.

Open Your Heart (200, discounted Wanderer): The language of the Heart is the same no matter the nation. Your travels from place to place have made you a more empathetic person, understanding and able to make your true intent known no matter the culture or tongue your words are in. Of course, this goes beyond simply being able to bond across national or continental divides: Every star in the sky holds a potential new friend, as such even those from alien dimensions and faraway stars can see the contents of your heart if you so chose to show them. Even if it takes a while for the speech barrier to drop, those who come in peace will know that, yes, you do too! If those words are true, of course.

Dreams of an Absolution (400, discounted Wanderer): The winds whisper across the world to you. There is a sickness in the land, and while others might have been born into the evil that destroys their happiness and peace...You can be the breath that dispels those storming clouds away. You are able to deduce the sources of sorrow in a world, what brings it's people misery and what threatens to break their hope for good. Through intuition, listening to the woes of others, and a quick wit...you can even find a way to break this sorrow's hold on them. The going might be tough, and the path to shatter the storm of despair may seem impossible, that's for sure. But, if you're willing to grit your teeth, they will see the Sun again.

Live And Learn (600, discounted Wanderer): There's a real big emphasis on buying these things, huh? Wouldn't it be obvious some things can only be learnt by doing? Granted, sometimes opportunity never comes knocking for others to become a better and more capable person...but not you. You're opportunity's favorite customer it seems, as you always will have an 'in', a 'hook' to some wild journey. It'll always be something you'd have no problem spinning a yarn about later, and while you might come out of the adventure broke you'll have something to show for it. A new trick, some strange power residing in your soul, your name on a wall somewhere, a legend of some amazing person in a local town...It almost feels like you're being guided onto the path of being a 'legend', or even a hero, and following these paths will certainly allow you to earn the title. Of course, no true legend would end with 'and then he went totally over his head and died', so these adventures will always be something within your power. Not something you can breeze through, but certainly something you could achieve by putting some elbow grease into it. Life is the greatest teacher, and it turns out now you're her favorite student.

Warrior

Knight of the Wind (100, free Warrior): Spin Attack. It was pioneered by Sonic, but now it's a common attack used by almost every barehanded Mobian combatant in the war between the Freedom Fighters and the Eggman Empire who's heard the tales of the Blue Blur. When even Antoine, famous cowardly lion of a warrior, knows how to use this technique you have no excuse to not learn. The spin attack works as such: By curling up into a ball just so, you are able to move around in a ball-like form and strike people with the full power of your body without hurting yourself in the process! It's a full body tackle that utilizes all of your potential damage behind a single hit, and minimizes backlash usually associated with slamming your entire body into something at a dead sprint.

Never Turn Back (200, discounted Warrior): Because of the sheer scale of this War, it's not unusual for rank amateurs and desperate recruits to be filling the ranks on every side of the conflict. You're not one of them. You're disciplined, cool under pressure, and can easily mentally filter out the havoc and noise to understand what in a combat situation is your immediate worry as well as have a vague enough knowledge of your situation to understand where more threats will be coming from. Along with a hardened mind, you have a hardened body that can stand the rigors of combat well enough to be an asset wherever you fight. You may not be the strongest in the land, but you're good enough to come out of a fight the victor, if you're among equals.

Theory of Attack (400, discounted Warrior): In many worlds, the actions a single soldier make no difference. An individual fighter is the cog in a grand machine of war, where success or failure is in aggregate. Not so here, and certainly not with you in charge. You can read the currents of battle like a river, and understand the ebb and flow to see where a single team of great skill or power can make a huge difference! If you're willing to put your hide and the hide of your squad at risk, you can with a handful of people change the course of a battle involving hundreds contesting control of a major city, as an example. Though the danger is present, you CAN make a difference in a battle...with the right opportunity.

What I'm Made Of (600, discounted Warrior): A war may be made up of many battles, but some battles are heavier than others. You can tell when a single action in a battle would drastically change the course of the greater conflict (such as a campaign or war) behind the battle, even if the connections are thin or even seemingly nonexistent. They're often extremely dangerous and death defying acts, like singlehandedly bringing down a flying battleship, or braving a heavily armed fortress alone to reach a key point in the battle. As long as you're seeking out one of these 'turning points' and fighting for it, your competency in battle and physical prowess goes up to truly heroic levels! Not enough to make it a cakewalk, usually, but to give a fighting chance for what to many may seem like truly impossible odds. If you pick the right time...you truly can win the war in a single battle.

Comrade

Lazy Days(100, free Comrades): There's too much of a focus on this war thing nowadays, isn't there? While everyone else worries themselves sick, someone has to keep the peace and warmth of a hearth. Unlike a few other tightly-wound people, you know how to relax and help to ease others of their stress away no matter the situation. You have a few ways to do this, but the easiest ways are fun and calming pastimes like fishing, card games and even things like tea parties. Finding some time to partake in these

even in tough times isn't too hard for you, either, even if some of the things are hard to find or forbidden.

Follow Me(200, discount Comrades): It's easy to scoff at, but friendship is important...and so hard to keep together. They can grow distant, or clash over petty misunderstandings since they won't back down or try to lower their guard. But you can see the truth of how important relationships are, and with that truth mend broken hearts: You can bring people together even in the storms of heartache and distrust. Though they may bitterly hate each other, you can at least allow them to open their hearts and listen to the other fairly and without true bias. Not only that, but being a mediator never impacts their outlook on you: their grudge is with one another, after all.

Work It Out(400, discount Comrades): Just because you're not an expert doesn't mean you can't pitch in! You're here to help, and nothing's going to stop you there: When it comes to solving problems, if you're willing to put in the time and effort, you can find unorthodox and roundabout solutions to things waaaaay out of your depth. They might not be anything you can act on necessarily(after all, you still aren't the expert and just because you know the destination doesn't mean you can find the path there), but people in the know'll take inspiration from you and make major breakthroughs. If you happen to be an expert as well, you tend to find that just going with your intuition is a great way to make progress even when it really shouldn't.

You're my Number One(600, discount Comrades): Make no mistake. In this place of magic gems and technology, one of the greatest forces to grace Sonic's World is latent in every single person. In all things, look to Love...For what are the great Chaos Emeralds, but Power enriched by the Heart? This great strength is no stranger to you, and you'll see that no mountain is too high or sea too deep to stand in its way. You have a 'special person', the one for whom you'd move mountains...and with this inscrutable force, you'll find the might to do so in you for their sake. If you act with a pure intent, for the sake of that beloved's happiness, "impossible" becomes an empty word and "miracles" will make themselves apparent. Whether it be reaching impossible speeds to chase down the boy who can outpace the sound barrier as an ordinary girl, enduring mind-shattering pain to keep a smile on her face, or fighting with the ferocity to make your foes feel as if your beloved was standing right there beside you (with only the memory of their words in your mind to bring this inner strength)...Love conquers all.

Leader

I Wanna Breathe!(100, free Leaders): The crown is a lonesome burden, isn't it? You are the beating heart of your faction...but as anyone with a bit of biology knows, a heart never truly rests. However, it can slow its beat for times of peace and in turn, you can do similar. No matter how much responsibility you have over how large of an organization, your time management is such that you can always squeeze in an unforeseen thing, like an emergency, a personal matter, or even just a few hours to decompress. The most urgent things will become just urgent enough for you to need to snap back before the sun sets again, but not so much as to cut in to your decided action. There's only so much daylight, though, and it'd look very foolish to ignore what's needed of you for weeks on end.

What You Need(200, discount Leaders): It'd be embarrassing if you directed your people without any idea of what you were actually deciding on...or if you had no idea what they were thinking and actually

wanting. But of course, you didn't get this far being a buffoon: You can read the atmosphere real well in your organization, and pick out points and parts where it needs improvement from an objective standpoint for its goals. Of course, just because you can easily identify the decisions being made doesn't make them easy. Sometimes you have to be able to give things up (or let people down) to make the big picture happen. In these cases, you have the mental strength to do what's needed even when the price is personal and deep to you.

A New Day(400, discount Leaders): An ally's indecision and weakness is as lethal as an enemy's strength and determination. Perhaps even more so. Your success hinges on everyone's hearts beating as one, for a singular purpose. With a cause as scattered and shared among so many different people as toppling the might of the Eggman Empire, across the entire world...It's easy to feel as if you're herding the waves of the ocean. But you can't give up regardless. You have an inner light that serves as a beacon for those who ally with you, fostering a camaraderie and solidarity that smooths out division and inefficiency in the name of your organization's guiding goal: even the entirety a continent-wide resistance force could be mobilized within days underneath your steady hand, and quibbling over day to day decisions is not longer permissible or even a factor. A new day has to dawn, and that can only happen once all see the same sky.

Raisin' Me Up(600, discount Leaders): As much as you are vital for your people and their dreams, and an integral part of them...they're a great part of you as well. You can't do it alone, and while your leadership may give them strength, their skills raise you up. This give and take between you and those in your organization is now such that you can pick up and learn abilities from those in your organization with great ease, and in turn teach your own abilities to them...even if they'd normally not have the potential for it, though if it needs something physical (like a special organ or body modifications) that'll be the only barrier to their lessons and your lessons towards them.

Engineer

Fire All Weapons!(100, free Engineers): Warfare is the mother of invention, as sad as it is to say sometimes. You're not any different, but what you are is among the best. You can easily hypothesize, design, and construct a dizzying array of high tech weapons utilizing concepts such as sonic damage, superheated metal, ionized air and microwaves as effective and powerful weapons capable of being carried by bog standard fighters. You can even make custom jobs to fit the wielder's personality and style, like a laser whip microphone for a singer or even the ring energy blades that the Acorn royal family use.

Hi Spec Robo Go!(200, discount Engineers): The Robot. A humble yet vital workhorse of the new era. Though there's a stigma on certain kinds of machines due to Eggman's heavy use of the badniks, robots are a tool and like any other tool they're for good or for evil. You can design and create simple, functional robots like those used by G.U.N or the Egg Pawns, machines that work well for their purpose (and can be flexible enough to do a few other things), their AI loyal...but not too bright. Even the smartest of them will be a bit of an idiot while still being sentient. Still, they're your idiots and having small minds means there's no room for doubt.

Under Construction!(400, discount Engineers): Genius takes innovation, and innovation requires a touch of madness! You can push your tech past the upper edge of your normal capabilities, increasing it's chances of being utterly cutting edge...though also risking unexpected consequences and 'glitches' the further you push the envelope. No matter the glitches, though, the returns are phenomenal. This power could take the tech given by "Hi Spec Robo Go!" and allow you to craft advanced and refined machines like Omega and Metal Sonic...but as those two show, brilliance can come with unexpected progress both good and bad.

Built to Rule!(600, discount Engineers): It's time to roll up your sleeves. You've got the master plan, and it's time to build big. You can work on a larger scale with all your tech(including that given by "Hi Spec Robo Go!" and "Fire All Weapons!"), and have both the architectural and engineering chops to make sure that all that glorious metal and machinery works without being overwrought. Not only that, but you can get these large projects done in a good amount of time, noticeable quicker than even a team of markedly intelligent people. Finally, if you didn't know how to already, you know the basics of how to make vehicles capable of traversing the land, sailing the sea, and soaring the skies for all manner of purposes...from pure transportation to carnage and destruction.

Searcher

Feel the Sunshine(100, free Searchers): It's hard to seek the answers of the world if you're not even capable of looking at what's around you with your own two eyes. You're now more attentive to the world, being capable of living immersed in the moment as well as taking it in with full awareness of the senses. It'll let you enjoy a sunset as easily as fully casing a crime scene.

Back In Time(200, discounted Searchers): It's strange. When you arrive at the scene, it feels as if the past comes to life just a little bit. Things that laid undiscovered become a bit more apparent, forgotten clues to a new discovery are dredged from a dusty corner, a witness to a long-forgotten crime has a sudden flashback, and cold cases just get a bit warmer when you're around. Your nose for these windows of opportunity is sharp, and you can tell when the path to a new breakthrough, usually a clue or a hint of great interest to you, is near.

I'm a Spy(400, discounted Searchers): If it was easy to find coveted information with just a search and asking a librarian nicely, it wouldn't be coveted. No, there are times when the truth is trapped in the darkness...and only someone willing to bend the rules is going to let it see the light of day. You have a greater skill in infiltrating dangerous places(from guarded fortresses to booby-trapped temples) from across all periods of time, and your information gathering is top-notch. The truth is out there, and no matter who's put these obstacles in your way, you'll find a way through.

For True Story(600, discounted Searchers): Elementary! The secrets of man, mobian, and machine alike are but trinkets to be won in the great game. Your mind is clear and your eyes keen, as you now have an abnormally high intuition and a mind built for cracking through subtlety and obfuscation. With skills like yours, you could piece together the evidence and culprit of a seemingly perfect crime as if putting together a child's jigsaw puzzle, or decipher an ancient untranslated tablet with the ease of your daily

crossword if you put your mind to it! Discerning the truth and purpose of the world and mysteries around you is truly the greatest riddle, but it's certainly one someone with your genius has a chance of solving.

Personality

Sweet as Honey(100, free Personalities): Oh no, there's two of you. I don't think the world could handle such adorableness...You're now very cute and charming, and if you like you can add in a bit of a wholesome kind of attractiveness to the whole kit and caboodle. People think you're fun to be around, and if that wasn't enough you've got the most wonderful talent of being able to come up with catchy jingles and slogans on the fly. Every day's great at your~ Jumpchain's!~

Life is a Breeze(200, discounted Personalities): Magic, War, Politics...pfah. That's not what the people want in their lives, though you admit it'd make a great movie...they want something to make them feel happy, and fulfilled. Enter you! Yes, from here on out you're extremely skilled and competent in a 'soft' industry catered to people used to peace and wanting a little more out of life, such as fashion, cooking, soft drinks, movies, games, tv, home appliances...well, you can probably guess what else fits in from these examples right? In any case, you could make money off of this industry as easy as a breeze, and if you're really in need of a challenge you could push yourself and become a household name in your chosen industry. You can buy this as many times as you like for various industry skills.

As you Truly Imagined It(400, discounted Personalities): Ah, expectations are a fickle thing, aren't they?. You can work hard to build up something's reputation, but if it flops...it's harder to build that trust. At least...for people who aren't you.~ Now, you're the marketer of legend: You could take something from unknown to world-famous and keep them there more or less indefinitely as long as you do small gestures to maintain it. More importantly, people actively won't mind if things won't live up to your hype as long as the end product they're getting fulfills it's purpose: There is no such thing as overhyping! Of course, you also get the kind of knowhow to manage and keep a worldwide brand without delegating too much. Which is a feat, especially as it's pretty clear to everyone that your brand is not diluted at all, it is completely your vision and as if you attended to every detail personally.

Everyone's a Winner!(600, discounted Personalities): You don't get on top with just a disarming charm and looking good in a suit. You've got a mind like a steel trap and you know how to pull the strings even without 'real' authority...and if you play your cards right, you can even outshine them and make them kowtow to you! You're very cunning and can work with almost any situation to turn it into a profit for you in SOME fashion, even incidentally. By making words and hearts dance in the palm of your hand, you could play warlords and royals for chumps, turn the fate of the world into an outrageous publicity stunt, turn a war into a license to print money by benefitting both sides, and to the consternation of many come out smelling like roses on top of all of it. You're good at making everyone feel like a winner, and making sure they're all wrong.

Outlaw

Here We Go!(100, Free Outlaw): The most important thing in a fight is to get out of it with as many pieces of yourself attached as you had when you entered it. Sometimes that means winning and bringing the other guy down...but sometimes, you gotta eat humble pie and just break for it. As long as you're willing to throw away victory, dignity, and possibly even sacrifice things, limbs and people dear to you just to save your own hide...you can get a great chance of . Can't guarantee wherever you'll end up will be safe, or that they won't try and catch up to you, but at least you can swallow whatever pride you have again if trouble comes knocking.

Catch Me If You Can(200, discounted Outlaw): The cowboy rides away into the sunset!...Probably because he's got someone's life savings in his bag! You've honed your technique of running away, and turned it into an art you could proudly pass down to your children. You're amazing at evading the consequences of your crimes and sins, be it the long arm of the law, angry spouses, or debt collectors looking to cash your bad checks at the blood bank if you catch my drift. If it really came down to it, you could skip town from a place you've lived in for decades within the night, leaving barely a trace.

Trespasser(400, discounted Outlaw): You've got to make a buck somehow, right?...What, get a job? None of that! Crime DOES pay, and here's why: You're one of the best when it comes to taking people's stuff! You've got a great talent for casing a joint, eyeing what needs to be taken care of to get to its juicy center, then cracking the place open in a massive expert heist! It might not be the cleanest or classiest one, you're no phantom thief, but you can still make a fine name for yourself as a robber for the history books.

Fly in the Freedom(600, discounted Outlaw): Luck is a lady to you, and boy is she kind. You could walk out of a casino with twice what you walked in with on a good night, and on a bad night you just break even. But if that was all I wouldn't really be talking about it like this...You see, money and windfalls just seem to come to you. Not freely, mind you. But the kinds of crazy leads and opportunities to find places filled with treasure and artifacts of great significance seem to just...come your way. If you're clever enough to use them, you could even come out of a horribly failed disaster of an expedition a rich man. Though you'll probably have some people very angry or very dead in the process...Granted, considering your luck it's more than likely none of those dead men are you.

Gear:

Those with the Neutral Alignment get +200 points to spend here, as they'll need to build up some capital if they want to make their mark.

Wanderer

- Infinite Chili Dogs(100, free Wanderers): I'm not sure what to tell you, except that a certain blue blur would be pretty jealous you even have the option. This is a hot dog cart that seems to be always ready to serve up chili dogs at the perfect temperature and with all the proper trimmings! If you're so inclined, you could even start up a successful and profitable chili dog shop with this. If the cart's broken for whatever reason, you'll be able to find it shortly enough if you start looking for it again.

- G.U.N Surplus(200, discount Wanderers): A crate labeled with G.U.N's imposing stamp, inside is a variety of weapons that the good ol' boys in blue use on a regular basis. Riot shields, machine guns, shotguns, and even a rocket propelled grenade launcher. On top of all of that, one of G.U.N's war bikes comes along with it! Some people here are pretty against weapons like this, but if you're willing to use them you can get a lot of mileage. With the motorcycle, probably even literally. Anything destroyed or lost will be found as another crate filled with ammo and replacement weapons is mysteriously airdropped in!
- Custom Shoes(400, discount Wanderers): Make no mistake, the shoes make the man. What's the uniting factor of Sonic, Silver, and Shadow? Super cool shoes. These shoes are a style all your own, and have a great customization or two on top of that. You can pick any two of the following Customizations, but by default the shoe is durable enough to handle and even channel your powers(such as controlling speed or amplifying telekinesis.) These customizations can be activated mentally or verbally(through a certain codephrase) as you like. If you have any existing shoes, you're able to apply these customizations (and a new look!) to them.
 - ***Boost**: These shoes can give bursts of stamina to sprint faster, though at the cost of making it a bit harder to keep your footing without careening out of control.
 - ***Slow**: As almost a polar opposite to Boost, this gives a few moments of 'slowed' perception, allowing you more time to perceive things and process them, though your reaction time will have to be good enough to allow you to act on that information.
 - ***Homing Smash**: By activating this, you will make an 'air dash' towards a direction you desire, a quick burst of movement that can even be activated mid-air. You'll need to touch a surface(such as the ground or if being used offensively, an enemy's face) to 'reboot' this and use it again.
 - ***Tornado**: The ability of this shoe is to wreath your feet in a howling wind, allowing you to possibly 'fly' if you can guide the powerful gusts and also giving the ability to blow foes away with a few kicks and acrobatic techniques! However, the power is very difficult to control without a great amount of focus and finesse.
- Lake of Rings(600, discount Wanderers): in special places around Sonic's World, there are lakes where mysterious artifacts spring up from seemingly nowhere. These Power Rings are heavily desired by those who know of their true strength, as they are a potent and clean source of power for both technological and mystical means. In fact, strong-willed individuals can even call upon their power directly and gain a boost of energy by 'burning' one of these rings! Now, you have a map to one of these "Lakes of Rings" ...by reading the map and following the directions, you'll find one of these springs without fail. The map updates itself to every world you enter, and mysteriously a Lake of Rings will appear no matter the world. The lakewater itself is purified and clean, and the Lake is a secret oasis to most of the world. Additionally, you can place a Lake of Rings inside your warehouse or any other following property you like.

Warrior

- A Tool of War(100, free Warriors): Those who fight bareknuckled are common in this world, but not everyone desires to or is capable of doing so. No matter your style of combat, you now have a weapon(even a knuckleduster if you're so inclined) that is durable and perfect in terms of weighting

and balance for that combat style. If you wish, you can potentially make it an energy weapon, which is lighter and has potentially more power but requires an energy source.

- Warrior Feather(200, discount Warriors): This feather is said to have been infused with the knowledge of multiple warrior clans, especially those of the lost Echidna civilization. By channeling their spirits through this Feather, you have learnt how to utilize the power of the Heart to perform combat techniques such as the Flame Somersault(A spinning kick wreathed in fire, intense enough to weaken even metal crates), the Maximum Heat Charge(A 'charged' attack that lets you dash through enemies like a raging locomotive) and the Revolving Attack(Using a weapon, spinning like a top in such a manner that you could easily carve through enemy ranks.) These are not the sole techniques, but they're examples of what kind of strange attacks you may learn.
- Armor of Light(400, discount Warriors):The reign of Dr. Eggman had left many to distrust technology in all of its forms, such was his impact upon the world. But as time went on, the benefits of technology began to outweigh the banes, and soon enough almost everyone used some form of technology to ensure their survival in this world... or in your case, to thrive in it. This tiny contraption will envelop you in a shining energy armor with a shape and color of your choice, that will let you shrug off many physical blows and even some forms of magic! It's got a small battery as is however, measured in minutes. But a proper Warrior will make it count.
- Ancestral Weapon(600, discount Warriors): A Blade forged in legend, it was said to have been wielded by a brave knight in service to the Acorn family against monsters and practitioners of dark magic alike. Whether this is true or not, it does seem to line up with the sword's abilities. This blade protects it's wielder from the effects of curses and spells, allowing a sufficiently strong-willed warrior to overcome them with the might of their soul alone. In addition, magic and magical beings are 'disrupted' when struck by the blade's edge, elemental creatures who are made of magical energy such as Dark Gaia monsters would feel the edge keenly and even intangible magical foes could be cut and destroyed by this weapon. Magical barriers would also be able to be 'cracked' with enough strikes and force, as if they were physical armor. It seems that whatever was done to this blade allows might to overcome magic, in the end.

Comrade

- Sweets and Tea(100, free Comrades): A small break is what everyone deserves, isn't it? This tea set and wheeled cart is filled with all that you need to ensure a nice and refreshing tea time. Any kind of scone or sweet you could desire to match with your drink can be found in the cookie tin within this cart, and the tea set is such that you could easily prepare whatever tea you fancy. Of course, it also comes with sugar and an always fresh cup of milk. Take as many lumps as you like, it's not emptying out anytime soon!
- Miracle Planet Flowers(200, discount Comrades): Indulging in a spot of botany, then? These flower seeds are straight from the Miracle Planet, a planetoid that was once chained to Mobius in an attempt to conquer it by the notorious Doctor Eggman. These flowers are rare due to the Miracle

Planet only passing by Mobius every once in a blue moon, so be glad! Luckily, this breed can grow in most soils and is relatively hardy, so you won't have to worry about them dying. They're very beautiful flowers, but what's more is that they actually produce a fair amount of energy! You could easily charge a device with one in a flower pot (and some way of actually capturing the energy) or power a small home with a bouquet's worth rooted in the ground!

- Juju Hammer(400, discount Comrades): As much as it's okay to want to befriend everyone, you surely can't be going around without some way of defending yourself! Well, if you're needing help in that department, you can't go wrong with this. The Juju Hammer is a large sledgehammer about the size of your average Mobian's Height(!) that is surprisingly light to wield. It hits with all the weight of its appearance, though, the power of the hammer enough to cause shockwaves when it strikes the ground and smash a combat robot into unrecognizable scrap. When you're done it, it even has the courtesy to retreat to an unknown 'hammerspace' for easy transportation and concealment. All you have to do is reach for it, and before you know it it's in your hands. As a final touch, you can decide if it leaves a 'trail' as you swing it of any symbol you like (smoke, stars, hearts, something nice and simple is best) and if it makes a certain noise when you strike something with it.
- Chao World(600, discount Comrades): Chao are small, pudding-like creatures that have a strange capacity to change and evolve through their connection to Chaos (though they retain their baby-like qualities and demeanor.) In Sonic's World, they congregate in Chao Gardens, forested areas usually situated around Lakes of Rings with fruit trees that Chao love. However, you have been lead to a secret: A sanctum for Chao outside of this world.

Whenever you enter a jump, now, you will find blue crates marked with the symbol of the chao (a bright blue teardrop shape.) By smashing these crates, you will find a Chao Key as well as Chao Coins (Which will be described in a moment.) By using this Chao Key, you can enter the Chao World. You can also access Chao World from your Warehouse, if you wish.

Chao World consists of a Lobby connecting a pastoral Chao Garden (and the Chao Cave where you can compete with 'wild' Chao living within the cave) to a Chao Kindergarten (A place of learning where you can put Chaos in to be nurtured and taught, complete with a health center to examine their status and a black market for costumes, fruits, and new chao eggs purchasable with Chao Coins.) You can choose to allow time to pass in your absence or not, but either way this is an ideal place to raise and care for Chao!

Leader

- Crystal Rings(100, free Leaders): Personal defense is always a problem in this world, and openly carrying a weapon on you can...cause issues in a diplomatic sense. However, these will have to do instead. These clear blue rings can be worn as bracelets, and at the will of their user form a holographic weapon or shield. These hard-light constructs can easily outmatch most metallic alloys, though if the bracelet is damaged then they will fail. Still, that's worth the risk for knowing that a blade in hand is only a thought away.
- The Forces(200, discounted Leaders): I shouldn't have to tell you that it's difficult to lead without anyone to follow, right? While I can't guarantee an army, with this you have the means to contact sympathetic ears. They can be recruited or used as an information network, but you'll have to earn their loyalty yourself. Still, this ensures at least a base from which to start your organization, or raw recruits for an existing one!
- The Flying Fortress(400, discounted Leaders): This is a modern world, and with it comes a modern war. In this day and age, air superiority is simply superiority. From the Egg Carriers that Eggman favors to the Battle Kukku Army's trademark Babylonian-styled airships, to G.U.N's various hovering battleships, and even the Freedom Fighters' own (future) Sky Patrol...Air superiority decides the difference between an arrogant upstart and a major player in the world. Cue the Flying Fortress! This machine is pretty much pound for pound a match with the Sky Patrol, in everything from firepower to amenities. Nobody can call you a faker now. Though, it does also make you a giant target so...Caveat emptor.
- Steel Guardian(600, discounted Leaders): A prototype machine meant to 'win the war', whatever that means, this is meant to inspire hope in your allies and strike fear into your foes. It can be easily piloted by anyone who even has a remote knowledge of tactics and combat due to its unique cockpit setup, and the machine itself is a powerhouse. It has the strength and durability of a battleship condensed into 10 foot tall humanoid machine, and the flexibility and agility that confers. It's armed with an electromagnetic barrier capable of rendering anything short of energy weaponry as harmless slag mid-air and a unique dark energy cannon embedded into its forehead, capable of punching a hole in even one of Dr. Eggman's larger Egg warmachines(Such as the Egg Viper or the Egg Emperor.) Truly, a means to grasp Victory.

Engineer

- Material(100, free Engineers): A collection of multi-colored stones piled into minecarts, these materials are extremely raw but can with shockingly simple tools be shaped into all kinds of technological components, being able to use them to create cannons, computers, and housing with the kind of tools available to a caveman! Granted, it'd require a genius to be able to actually pull that off, but at least now you can't do the lazy craftsman's thing and blame the resources available to you for not being able to complete your project. You get three minecarts full of assorted Materials and you can find more in your warehouse, or otherwise have them be delivered on demand through means that'll be made evident to you in each new jump.

-

Sonic Simulator(200, discounted Engineer): Originally created to waste time by running a virtual Sonic through various stages, this program was hacked to be a bit more thorough. Specifically, it can create bare-bones 'Zones' much like the lands that dot Sonic's World within itself and placing all manner of materials, entities and hazards within. It has a full set of objects and 'creatures' from Sonic's World already onboard, and you can easily upload data for the most accurate simulator of physics and outcomes possible! It will do its best to handle 'conceptual' and magical abilities, but it already struggles to account for the...well, chaos of the Chaos Emeralds.

- The Digitizer (400, discounted Engineers): Originally invented by Dr. Ellidy, the Digitizer is a steel scanner platform that allows living individuals to manifest themselves in the Digital World and interact with it by transporting their consciousness in there. With this, you can become a 'digital ghost' of sorts that is not constrained to any individual network, instead having a pseudo Digital World overlaid wherever you go with paths and routes into individual systems available to you! However, your body is still vulnerable on the platform while you're in this state so...It might be best to make sure it's somewhere secure, yeah?
- The Files(600, discounted Engineer): Ooh. You're lucky. This is a set of rather valuable schematics...Let's start with the big ticket items here. You now have the schematics to most of the famous robots for both the Eggman Empire and G.U.N's reserves. While this includes the autonomous fighting robots such as Eggman's early 'swat-bot' designs and the hovering beetles of GUN, it doesn't just stop there. It even has the (admittedly resource heavy) blueprints for things such as the Death Egg Robot, The F6T Big Foot Ground Air Walker and the varying other big heavy 'boss robots' often deployed by these two sides. What's more, it also has the information on how to power these machines. The two that are gone into detail here are how to use Power Rings as an energy source(which is noted to be a great deal more efficient than nuclear fission) for large-scale projects...and chaos drives(Which use a mysterious process that creates miniature 'fake' chaos emeralds capable of putting out a sliver of a Chaos Emerald's potential in power.) With these, you could easily replicate this technology to work anywhere you go.

Searcher

- Notepad(100, free Searcher): They say all discovery is made in equal parts from screwing around and making sure to write it down afterwards. Thankfully for you, the latter part is covered now. This notepad automatically marks down discoveries, new locations, and more or less acts as a super helpful complete 'adventure log' to make sure all you need to do is focus on exploring.
- Treasure Scope(200, discounted Searcher): A curious little antique telescope, this scope was enchanted with a few extra features in order to make the jobs of those who were out on the prowl for ancient artifacts a little easier. The first feature is that it can 'track' artifacts of a certain culture by pressing the Treasure Scope against an object of the same culture, giving a beeping sound when approaching one. Mercifully it'll be able to cue off subconscious desires, a specific 'type' of object of

- the same culture, but still require the rub. Another feature is that it can 'see through' walls, giving a colored outline on whatever you're trying to seek with the scope.

Ancient Light(400, discounted Searcher): A primordial light, one that shines through the darkness to reveal what is hidden behind closed doors. This is not a metaphorical light. You in fact have a primordial skeleton key, in the form of a little white light. While such a skeleton key is perfect for places of a certain vintage, mystical temples and ancient gateways. Modern technological doors are a little too new for this kind of old school magic to work as usual, though it'll be able to budge something made from a mix of magic and tech.

- Sealing Scepter(600, discounted Searcher): An ancient artifact said to have been uncovered from the depths of the Marble Zone, this scepter has a great and terrible ability. It is capable of 'sealing' great entities within itself, even those who could warp time and space with a wave of their hand! Once within, they will slumber with no chance of escape. The sealing process however is not an easy one. It requires the presence of something 'integral' to or part of the entity, such as one of it's 'components'(such as Elise held the component Iblis of the powerful god Solaris) or perhaps a vessel it resides in. The more 'important' this component is to the entity, the easier and quicker the sealing process can complete. Which is an important factor, as while it won't know 'what' is happening, the entity will be aware of something sapping at its strength. Still, the most time such a ritual could take would be an hour. Certainly enough time to complete the ritual on an unsuspecting entity...unless you had its attention somehow, of course.

Personality

- Capital(100, free Personality): What greater power is there than money?...Well, a lot of things but in a proper society it can be the ticket to the life you've wanted. With the amount of moola you'd be swinging around with this, you could make quite a stirring if you took a hand at being a financial investor. Do spend wisely, though!
- Honey Fashion Closet(200, discounted Personality): In this kind of crazy go-go world, You always have to be prepared! From a boardroom meeting to a fan event to even a prize fight, you're never going to know where things will take you. And with this, you'll look like a million bucks no matter the situation! A line of clothes tailor made to match the mood, and place, no matter what. Remember – If you aren't looking sweet, it's cause you're not wearing Honey!
- Lights, Camera, Action!(400, discounted Personality): It's time to break the news! Or maybe cut to commercial break...This is everything you need to get the good word out! With a set of vivid backdrops, high definition quality cameras and audio systems, editing stations with all the fixings, a full wardrobe, props for every occasion, and a robotic crew to run it all...This studio is all you need to frame the scene just right and let the magic ignite. And just to make sure your voice is heard, the equipment rigged up to this is capable of 'creating' or even hijacking an audio and/or visual "channel"(be it a radio frequency, a tv broadcast, or an online stream) on whatever medium you

- need to ensure that you don't just end up shouting into the silence. You ready? Alright, let's do it live!
- Prime Time! (600, discounted Personality): You may want to look back at the perk 'Life is a Breeze' for this. You see, you know one of those businesses/industries you can pick with that perk? Now, you're the top dog in that industry. This gives you a massive market share in a single 'soft' industry,

enough that you could easily be considered THE name brand or even only brand of that industry. You are, in terms of raw resources and power, a match for the absolute media juggernaut of Breeze Media in whatever you so deem to apply this to. Welcome to the big leagues.

Outlaw

- Laser Blaster(100, free Outlaw): Jeez, all this focus on magic and crystals and giant honkin cannons bigger than your summer home...What's wrong with just a nice and simply sidearm? This is a pistol for a proper pistolero, made with the most durable and easy to replace parts possible so you can make sure she'll work even caked in mud in the pouring rain. The blaster even works off of an energy battery that can be recharged off body heat or sunlight, so she's a trusted companion no matter the time nor the place, with the proper firepower to put down a badnik in three shots.
- Glamorous King(200, discounted Outlaw): Hot dang, that's a sweet ride! There's no way you're not turning heads cruising on this bad boy. It's not all just for show, though, this ride has some sweet specs. Comes with the price tag on a piece of art like this! For one, it sports some of the latest topof-the-line hover technology for a smooth ride over the roughest terrain, a nitro boost to be the envy of every racer out there, some aerodynamic boosters to let you take to the skies, and even a holo-radar to seek out the shinies you know you crave. Worth every cent, this one!
- Extreme Gear(400, discounted Outlaw): Portable, powerful, and bleeding edge cool. That's what it means to live on the next level! These devices were created by the ancient Babylonians as a way to ride the wind, and it seems like there's no school like the old school. These air-riding vehicles are the ultimate in easy, breezy transportation as they run off of air and kinetic energy built up by doing spectacular feats of acrobatics! They come in a variety of shapes and styles, too, and you get one of any variety, from scooters, to skates, to skateboards, and even weird stuff like wind-sails and giant wheel motorcycles. There's nowhere out of your reach with these.
- Privateer's Contract(600, discounted Outlaw): You know what's better than stealing people's things? Doing it with government(or just someone really powerful otherwise) backing, and maybe even charging the lunch before a heist on someone else's card! Basically, this is a license from a superpower, large company, or government of your choice(you get to renew it for each new jump you enter) to act as a freelance agent with access to their resources on tap. While this CAN be revoked, it's a long and arduous process no matter who's involved due to the contract's complexity, so even an immediate attempt to revoke your license would take at least 6 months for the most expedient routes to be taken. Plenty of time to take them for all you can and run, right?

Cybernetics

In Sonic's World, Cybernetics are a bold new frontier in science. While robotics have served to pave the way, interfacing flesh with metal is still an uncertain process. Bunnie Rabbot is a prime example of their main 'use' in society at the moment, having suffered great injury in Robotnik's initial salvo necessitating

Chuck the Hedgehog to replace much of her body with metal to keep her alive. Eggman himself is actually at the forefront, to nobody's surprise, as all of his Egg Bosses are enhanced with Cybernetics to some degree(as are many of the ground troops and low level leadership). Indeed, if you have chosen to take Eggman's side in the conflict, you have 600 points to spend here. However, there's one little catch.

The Switch(Mandatory and Free for those of the Eggman Alignment, 200 to remove. The free points given by the Egg Empire Alignment can not be used for this purpose): This little morsel of machinery is part and parcel with all Egg Boss cybernetics, and simply put it is a loyalty enhancer. With it, Eggman can deign to lock the unfortunate cyborgs under his control in a total paralysis. Despite what you may think, this actually isn't used often...or at all. Eggman seems to enjoy non-overt rebelliousness from his own Egg Bosses, as it keeps him amused. Do note the "Non-overt" part. Obviously if you declare war on him as his own Boss he'll use the Switch on you, if only as a punishment for being such a fool. Removing it manually is possible, but it's tied to most of your major organs so...if you're particularly attached to your circulatory system, it's unwise to do so.

Those of you who are machines or machine-like entities might be wondering how these options(and the Switch) apply. Well, thankfully, most of these are already stronger than what's given out by some models of Robot, so you can count these as direct upgrades.

Souped Up Sensors(100): You have opted to enhance your optics! Not to imply that eyesight is the only thing you can improve with this option, not at all. You can choose any single one of your 5 basic senses(you know: sight, hearing, taste, touch, smell) and have the associated sensory organ replaced with a much, much better version capable of using that sense in either an inhuman amount of detail(such as being able to discern the taste of the individual region a certain piece of food comes from) or with a greater range(such as being able to hear things from a mile away) as appropriate. You can apply this twice to sight, sound, and smell to have both range and detail upgraded. For touch, you can assume your nerves are what is enhanced rather than having the entirety of your skin upgraded.

Extremity Enhancement(100): This is what most think of when they consider Cybernetics as a concept. This is the wholesale replacement of a limb(or just individual part of a limb, such as the foot or hand, if you want) with a metallic counterpart. This has some pretty helpful properties. For one, if it's destroyed, replacement is pretty quick and easy. It also lacks most of the weaknesses of the flesh, such as infectious agents, and it's pretty durable if it isn't outright immune to the injury in question. You can take this as many times as you want, for as many limbs as you have(which might be quite a lot.) For an extra 100 points, you can turn one of these limbs into a telescopic limb capable of stretching out about 5 times your usual reach.

Natural Born Weaponry(200): Of course, not many people who get Cybernetics on Sonic's world are doing so purely out of a sense of transhumanism(transmobianism?) – They either have no choice due to violence inflicted on them or truly desire power most of all. Both of those types will appreciate this, and many opt for it...A weapon built into their body. They can be ranged or melee, but by necessity the

ranged weapons are almost always energy blasters that run on a small embedded fusion core. If you want to save some points, you can take this for 100 points instead and have the ranged weapon require ammunition...but it'll probably be hard to reload, or find that much room in your insides to stuff ammo into. Otherwise, at least now you'll never be disarmed.

Enhanced Insides(200): Your inner workings are vital, which is why perhaps making sure they aren't a messy pile of coiled meat is for the best. You have enhanced or replaced your internals to the point where it's near impossible for you to get sick, and your efficiency and metabolism are such that you could easily live off of a few crackers and some sips of water for a few weeks. Conversely, you could 'turn up' your metabolism to burn through excess energy on tap. In general, your internals are also less prone to failing horribly when stabbed, shot, or otherwise damaged.

Chassis Sculpt(100): Suppose you noticed that you're going under the knife to get most of these enhancements anyways, right? So...If you're wanting to get anything looks-wise fixed up, speak now or forever hold your peace. With this, you can shift your aesthetics such as body shape, the color of your fur/hair and eyes, and maybe your complexion too. You can even opt to make these look cybernetic and 'futuristic' such as making them glow, giving electronic lines, or bright neon colors.

Thinker Tinker(300): This one is REAL experimental. Simply put it's a bunch of small supercomputers hooked up to your brain to act as 'sub-brains.' These 'sub-brains' will do a lot of heavy lifting for you and tap into your subconscious cues to give conscious warnings and actions. In addition to making your processing time faster, this actually makes your reactions a lot quicker and in general lets you handle more thinking at once.

Network Interface(300): The line between flesh and machine is thin already, when you consider the necessary wiring to allow your brain and nerves to interface with your cybernetics. This is taking that to the next level – With this interface, you can 'jack in' as a pseudo-AI into a machine directly. While you can't access the Digital World as a whole like this, you can enter specific and individual machine's sections within it as an avatar much like if you had used the Digitizer in the items section.

Ultimate Muscle(200): While metallic replacements are durable, they're not actually optimized or even designed for greater strength. It takes a bit more infrastructure to make sure that's the case...and well, this is that. Using a mix of powerful servos and metallic polymer mesh in place of muscle, your strength is boosted to a phenomenal level. An ordinary Mobian with these enhancements would be able to punch through solid concrete, bend and break steel with their bare hands, and tear a car apart piece by piece with the ease of tearing open a birthday present!

Skeletal Girding(200): For those who are too lazy to drink their milk. Bones take the brunt of physical trauma, as such it's not too out of the question that you'd want to ensure they're tough enough to stand in for rebar, yeah? With this, your skeleton is heavily reinforced with steel and machinery, including minor servos and adjustments to ensure for flexibility and strength. This ensures that you can handle putting a lot more oomph into your actions, and in general you're a lot more durable against blunt trauma.

Mechanical Mobility(200): If there's one thing that's somewhat frustrating about the limitations of the flesh, it's that it's rather limited in the mobility department when you get down to it. Save for miraculous talents such as those given to Sonic and Tails, most rely on their own two feet for getting around, and for

many of them that's simply not enough. With this, you can get an edge in the movement category – This upgrade allows you to add jets and similar mobility options embedded into your body with their own miniature fusion cores! Bunnie's sole rockets are a good example, but you might opt to have a hidden jetpack within your shoulder blades, or perhaps turning your hands and feet into roller blades if you're bold enough! You can purchase this multiple times for more movement options, but at base it'll be assumed that you have some sort of rocket jets built in for speed and flight.

Dauntless Dermis(200): Perhaps you want a bit of protection without wanting a full replacement! Or you're just needing to ENSURE your cybernetics are protected well. With this, you'll get a thick metallic shielding over whatever extremities you like(cybernetic or not), capable of deflecting and absorbing the attacks of even some of the strongest Mobians and weapons out there!

Maximum Overdrive(400): Ah. The custom job, I take it? Alright. By taking this, a unique and amazing upgrade has been granted to you: taking this allows you to take any of the "With a Special Power!" Modifier's abilities, and apply them to yourself as a cybernetic enhancement. This comes with some advantages and disadvantages, as you can imagine. First advantage is that your abilities are able to be upgraded with technological means, which you can probably find uses for. Secondly, you can also use your free points from Egg Boss in place of needing to use any points from your initial budget to get the "With a Special Power!" Modifier. However, the chief disadvantage is that this power is now dependent on a fusion core reactor within you as well as technological means, which means anything that would disable or seize control of it(such as Crystal Magic or a Zeti's Magnekinesis) will have a nice and juicy target...Still, it can't be oversaid the unique and potent nature of this upgrade. If you truly want a unique overhaul, you can pay +400(for a maximum of 800 points, 600 of which can be paid off with the Egg Boss freebie points) more to instead select a "But Actually a Machine!" modifier's ability instead.

Companions

Jumper Heroes(100): Your friends are your REAL power! You can with this option **import or create 2** companions, giving them an origin(only one) and 600 CP to spend as they will. They may use this to buy Modifiers if you wish, and may also make **The Choice** and an Alignment choice **if you are a "Freedom Fighter" aligned jumper, any companion created/imported with the "Freedom Fighter" alignment gains +200 CP to spend.**

Jumper Generations(300): ...Got a lot of friends, don't you? Alright, let's do this then. By taking this option, you can import ALL of your companions in at once, giving them a single origin and 400 CP to spend. Like in Jumper Heroes, you can allow them to make **The Choice** and make an Alignment decision. You're going to make a real splash here, huh? **You can get one purchase of this for free if you are a "Freedom Fighter" aligned jumper, and what's more any companion created/imported with this option who also chooses the "Freedom Fighter" alignment gains +400 CP to spend.**

Character Select(100/200): Made a new friend? Tell me their name! By paying 100 CP, you may choose to take any **Non-Video Game Originating** character from the Post Genesis Wave(Issue 250 onwards for Sonic The Hedgehog, Pirate Plunder Panic arc onwards for Sonic Universe) Archie Continuity as a companion. Maybe you think Relic the Pika is amusing, or you're really buying what Conquering Storm is selling. For those who originated in a Video Game, like Sonic the Hedgehog or Honey the Cat(she counts,

as she was an admittedly dummied out character for Sonic The Fighters) you'll have to pay 200. For both, the rule of thumb on companioning a character is if you would be capable of holding a conversation with them. While this might allow a figure like Mephiles to join you, any fusions or otherwise 'inhuman' transformations they might have will be hard to bring along with them. (In Mephiles' case, this would not allow him to form Solaris as Iblis could not be companioned nor be brought with him.)

OC Companions

Note: OC Companions are free but can decide to follow you based on their own decisions.

"Coldsteel" The Hedgehog

"It's nothin' personal, okay?"

Ah. This poor child. Don't let his grandstanding and his dark statements (such as calling himself by his "new name") fool you, he's a broken shell. You see, there was an... "Academy" a while back, the United Federation's attempt to utilize the natural talents of Mobians (who they noted had numerous prodigies among their kind, with capable soldiers and engineers at an age where humans were still developing) to their fullest. Unfortunately, the Academy project was undermined from the start by a Julian Snively who already showed a vested shadiness. It worsened with Snively having discovered and been subsequently made Ivo Robotnik (still a G.U.N Researcher at the time)'s accomplice, and the program's intensity as well as lack of regard for its young Mobian "students" took its toll.

Most either came out with a wicked hatred for Eggman or G.U.N, with at least a few still having dark memories of it. Then... there was Ferro. Ferro the Hedgehog was a war orphan of the previous clashes with the United Federation and the various independent kingdoms mostly held by Mobians. As a student, Ferro took it the worst, as he had been blessed with a very high physical endurance which made him the perfect testing subject for the capabilities of the other students. The amount of pain suffered at the young age as well as being told in so many words he was only good for taking hits, he reverted to and stays in a childlike state.

He was kept as a ward of the state by G.U.N for a while, until Robotnik's famous betrayal and subsequent foiling by Sonic the Hedgehog took place. In some part of his mind, Coldsteel latched onto that memory, of Sonic defeating the man who caused him so much pain... and that name echoed and infected what little of his memories remained. The facilities were the "Sonic Fighting Academy", where he learned to fight like Sonic. G.U.N was the Sonic Military, the military that fought the bad man like Sonic. His thoughts revolved around meeting his hero, his symbol, until his desperation corrupted that innocent hero worship into a desire to BE, to replace, to be something other than himself. This urge was such that his alarming endurance let him break loose of the facility where he's kept a week ago, and it's only by the kindness of strangers, his own iron constitution and good fortune he was able to live long enough to meet you. He won't admit it, he's too proud, but he's alone and can't live for much longer without some guidance. Though he'll still put up that frosty front...

But, he can be useful.

He's not without talent in brawling, as due to being the sparring partner for every student he's had the most training out of all of them and considering the Academy was a place of talent incarnated, that's worth something. And as mentioned, he is very, very hardy.

You can count him as a Wanderer with a Special Power(Extreme Endurance), and the perks "Live and Learn", "Never Turn Back", and "Knight of the Wind."

Dr. Halsey of the Zone Runners was a classmate of Ferro's, and they'll recognize each other if they encounter one another(Halsey expressing pity for the young hedgehog while Coldsteel will be somewhat uncertain of them as Halsey was not in the combat classrooms but still a student of the Academy.) Those aligned with G.U.N will also have a familiarity with Coldsteel and ask if it's possible for you to ensure that he's safe.

Dinya

"Okay, Master! I'm Ret-2-Go!~"

This energetic lass is a member of the Djinn, a mystic creature with plenty of magic in her form. A sun kissed figure of beauty, Dinya was until recently trapped in a mystical gem in a Babylonian outpost. If asked? She said that she had fled her home with the help of a free spirited Babylonian rogue long ago, as otherwise she was doomed to life of simply being an ornament for a boringly tyrannical, self-styled Djinn 'sultan.' Dinya's thankful to be free of the gem, and as a joke will call you her 'master' now in reference to the usual situation with recently freed genies.

She's a free spirit despite this, but while she isn't bound to grant your wishes in the same manner as a freed lamp genie she is more than willing to follow you along in the hopes of sating her desire to taste freedom and learn more about the outside world(s) she was never allowed to see.

She can be a bit of a fish out of water in many situations-being raised as simply a dancer(though a rather enthusiastic one) for the mad tyrant genie-her energy, playfulness, and earnest desire to learn make it hard to fault her. Even in the harsh times and in dangerous situations, she's fiercely optimistic and willing to dance through the danger to enjoy her new life as a wanderer.

As mentioned, she is a Djinn with the abilities mentioned underneath "Personality from Another Dimension", with her bright personality and eagerness giving her the effects of the perks "Lazy Days"(Mostly enjoying music and dancing) and "Feel the Sunshine." She doesn't have any real relationships or thoughts with the other companions, though she'll be aware of Jump's heritage and show a bit of ease and comfort around him.

Jump the Shark

"Look alive, Sunshine! It's your boy live on 105, but the pigs won't quit! That's alright, no cop or government thug out here's going to stop the music!"

It's well known that the tension of the first conflicts between the kingdoms that would later form the Freedom Fighters and GUN were put to the side when the Egg Empire had made its debut, and to many of the Freedom Fighters GUN is at least a dependable ally. But not all who oppose the Empire are willing bedfellows with the Federation, and Jump is a great example of the mentality behind this.

While in many respects an easygoing and affable (if too casual sometimes) mobian and pirate radio broadcaster by day, he is extremely passionate in his anti-authoritarian stance on both the Federation and the Egg Empire. He's well known as the Rebel King among both, using a set of Extreme Gear developed by his late brother Shout as well as a curious 'Woofer cannon' that utilizes the air-powered parts of the Extreme Gear and blast out heavy waves to destroy both Badniks and GUN Robots. Otherwise, he vandalizes them with graffiti and anti-Federation/Empire music on looping standalone speakers placed across facilities, playing the sound at a deafening volume.

He's certainly fine with travelling, as long as he can continue to thumb the nose at powerful authority figures across the world, though despite his chatty nature he's oddly mute when questioned why he is so passionate about it. It seems to do with his brother Shout and the source of his woofer cannon, though it'll take quite a bit of trust before he shares it.

While he's against GUN and the Empire, he's clever enough to work with its agents for specific causes, especially as he's aware many of the Egg Bosses are either coerced or otherwise unwilling fighters for the cause. He'll seem to shy away from any trades of his woofer cannon or extreme gear and will only give the latter out under terms heavily in his favor. He flat out refuses to share the Woofer even on the pain of death.

Jump is actually a Babylonian in descent, though of distant descent. Still, it grants him the "Outlaw from Space" modifier's benefits, as well as the perks "Catch me If you Can" and "Trespasser."

Madonna Garnet

"All I want to see is for this country to live up to the dreams of peace it promised me. "

Madonna Garnet, at first glance, wouldn't be out of place as a model...but once she opens her mouth it's very clear to anyone with half a brain she speaks with authority. As well she should, she was the commanding officer of the Scorpion Troop armored division for much of her career and was considered a bright star among the various troops. It was credited to her upbringing, Madonna was a military brat of two very capable and intelligent officers and from a very young age was already showing amazing instincts as a leader and soldier. She proved herself in the initial chaos of Eggman's coup, working alongside the Kingdom of Acorns with her Scorpion Troop to minimize casualties and evacuate civilians from the most affected areas. She fought for a long time like this, serving to stymie any major advances.

However, in what seemed like a sudden downgrade and strange behavior on Madonna's part, she asked to be transferred to G.U.N.'s internal affairs unit, CLIP. You see, she harbors doubts about her nation. Her mother was directly involved in the termination of Project: Shadow, and while it was kept classified for a while, the light of what happened on the Space Colony ARK was revealed to Madonna as her mother contracted Neuro-Immune Deficiency Syndrome and wanted to die without regrets. This, alongside the truth of Eggman and Snively's turncoat behavior, forced her to realize that the noble image of the United Federation she had been brought up to hold such a fervor for had major cracks in it.

While she continues to serve and make GUN a better organization from within, she truly feels like a patriot without a homeland. She trusts GUN to do the right thing and put down the mad dog that is the Egg Empire, but what terrifies her is the aftermath of that. With all the newly-liberated Egg Boss zones having had a vacuum of power, she worries that GUN will become aggressive in making a vassal of these

zones and creating a new hegemony. While in many ways she's a model soldier, authoritative and strong, beneath that exterior is someone who genuinely wants to make the world a better place.

On a personal level, she can be a bit awkward due to her relative lack of experience with peacetime interactions, and is more comfortable in a bombed out foxhole than at a dinner table. Encountering Ferro/Coldsteel in his current state or learning of the Academy from Dr. Halsey will only add to her distrust of GUN as its history of shady programs is deeper than she thought. She will give and receive respect to other members of GUN, though her opinions on the organization will be kept in check until she can trust them.

Madonna's a very skilled soldier, though not stronger than a well trained human...but her genius with tactics, information gathering on potential traitors, and leadership give her the skills conferred by the perks "Theory of Attack", "I'm a Spy", and "What You Need."

Aleph

"... (whirr)"

The Gizoid. A well-deservedly feared creation, the Gizoids were created by a forgotten civilization as a method of conquest. With their power and their ferocity, it's no surprise that were it not for the civilization's sudden disappearance they would have surely claimed the world...Though you wouldn't know it looking at this specimen of the machines. Designated 'Aleph' by the ill fated excavation team that dug him up, this machine seems to only display a gentle curiosity towards the world around it. It's a bit of a blank slate, and is looking towards you for guidance on how to step forward into a world that has changed so much around it

Despite being a blank Slate, Aleph does seem to have a basic personality. For one thing, it has a gentleness towards nature and towards others that operates like the perk "Follow Me" as it seems to want to be able to understand and connect with it on a deep level. It even has a specific type of creature it favors, enjoying interacting with Flickies whenever it has the opportunity!

It also is very much an archaeologist, being that it lived through much of history, and its databanks help it piece together the past with the effectiveness of the perk "Back In Time." While most companions won't know of it, Marlowe of the detective duo Lefty and Marlowe will have a strange déjà vu while interacting with Aleph.

As mentioned, it is a gizoid, specifically the model displayed in "Searcher That's actually a Machine", and it benefits from everything shown in that. Any personality traits beyond a childlike curiosity and like for nature will be mimicked from you and your companions, as well as people you meet. It WILL level out eventually into a full person, but for now Aleph is extremely impressionable.

Flip the Bird and Mine the Canary

"Alright, we're done messing around! Lights! Cam-FORGET IT, LET'S DO IT LIVE!" "He means we're ready to start."

Breeze Media is a worldwide network, and no person can run it by themselves, even someone as clever as Breezie the Hedgehog. Flip is a part of this equation. As a relatively high-level executive of Breeze Media, he more or less acted as a lapdog to Breezie in making sure everything she needed, she got. He's

a wheeler and a dealer, often coming off as extremely abrasive but well known among almost anyone he meets for a refreshing honesty and fairness in his dealings.

When Breezie needed to find the finest security for her big fighting tournament, Flip knew somebody. When there was a strike with the actors for Chao in Space 7, Flip managed to talk them down and get things straightened out. However, Breezie's increasing exploitation of the conflict between the Freedom Fighters and the Egg Empire verging on downright interfering with it and funding the Empire to ensure a fresh source of 'content' has left him sick to his stomach.

He wants out. Flip signed up with his skills to be someone who sold people dreams and joy even if just through a few dumb laughs at a TV screen. The corruption of Breezie being actively (and if you believed those rumors about her and Neo Metal Sonic, literally) in bed with the Egg Empire was a far cry from that. Joining him in this is his ever faithful and lovely assistant, Mine the Canary. Mine herself wanted to be part of show business and her loyalty to Flip is one built of a genuine respect for his ideals.

If you can promise the both of them a chance to truly wow people, without any skullduggery or backroom dealing, they'll jump on it with a heartbeat. Flip's expertise is no boast, he has all the abilities of marketing and salesmanship granted by "As You Truly Imagined It" and his coarse but honest fair play nature (when tempered by Mine 'translating' his more ranty parts) grants him the social skills for "A New Day" and "I Wanna Breathe!"

Both Flip and Mine come as a package deal.

Zone Runners

""Everybody in the Zone get ready to get rocked -

Trade chaos for the fame

Grab your guns and everybody take aim

You wanna stop us? You're all the same

Zone Runners, you better remember that name!"

There's all kinds in Sonic's world. If you thought the Hooligans were the only mercenary group around, then you were sorely mistaken. The Zone Runners are a trio of mercenaries that moonlight as hip hop artists, using their exploits as soldiers of fortune to style their lyrics and the flow of their sound.

The first of the trio and the one who helped bring the band together is Dr. Halsey the Hedgehog, a graduate of GUN's "Academy" in the robotics department. Being a prodigy with engineering, he had the unfortunate honor of having many of the functioning elements of his designs become part of the first wave of Badniks. As a revenge on his part, Halsey turned his talents towards creating weapons and used them to track down and destroy a number of the machines during Eggman's coup. This led him to finding and rescuing the second founding member of the Zone Runners from an ambush in the Scrap Brain Zone. Halsey is an extremely easygoing kind of person, often lounging around and drinking whatever he can get his hands on. However, when he gets going, he has absurdly brilliant flashes of insight into sound design and engineering. He has the perks "Life is a Breeze (Sound mixing)", "Fire all Weapons!", and "Hi Spec Robo Go!" under his belt.

Valentine the Rabbit was a member of the Bleeding Heart crew, who styled themselves as the indisputable champions of the Star Light Zone. Val joined up to protect the neighborhood from any Federation grunts who got the wrong idea, seeing the Bleeding Hearts as a militia against any outsiders who would mess with the already beleaguered community of the Star Light Zone. He was disabused of this notion when the leader of the Bleeding Hearts took an offer from Eggman for a number of high powered weapons in exchange for calling him their leader. For his refusal to give up on Star Light Zone for power, he was left for dead in an ambush. Halsey bailed him out, and for that he'll stick with the hedgehog through thick and thin. Of the group, Valentine is the Casanova, a womanizer without that much success though not for lack of trying. As a mercenary, Valentine is armed with a laser whip that doubles as a microphone courtesy of the good doctor, and has the skills of the perks "Never Turn Back", "Life is a breeze(Rapping and lyrics writing)", and "I Am All of Me"

The final and most recent member of the crew is Sir J, an advanced badnik that was used as the testbed for much of the improvements made on Metal Sonic. In an attempt to clear out the Zone Runners from the Flying Battery (the Runners were on a particularly annoying contract to Eggman), Sir J was deployed as a sort of suicide attack to kill two birds with one stone. It failed, and Dr. Halsey reprogrammed Sir J to be their own personal dream machine by hooking up his motherboard to a sound mixer.

He's still not 100% sure how that worked, at all. The robot went live and has more or less established himself as a party machine with no off switch, having an amazing style and flair only accentuated by the Cheshire grin etched onto his mouthplate after his redesign. He's an excellent showman, he's capable of subbing in for Valentine or Halsey with ease. His magic really shows in the visual department though, being great at video editing and visual effects. Sir J is a "Wanderer that's Actually a Machine", with the perks "Life is a Breeze(Showmanship)" and "Here we go!"

The crew have no real relationships with the other companions, though some beef with former contractors is an issue.

Artema the Unmatched

"With my kind, there are only the dominant, and the dominated. Which are you?"

From a distant star, Artema is a lithe and exotic specimen of her four-armed species, which has put a strong emphasis on the great hierarchy of things. Her tribe was small, but very influential due to their mastery of biological technology as a path to self improvement and the improvement of their race as a whole. Artema was always a little forward-thinking and decided to spread her reach beyond simply trying to hone the species' natural talents. She wanted to seek out strength of all kinds, and see if the entirety of this universe worked under the same principles as their "might makes right" philosophy.

As such, she has scoured the stars for unique and powerful creatures to study and either collect...or if they're strong enough, serve. She has taken an exceptional interest in Sonic's World simply because it is the center of all Zones. Moreover, she's taken an exceptional interest in YOU. You see, you present an opportunity to her that she may never have again, and no matter the case she'll deeply desire to join you in your travels. Though how she thinks of you depends on your demeanor, and in many ways your strength.

Those who have an emphasis on strength, are more aggressive, and ambitious will find a ready and willing servant in Artema. She earned her title "The Unmatched" for her own inability to find someone to grant her wish. However, her ambition isn't for her own sake. Instead, she wants to find and create a new and stronger world based on her ideals of adaptation and experimentation. Her natural xenophilia and desire to serve a truly superior being will be tempered by a warrior's outlook on life. Expect a strong willed advisor and 'knight' from her. Even those who show promise and potential she can measure will be nurtured in their path to greatness.

Those who don't fit her profile of a conqueror will instead find a (somewhat domineering) guardian and leader. You present a uniqueness in this world even without strength and ambition, and with these novelties who cannot or will not defend themselves the motherly side shown to her hatchlings (the creatures born of her kind's DNA they use as living weapons and tools) will be apparent. While Artema is rather overbearing like this, and can be obstinate, it comes out of a place of concern.

Artema's species operates to the parameters of "Wanderer from Space" and possesses the technology of "Searcher from Another Dimension"

Platinum the Rabbit

"Let's rock, baby!"

The Genesis Portals of Sonic's world are rips in space AND time, and thus some things come through not only where they shouldn't, but *when* they shouldn't. Platinum is one of those things. She entered Sonic's World like a wrecking ball, having recently gotten out of a massive firefight in her own time.

Any G.U.N robots nearby were immediately smashed and slashed into pieces, for reasons that'll make sense once you understand her homeland: You see, Platinum hails from a future where the United Federation never gave up on annexing the independent kingdoms, and where the Academy was a roaring success. Though Eggman still rose up, the leadership of G.U.N used the opportunity presented by the coup to weaken the independent nations not yet under the Federation. After Eggman was deposed, all of the kingdoms were shocked when G.U.N moved in and took over.

Platinum was an escapee of G.U.N's initial attempts to expand the Academy and create a brainwashed cyborg army to put down the havoc and anarchy that broke out from their movements. Formerly a track and field scholarship university student living in Eurish, her circumstances and the torment of her transformation have given her an aggressive edge to her personality. Despite this, however, she was a proud athlete with plenty of cockiness and showmanship to spare, and that hasn't left her at all. She'll easily make a fireworks display out of a G.U.N or Eggman troop, and utilize her new abilities to perform new and amazing tricks.

As easily expected, she's pretty violently against any G.U.N aligned companions and will get into a scrap with them immediately. She'll get along with Coldsteel and Dr. Halsey, who in turn will be more than likely terrified at how worse the Academy could have gotten.

She has no real rush to go home, after all she was already estranged from her family when she left to Eurish, so now she's just content to take life for everything it's got. Her boldness and power during combat actually gives her the benefits of the perk "What I'm Made of", and her transformation during

the academy gave her the cybernetics option “Maximum Overdrive(Warrior that’s Actually a Machine.)”
Bump the Deer

“Are you the one I’ve been dreaming of..?”

Do you believe in destiny? Sonic’s world is not just a place of technology and war, it also holds within it a mystical quality. The heart is an important element of this world’s actions, and this young lass apparently has been guided by its mysterious whims. Bump was a simple girl living in a lonely world in her own eyes, for a while she’d been popular in her hometown, but she always felt like she was just desired for her looks rather than anything inherent to her as a person. This unfortunately continued on after she moved into and started living in Empire City. It’s left her feeling like her life was at a dead end.

However, lately she’d been having prophetic dreams of someone who would sweep them away from this world and show them a journey like they’d never know. She’s peered into your soul(figuratively speaking) and over the many dream visions has fully fallen for you, from the bottom of her heart. She truly believes in you and wants to stand by your side for as long as she can. While a normal civilian, having been scraping by as a hair stylist before this, she has a sweet and flirtatious energy to bring to all she does as laid out by “Sweet as Honey.” She’s still kind and open hearted to all she meets, and can even soften the harshest of villains.

What’s most amazing is that her dedication to this destiny she’s set out on seems to give her the ability to become more than just an ordinary Mobian, her adoration and desire to become a part of your story has given her the power of “Comrade from the Future” and “You’re My Number One” with yourself as the target of the latter’s potent strength. It might come off as a bit...unsettling how much she cares for you, but it comes from an honest and earnest place of affection.

Lefty and Marlowe

“Now, let’s count up your crimes!”

There are some mysteries that can’t be solved with just the knowledge of this world. There also are some things in this world that unknowingly mirror another, as if reality and creation liked to rhyme. One of these mysteries is Marlowe. Marlowe the Sloth is one half of a pair of self-proclaimed two-in-one detectives, Lefty the Fox being the other half.

An amnesiac with a great amount of intelligence but often completely zoned out from others, Marlowe was discovered by Lefty inside an unmarked tube below a forgotten Federation laboratory. Afterwards, he and Marlowe founded their agency in Westopolis to use their gifts for good.

While Lefty isn’t the brightest in the box, he is extremely empathetic and very in tune with the ‘mood’ of the city. He tries to act as a hardcore detective but in actuality comes off as someone who cares very deeply about people in need, wanting to be a fang for the fangless. His social skills and expertise come off as the effects of the perks “Follow Me”, “Dreams of an Absolution”, and “Open Your Heart.”

Marlowe is comparatively clueless when it comes to dealing with people but as a number cruncher and a deductive reasoner he’s among the best. He has the mental acuity to provide the benefits of the perk “For True Story”, and what’s more his mysterious origins give him an even more mysterious power. He

can tap into the energy of Hyper-Go-Ons, and with it the power of Unlimited Colors in time...giving him the abilities of the "Comrade from Space" modifier.

Though they may be as strangers in a strange land, they still will look out for each other most of all and try to find the truth of Marlowe's past.

"Mach Speed" Sam Bernstein

"Hah, these punks are as ready for me as a clunker for the Daytona. "

Sam Bernstein has proven himself in the field, for sure. The absolute best soldier in the experimental Mantis Battalion, he has shown that Mobians don't have the monopoly on geniuses and remarkable individuals. However, with all his fantastic skill Sam has not quite yet broken the physical limits of humanity. For some reason only known to himself, Sam is dedicated to proving that humans can keep up with the Mobians, not helped by his naturally competitive nature.

This is why he was chosen as the sole beta tester of the Mercury Armor, a power armor that while worn gives Sam the benefits of the cybernetic options "Ultimate Muscle", "Mechanical Mobility(Jump Jet)", "Maximum Overdrive(Wanderer with a Special Power – Speed)", "Natural Born Weaponry(High Frequency Blade)" and "Souped Up Sensors(Sight)"

With this, the newly christened "Mach Speed" Sam is more than willing to go out and make his debut, even desiring to have a contest of skill and speed with the legendary hero of the Freedom Fighters Sonic the Hedgehog. Any opportunity to prove his worth against strong people is appreciated and taken with a gusto! Despite this competitive and ambitious streak, his ego and assertiveness are coupled with a strange variant of noblesse oblige.

Of course, his attitude, competitiveness, and odd complex are natural once you learn of the Bernstein family. He's Travis Warhol(Tee Dub's) brother, part of the illustrious nitro racing legacy. While he turned down racing to take up service with the Federation(in honor of his grandfather, a veteran of the initial annexation conflicts), he kept the natural urge to excel that drives his high velocity racing heritage...and a bit of his grandfather's prejudice towards Mobians, though not quite to the extent of his brother.

Other than his years of experience(represented by "Never Turn Back") with the Mantis Battalion and his Mercury Armor, he also has the devil's own luck it seems – He's afforded the benefits of "Fly In the Freedom" from it.

Travis Warhol (Tee Dub) Bernstein

"Yeeeeeee HAW!"

Not all wounds were healed by time when it came to the conflicts of the Mobians and the Humans, on both sides. You'll find plenty of Mobians distrustful of the Federation, and on the flipside many humans are quick to accuse the Mobians of having started the fighting and point to the fact that almost all Egg Bosses and Egg Empire soldiers are Mobians as examples of some greater malice.

While Travis isn't quite at that level, he held no small amount of "I knew it" when the Sigma Alpha 2 incident occurred and the Freedom Fighter's greatest hero Sonic the Hedgehog was put into the spotlight as a potential villain. Travis(calling himself Tee Dubs) himself is actually rather infamous for his part of

the initial pursuit. Breeze Media had made a circus out of his reckless use of a G.U.N Supply truck to utterly barrel through much of the streets of Center City, howling that he was "gon' make grandpa proud" as he did.

Travis Warhol Bernstein(Tee Dubs to his friends) is Sam Bernstein's brother and the true heir to the Bernstein racing legacy. While he joined his brother in serving his nation, Tee Dubs stuck to a position he knew best: driving. He is eager and able to use the big rigs G.U.N provides for supply runs to do the best he can, though he can be a little wild and wooly behind the wheel. Outside of his service, he has a boyish and country boy kind of charm to him as he's very much a 'good ol boy' in every sense of the phrase.

If you decide to bring him along and he agrees, he of course comes with his infamous truck(Rebuilt with the oodles of "Capital" he has, as per the item...and his own skills in 'juicing things up' as per the perk "Under Construction") and if you're wondering how he survived the crash in Center City the first time around – He has the Bernstein family's luck, as represented by "Fly in the Freedom."

Omelette

"Ohhhh, I hate that Hedgehog!"

Omelette is a bit of an anomaly amongst the Egg Empire. Her biggest differentiation among the many who serve Eggman is that she's the only notable human who reports to him(As much as he dismisses her.) The other major differentiation is that she claims to be Eggman's niece!

While Dr. Robotnik hasn't really confirmed or denied this(the family resemblance is uncanny though), he does seem to at least indulge her claims and her desire to live up to the acts and deeds of the good doctor. For what it's worth, she's not some lowborn imitator. She has the full perkline of the "Engineers", meaning that once she's hit her stride she can genuinely start to reach Eggman's early years in terms of construction and sheer brilliance.

She is very capable of playing the part of Egg Boss, perfectly imitating in her adorable ways the bluster and zeal for destroying that blasted Sonic that Eggman is famous for, in addition to her own mad scientist flair. She even comes with a little floating eggmobile much like her idol! Of course, she's ready to make her own debut to even exceed her dear ol' uncle if she ever had the chance..

Drawbacks(No cap):

Rival Battle!(+100): A strange person with unique skills and powers has considered you their foe! You must select one OC companion from the relevant section, they are now your enemy and will use both their connections and own power to harass you at every turn. You can take this multiple times, but keep in mind they will cooperate to thwart and defeat you across faction lines! If you don't kill them by the end of the decade, you will earn their respect and be able to take them as companions.

End of the Summer(+100): A horrible disease has overcome your body, wracking it with a pain that would bring you to your knees no matter the situation. While the medicine to treat it is common, there is no

cure, and you'll need to apply this medicine daily or risk being wracked in fits of agonizing seizures. Considering how chaotic things can get in this world(no pun intended), it's presumptuous to think havoc will wait for you to sit down and take your injections.

Triple Trouble(+100): A trio of skilled but foolhardy people have decided that their ticket to fame, fortune, and legend is to annoy you out of your wits. Not that it's intentionally riling you up, they want to defeat you and claim their superiority. But their bickering and foolishness end up more interfering with you(letting more competent foes get an edge) and annoying you than anything. If it weren't enough, getting rid of them is seemingly impossible. Either they find some improbable way to show up again or a similar and somehow more irritating group makes their debut to frustrate you.

His World(+200): In this world, more is less...so why don't we put that to the test? You're going to play by the rules of Sonic's world now, and that means you take whatever Sonic's world gives you and nothing else. Any outside abilities and skills are lost in the haze of a Genesis Portal, only keeping whatever you received here. Still, that should be more than enough, considering.

Post-Genesis(+200): Much like Sonic and Tails as they first entered this world, you'll be finding that your memories of this world are overriding those of your previous life...that is to say, you'll be forgetting everything about your days of jumping before arriving here. You lose all memories, and instead have them replaced with the memories of life in Sonic's World. In case you need to be told, this means taking **Original the Character** is mandatory as those will be the memory and life you know from now on.

My Sweet Passion(+200): Your heart's bursting, your soul's on fire! You're in LOVE! You are now horribly, helplessly in love with a character from this world who can be guaranteed not to ever return your feelings. This would probably be heartbreaking if you could ever actually internalize that idea, you'll be pursuing them bullheadedly to their complaints the entire time...and that's if you're lucky, since the alternative is that your beloved is the manipulative type and starts abusing your unconditional adoration...Either way, don't expect to have a lot of agency. Oh, and by the way: This won't allow "You're My Number One" to activate either, just to let you know.

Like a Summer Breeze(+400): You fool. You took a gamble or a loan you probably shouldn't have, and now you owe Breezie a lot of money(with a high interest rate on the 'loan.')

If you don't pay her back by the time you're done here, you're going to be working it off in the comfort of your old home. Because your chain will end, considering you somehow put in your continued journey on the chain down as collateral. For you brutish types, You also have to **pay her back**, death of the creditor isn't going to free this debtor and succeeding at it is only going to ensure you have to pay her (lavish and extravagant) funeral bills on top of everything else.

Special Zones(+400): Bizarre. Genesis Portals are now an endemic threat to Sonic's World, opening seemingly every week. While they won't ever get so dense as to actually cause a threat to navigating the world or a genuine hole in space time, they carry another issue. Things are coming in. These Genesis Portals are opening up to alternate realms, similar to the Prime Zone but with key differences. The possibilities are vast, but at minimum things will include places such as a world where the Trolls remained in power indefinitely, the Black Arms succeeded in their invasion, humans were the sole species of Mobius or where GUN had become a brutal police state. While they won't immediately initiate hostilities, they'll be present and intruding into the world. What's worse, unless you're a

Wanderer from the Future or otherwise have the ability to close dimensional rifts...you'll have to rely on Silver the Hedgehog to stem the flow. Otherwise, they'll just keep appearing and making chaos wherever they go.

The Zone of Silence(+400): You have awoken in a very strange place. Despite it's name, the Zone of Silence is actually rather noisy. You see, it is made up of every Special Stage ever displayed in the Sonic Series. Time won't pass here, and being here won't count for your stay in Sonic's world...but you won't be able to do much with that time, as you'll be constantly forced into running the gauntlet. Until you can complete every Special Stage shown in the Sonic series(as the character themselves, not the player...and without any of your out of jump abilities either) without failing even once(failure sending you back to the very start no matter how far you went), you can not leave the Zone of Silence. While mercifully your stay here will begin after you conquer this, I pray for your state of mind after having to hear the Blue Spheres music for the 80th time in a row.

Project Chaos(+600): It's the end of the world as we know it. How do I count the ways? Let's list them off. First, the earth has been shattered into floating tectonic plates above the exposed molten core of the world, Dark Gaia having seized control of one of these plates and destroying all life it and its monsters can reach from there. Iblis was awoken during the havoc, though Mephiles slumbers in the depths of Soleanna...thus, a raging firestorm is sweeping through the lands like never seen before. Taking advantage of the havoc, the Black Arms remnants are more or less staying in low orbit to ensure none can escape the world's end by spacecraft, capturing and devouring any unlucky refugees for their biomass. The Metal Overlord was created as a last ditch effort by Eggman to try and cast these monsters down and claim a title as the savior of the world, but went rogue and is now simply destroying all it can find. Outraged by the state of the world, Chaos has gone insane and become a wandering ocean(you heard me) of wrath and death, flooding all it can see. The only reason the world is not entirely uninhabitable is because it turns out that a raging flood and a living firestorm cancel out in some respects. The only real bastion of civilization left is the Eggman Empire, which has based itself in the Miracle Planet, the Space Station ARK and Planet Wisp(Which were all successfully claimed and tamed by Eggman.) You start off in Crisis City. You only have one goal, thankfully, through this ordeal. Survive.

The Egg Means Business!(+600): Eggman has been given a bounty on your head and more or less told that he can do whatever it takes to put you down, he'll be granted the power of a Genesis Wave to fix it all back together again. He has a week to prepare with a full document on all information pertinent to you(your supernatural abilities, your technology, and your exploits) before you enter. You have a 5 minute head start.

What, you need more elaboration? Okay, one of the smartest men in possibly this multiverse has been given open season to kill you. The man who literally fosters divisiveness and sedition in his highest enforcers to relieve boredom. The man who more or less was capable of becoming a political entity on his own. The man who was able to identify a superdimensional dimension-eating beast on sight and identify that it even had a weakness. The one who unceremoniously and casually created a cannon capable of destroying multiple stars at once as part of an unrelated plan to seize control of a potentially even more devastating weapon. The one who was able to hijack and take control of a entity that devoured time and space. He has been allowed to do whatever he is capable of doing to ensure the end of your chain, with no care as to the consequences or aftermath. Again: 5 minute headstart.

Worlds Unite(+600): The worlds once collided. Now? They shall unite. Assuming this is your first jump, this is mercifully limited. Dr. Eggman has contacted a parallel world, and finding himself a great friend in one Dr. Wily. In the world Wily hails from, humanoid robots with great powers are common and he himself was involved in the creation of some of the world's strongest robots. Thus, a deal is made...Using their genius, they will combine into a powerful duo with the greatest technology of two worlds, and the ability to counter the heroes of their comrade's world. You too are swept up in this collision, and will have to ensure that you are not a casualty of the worlds uniting! But, of course, if you've been to other worlds...well, it's about to get a lot more complicated. The worlds you've all visited are now part of this diorama of fate, as their villains(and their heroes) will all band together, their powers combining and multiplying in ways never before imagined as a climactic battle is sure to commence. Unlike the battles depicted in the comics, there is no guarantee or reason to expect everyone will make it out on the other side alive...Good and evil will surely have their casualties no matter who wins out. Just make sure you're not one of them.



It's been a good run, hasn't it?

Live Life: You return home, to the world as cool and blue as can be. Carry the adventures you had with you in your heart, and they'll surely guide you to where you need to be. This is the only option you can take if you died permanently in this world. Any drawbacks and "The Switch" are removed.

It Doesn't Matter: You remain in His world, where life is strong. While it may seem familiar to you, it can be guaranteed that the horizons of Sonic's world are much wider than can be imagined. Any drawbacks and "The Switch" are removed.

Reach for the Stars: With only the ever flowing wind as your master, you drift off to a new world with all new adventures. Any drawbacks and "The Switch" are removed.