



Welcome to Spark the Electric Jester! Well this setting seems to be inspired by Sonic the Hedgehog with some changes. The story? Well Spark got fired from his job and was about to go look for another job until robots began to attack people. So in order to get a job Spark sets out to save the world...Yeah that's the story. Well seeing you are going to be dealing with rogue robots you are going to need this.

1000 CP

Good Luck!

Locations

Roll 1d12 to see where you end up or pay 50cp to choose freely.

1. **Flower Mountain City**
2. **Network Coast**
3. **Smog City**
4. **Sunset Heights**
5. **Lightoria Bay**
6. **Kerana Forest**
7. **Mare Desert**
8. **Luna Base**
9. **Caria City**
10. **Turbulence Valley**
11. **Sunfire Forest**
12. **Free Choice: Choose any of the following from the above choices.**

Origins

You can select any age about 12 and you can select your gender freely

Jester: You have been fired from your previous job and just like spark are just trying to get by and now are in this situation with the robots to deal with. Also, you are a [Formie](#), the creatures that inhabit this world.

Robot: You are a robot but unlike the other robots that are attack the people you seem to be uninterested in attacking the innocent. Maybe you can help protect the people.

Perks



General

Basic Combat Skills: Pick a single martial art. You now have a basic skill level of that martial art.

Boost (Free): Sometimes you need an extra push to get somewhere. That's what this ability is. Small burst of speed to help you speed up a bit before returning to your normal speed. Mostly used for getting up hills or trying to do the loops.

Static (Free): As you land hits on enemies you build up energy called static. Once you have enough of it, static can be used to initiate powered up versions of your attacks. This also comes with the ability to tell if you are at full capacity with static energy. However there is a catch with Static if you take damage you will lose static so be careful.

Double Jump (100): You can jump an additional time in the air.

Jester

Electrical Engineer (100 CP, Free for Jester): You have knowledge in electrical engineering. Electrical engineering is an engineering discipline concerned with the study, design, and application of equipment, devices, and systems which use electricity, electronics, and electromagnetism. So things like lights, generators, and even electric based weapons are not complicated to you. You can even invent your electric based gadgets that only you, your companions, and geniuses know how to use.

Circus Performer (200 CP, Discount for Jester): You are a natural at acrobatics and you have performed in the circus.

Speedy Dude (400 CP, Discount for Jester): You are pretty fast. Not as fast as a certain hedgehog mind you but you can move at the same speed as a car would at full speed. You just need a slope to help you get to this level of speed

Jester Powers (600 CP, Discount for Jester): Spark utilizes a wide selection of powers called Jester Powers. Without them his journey would have been near impossible to complete. You now have access to these Jester powers. You now have access to the Jester Powers sections below to purchase your own set of these abilities.



Robot

Parry (100 CP, Free for Robot): For you there is another way to generate static: Parrying. With this perk you can time a block that negate any damage and grant you some static. If you time the parry just as the attack is about to hit you, you'll get much more static. If you time it a millisecond after you get hit you'll the damage you just took.

A Fast Robot (200 CP, Discount for Robot): Due to being a robot you are able to be faster than a normal person. Not as fast as a certain hedgehog mind you but you can move at the same speed as a car would at full speed, without the aid of a slope.

Static Mode (400 CP, Discount for Robot): Normally static is used to use a powered of version of certain attacks. But with this you can enter a state called Static Mode. When initiated you will heal any damage you have sustained perfect for a quick fix up when you need one. While in Static Mode you are invincible and your attacks are faster and stronger. But this state will drain static and when its gone the mode will end. You have an awareness on whether you have enough static to enter Static Mode or not.

Robotic Super Mode (600 CP, Discount for Robot): You have a unique ability that is related to Static. Not only can you enter Static Mode, you can also store the static until you are full capacity to obtain another form: Super Mode. While like this you are faster, stronger, and arm armed with a powerful staff. However, if you enter Static Mode or lose Static you will no longer be in this state. But hey chances are you are going to steam rolling your foes power they can even land a hit on you



Items

General

Health Capsules (100 CP): These Capsules contain a strange fluid that when absorbed heal a small amount of damage.

Space Ship (200 CP): A space craft that is armed with some laser and can be used to travel to other galaxies

Jester

A Diploma (100 CP, Free for Jester): A diploma that proves your degree in a certain field useful if you are trying to apply for a job.

Jester Weapons (200 CP, Discount for Jester): This is a collection of a weapons that consist of a sword, a staff, a bow, and a hammer. You an use these weapons to enhance any energy based attacks that you may have any of the jester powers you may have obtained in this jump.

Electric Jester Hat (400 CP, Discount for Jester): This special hat was created to allow the user to manipulate electricity. Normally this was mostly used for circus tricks. But it can also be used to gain Jester Powers. However, unlike the perk you can only have two Jester Powers at a time.

Robot

Normal Jester Hat (100 CP, Free for Robot): This is just a normal jester hat, there is nothing special about it except it looks cool.

Power Station (200 CP, Discount for Robot): A table of sorts that you can lie down on. While lying on it it will recharge your static and heal you to tip top shape.

Super Staff (400 CP, Discount for Robot): Normally this is given to you if you have enough static to enter your super state. But by simply holding this your attacking capabilities have been improved and you can now fly

Jester Powers



These are only available if you have purchased the Jester Powers perk or the Electric Jester Hat Item. IF you have both then their effectiveness is doubled. All Jester powers are worth 50 CP, the first one is free. The only one that is not free and does not cost 50 CP is the Super Jester Ability. To get more information about what each ability can do go [here](#).

Electric: This is Spark's default power. It doesn't does have any special properties out side of using the power of electricity to fight.

Wind: This jester power utilizes air manipulation. It has more of a focus on platforming capabilities over combat.

Gravity: An anti-gravity that lets the user float in the air and by extension fly.

Electric Bat: This ability allows the user to use a staff that spews electricity out of it.

Spark Board: This ability grants the user a special hover board that improves movement and give a variety of speed-based attacks. Also, the board can float over water.

Plasma Sword: The user gains a plasma sword and some swordsmanship skills.

Cool: An ability that grants the user the power to manipulate ice, and water.

Fire: An ability that grants the user the power to manipulate fire

Edgy: An ability that mocks edgy stereotyped characters. Think of it as a combination of Shadow the Hedgehog and a ninja.

Hammer: A ability that grants a giant hammer that while heavy, can cause immense damage to an enemy.

Archer: An ability that grants the user usage of a bow, and arrow.

Magical: Here the user can wield a magical staff with a princess styled appearance.

Knight: The knight jester is a jester that gives the user a spear, and a medieval appearance.

Mage: A jester that grants the user abilities to throw energy beams, and a purple magician persona.

Super (200 CP): Similar to Super Sonic, this ability makes it's user have a bright yellow color, and makes them very powerful. It too allows the user to fly.

Companions



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

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

Spark (100 SP): Well Spark can use a change of scenery and you seem to be a good employer to work for. So yeah he will come with you.

Fark (100 SP): Fark is Spark's robotic duplicate and he doesn't have a purpose here anymore. So taking him with you would be good idea seeing he has access to the entire Robot origin perk line.

Scenario

Get yourself a job: AKA follow the events of the game and help Spark to save the world. Sounds easy at first but it becomes clear soon that someone is behind the rogue robots and must be stopped. For some reason they have taken precautions and measures to be a match for any perks and abilities that you may have.

Reward: For stopping the robots from taking over everything and possibly killing every organic being on the planet your reward is **True Super Jester Power**. Now this ability is a combination of the “Super” Jester Power and the “Robotic Super Mode” perk. You can fly, strike fast and hard. And best of all you are not restricted with the need of Static.

Drawbacks

Clumsy (+100 CP): You can't seem to go two feet without tripping. Which may cause problem when you are zooming around.

Pretty Cringe (+100 CP): You have tendency to say one liners that fall flat. Heck most of your attempt to do something cool comes off laughable or just plain uncomfortable. In other words you are going to be seen being very cringe.

Too Slow (+200 CP): Everyone else is moving at crazy speeds while you're are only moving at normal human speeds. Don't get me wrong you can go up to Usain Bolt's speed (Available in the body mod) But no faster than that.

Tricky Layouts (+200 CP): Now some areas are like a maze! Expect to get lost plenty of times before finally getting to your destination.

More Resilient Foes (+400 CP): Normally all it would take to defeat a regular rogue robot is a few attacks. Now they have the same resilience of a first level boss. Now that is a regular enemy now imagine the rest. Yeah, the foes you face are going to be much harder to defeat. This is if you are only as strong as the residence of this setting.

Fumper (+400 CP): Someone created a robotic duplicate of yourself and they want to destroy you. They have anything you have purchased her and robotic versions of any perks that you have before this jump.

Robots' Target (+500 CP): The robots look at you and think of you as a threat. Because of this they are sending some of their best at you and more robots your way than at Spark just to kill you.

You Really Are Out of a Job (+600 CP): That is to say that you couldn't afford to get in this jump with all your perks and items so you have to leave at home. All you have is your body mod and everything that you have purchased here.

What is they doing here? (+1000 CP): For some reason Eggman and the Sonic Crew are here making things more complicated. Hope you are ready to handle Eggman Robots in addition to the rogue robots.

Ending

Go Home: Time head back home you had enough jumping adventure.

Stay Here: You might have gotten attached to this place. Then you might as well stay

Continue Onward: Well there's more to see on the jump chain! Better keep jumping.

Notes

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