



# SONIC<sup>TM</sup> ADVENTURE 2

Sonic the Hedgehog. Maybe you've heard of him? Blue quills, red shoes, endless attitude, and an inborn gift for smashing robo-butt at the speed of sound. Well, there he was relaxing by the poolside, minding his own business as a strange being made of water attacked the city.

To no one's surprise, the evil Dr. Eggman is up to his old tricks. Using ancient tablets he uncovered, he learned of Chaos, the god of... well, chaos. As you might have guessed, that would be our waterlogged friend here. After freeing Chaos from the Master Emerald, Eggman would go about seizing the 7 Chaos Emeralds to feed Chaos so he can assume his full power.

However, Sonic isn't alone. Friends, former enemies, and even complete strangers have their own roles to play. Whether it be Tails the fox doing everything in his power to help his idol Sonic, Amy Rose trying to help a bird that escaped Eggman's lair, Knuckles the Echidna recovering the shards of the Master Emerald, E-102 Gamma questioning the purpose of his existence as one of Eggman's robots, or Big the Cat trying to recover his best friend Froggy.

Everyone has their part to play (yes, even Big) and between the 6 of them, ancient and tragic secrets will be uncovered regarding the tragic past of Chaos and the ancient Knuckles Clan.

If things proceed as planned, Eggman will be thwarted. However, it won't be long before he's found a new scheme for world domination. In this case it involves digging into the research of his grandfather Gerald Robotnik. In doing so, he uncovers an entity known as Shadow, claiming to be the "Ultimate Lifeform".

In a bizarre turn of fate, Shadow's appearance and abilities are improbably similar to Sonic himself. This results in Sonic and his friends being blamed for his crimes.

Hunted by the brutal military organization G.U.N. (Guardian Units of Nations), Sonic, Tails, and Knuckles need to clear their names, uncover Eggman's evil plan, and collect the scattered Chaos Emeralds and Master Emerald Shards.

At the same time, Eggman and Shadow are joined by a mysterious jewel thief of unknown motives known as Rogue.

Over the course, they will uncover the tragic secrets of Shadow's past, and the secret power of the Space Colony ARK.

You arrive at the start of SA1 and will be here until either the end of SA2 or one full year has passed. Take these 1000 Chaos Points to integrate yourself into this world.

---

# LOCATION

---

Pick one freely or roll 1d8 for a little extra spontaneity.

## **Station Square**

---

A heavily populated city known for its various attractions such as Twinkle Park, various hotels and restaurants, Casinopolis, and the beautiful Emerald Coast. The city's fame and dense population makes it a tempting target for evildoers like Eggman. Perhaps that's why Sonic and many of his friends live around here.

## **Angel Island**

---

A large floating island that houses the mighty Master Emerald, guarded by the sole remaining descendent of the Knuckles Clan. Whenever the Master Emerald is stolen or shattered (such as in the Chaos or ARK incidents) the island descends back down to Earth near the coastline of the Mystic Ruins.

## **Egg Carrier**

---

Eggman's enormous flying aircraft carrier. A high-tech flying fortress with enough firepower to wipe out a small army. Though, in some places it's closer to a luxury cruise ship, like the large swimming pool or multiple whack-a-mole machines. If you aren't allied with Eggman, he won't be especially happy to find you here.

## **Central City**

---

Another bustling city similar to Station Square. It isn't quite as scenic as Station Square but has the distinction of not being flooded by a sentient ocean after the Chaos incident. That said, The Guardian Units of Nations will soon have a strong foothold in this city. So try to keep your distance from any of their targets.

### **Pumpkin Hill**

---

A large rocky canyon dotted with bizarre mountains resembling jack-o-lanterns on spikes. The area is about as haunted as a place can get. From dancing trees, haunted trains, to ghosts popping out of the ground directly to scare you. It's not hard to assume the abundance of tombstones have something to do with this.

### **Prison Island**

---

A large jungle island that GUN has converted in its entirety into a maximum security prison and research base. This is where the brilliant Gerald Robotnik would face execution after being betrayed by GUN, and ironically, where Shadow the Hedgehog currently rests in cryogenic stasis. Let's hope you start outside cells.

### **Eggman's Pyramid Base**

---

Another of Eggman's secret bases, modified from an ancient desert tomb. Well, it being a "secret" base didn't stop Eggman from plastering his face on every single surface. On top of the Boos that were haunting it to begin with, Eggman naturally has robots patrolling 24/7. Contains a teleporter and a rocket launch pad.

### **Space Colony ARK**

---

Gerald Robotnik's greatest creation (at least in terms of size). This moon-sized space colony was initially built with noble intentions; pressure from GUN forced Gerald to modify it into a weapon of apocalyptic proportions. Hidden deep within the station is the Biolizard, the prototype "Ultimate Lifeform".

---

# FACTION

---

All Factions are Free. Any Faction can be taken as Drop-In.

## Hero

---

Now, this doesn't necessarily make you some kind of superhero like Sonic. You are just generally someone who strongly abides by their own moral compass, even if it doesn't always perfectly align with what the law says is "just". Whether that makes you an altruistic inventor, a peace-loving fisherman, a straight-laced guardian, or just a free spirit ready to put a stop to anyone who threatens the world you love.

## Neutral

---

"Good" and "evil" aren't always as clear-cut as some might want to believe. You are someone who knows that idealism isn't always enough to save the day. Whether that makes you an agent of G.U.N. who will go to absolutely any lengths to maintain order, or maybe something closer to Chaos, driven purely by blind rage. How ironic that such opposing extremes can end up so similar.

## Dark

---

Everyone is only out for themselves at the end of the day, why should you be an exception? You're the bad guy (or gal) and you love it. If you even have a moral compass, it is a purely secondary concern to satiating your own desires. Perhaps you care only for revenge against those who wronged you, or greed for all the world's treasures, or maybe you're competing with Eggman for world domination.

---

# BACKGROUNDS

---

All Backgrounds are Free.

## Collateral

---

Not everyone is interested in hogging the spotlight. You aren't the big bad or the noble hero, you're just... you. Your role in any major conflict, if any, is usually reactive. Whether that makes you a regular civilian, or just someone too caught up in their own quest to worry about the fate of the world. Of course, not everyone has the luxury to choose whether they remain uninvolved.

## Rebel

---

Life is too short to lose sleep over what the world thinks of you. You're someone who lives at their own pace. Anyone who wants to tell you what to do better be ready for a fight. Of course, while this level of confidence is admirable, there's a thin line between being true to yourself, and being a loner who refuses to consider other perspectives. It's up to you to find that balance.

## Hunter

---

You're a man, or woman, or robot, or whatever else, on a mission. You always keep your eyes on the prize. You could be a bounty hunter seeking wanted criminals, a jewel thief after a hidden treasure, a guardian seeking your ancestor's lost treasure, etc. At times you may find your mind a bit too one-track, but just because you have a job doesn't mean you can't make time for other matters.

## Egghead

---

There is (probably) no greater power in this world than genius! You're someone who prefers to use their head to solve problems. Whether that makes you a plucky inventor like Tails or a megalomaniacal warmonger like Eggman. Those blessed with natural personal power may look down on your reliance on tools but be patient. You'll get your chance to prove yourself sooner or later.

---

# SPECIES

---

Choose age & gender freely.

## **Animal - +100 CP / 100 CP**

---

You are a small and cuddly animal. You're no larger than a squirrel and while you can't directly speak, you find it bizarrely easy to communicate your intent to others. If you pay 100 CP instead of receiving it, you are absurdly massive. Like the orca that trashed most of Emerald Coast in pursuit of Sonic.

## **Chao - +100 CP / 400 CP**

---

A fairy-like species with a mysterious ties to the Chaos Emeralds. Depending on how they're raised, they can undergo a metamorphosis into an almost infinite variety of forms. Chaos can absorb energy from small animals or artifacts like Chaos Drives to enhance their capabilities. In the former case, they even adopt certain physical traits of the animals they draw power from. Chaos live extremely short lives, but if they lived a sufficiently happy life, they will reincarnate. In your case, you will reincarnate regardless, but only when you die of old age.

If you pay 400 CP, you are a mutant Chao similar to the being known as "Chaos". You are composed of a living water you can freely reshape through your will. This renders most weapons useless, but a great enough impact can temporarily disperse your mass, which does cause a small amount of damage to accumulate in some invisible capacity. In addition, you possess inhuman strength and agility.

You can transform into a puddle to travel through both solids and liquids. Oddly, while your body looks identical to water, it is unable to "mix" with other bodies of water. So entering a pond or lake will neither disperse nor add to your mass.

For each Chaos Emerald (or any similarly powerful catalysts in future Jumps) you take into your body, you transform into a larger and more powerful form. With the equivalent of 7 Chaos Emeralds, you essentially become a living ocean. Simply assuming this form can flood a large city. In this state, you are a truly apocalyptic force. Only a power on the level of Super Sonic could hope to harm you.

## **Human - Free**

---

You are a human being. I'm just going to assume you already know what that is and move on. You're twice as tall as most Mobians.

### **Mobian - Free**

---

Mixed throughout the population are a variety of anthropomorphic animals. You only vaguely resemble whatever animal you're supposed to be, especially with the abnormally vibrant fur colors your kind can sport. Such species have been around since ancient times, so your presence isn't considered especially unusual, even if you walk around wearing nothing but shoes and gloves.

### **Boo - Free / 200 CP**

---

You are, for lack of a better term, a ghost. You can hover a distance off the ground, turn invisible, and hide yourself inside any solid object or surface. Despite being a spirit, a strong enough physical impact will disperse your body for a few hours as you piece yourself back together good as new. While you are quite scary, you lack the means to do any significant direct harm to the living.

For 200 CP, you are a freakishly powerful phantom like King Boom Boo. In addition to being able to harm the living, you can create and manipulate blue flame or travel through the ground as a shadow (though digging "in" to the shadow will force you out of this form). Your power is tied to light. In the darkness you are larger, stronger, and pretty much immune to harm. However, when exposed to even a small amount of sunlight, you shrink down, lose much of your supernatural power, and are vulnerable to physical attack. Regenerating from dispersal can take days.

### **Echidna - 100 CP**

---

You and Knuckles are likely the last of your kind. Echidnas are an ancient species of Mobians with exceptional natural combat abilities, though Knuckles is an outlier in terms of pure physical strength and durability. They are also adept at burrowing, thanks to the spikes on their knuckles. Their most bizarre trait is their ability to glide through the air by trapping air currents under their thick dreadlocks.

### **Robot - 100 CP / 200 CP**

---

You are a robot that somehow gained sentience. Your physical abilities and arsenal are on the level of E-100 Series units like Gamma, but you aren't required to be part of that series exactly. You can even choose to be one of GUN's robots if you'd rather not work for a nut like Eggman. If you do choose to be one of Eggman's robots, your power source will be replaced with a Chaos Drive post-Jump, if the idea of using a tiny, enslaved animal as a battery doesn't sit right with you. Alternatively, you can make this small animal your "true" form, able to pilot this robot body like a mech. For 100 CP more, your capabilities are equal to the upgraded E-101 Mark II.



## Ultimate Lifeform - 400 CP

---

You are one of the creations of Gerald Robotnik's "Project Shadow", which sought to create the Ultimate Lifeform. This comes with a variety of perks. For starters, you are wholly immune to the ravages of time or disease. Arguably more impressive is your natural affinity with Chaos Energy. You can instinctively control this energy and can even generate it naturally, but this is exceptionally inefficient. Your control over Chaos Energy can only truly shine with the help of a Chaos Emerald.

In addition to allowing you to call down bolts of Chaos Energy to strike your foes, this "Chaos Control" grants you a limited ability to manipulate space and time. Whether that be freezing time for a few seconds or teleporting yourself or others great distances. The potency of this power grows with the amount of Chaos Energy you have to draw on and mastering your ability to control this energy. It's not outright impossible for others to use Chaos Control, but not without the use of a Chaos Emerald and certainly not as naturally as you do.

There were two notable iterations of Project Shadow. Each with their own pros and cons. You may choose which of the two you are most similar to.

The first iteration involved salamander DNA. The prototype demonstrated absurd regenerative abilities, but the severe mutations caused it to become physically and mentally unstable. You fared a bit better but are far from a perfect product. You are a similarly massive amphibian. You have monstrous strength, rapid regeneration, and in terms of raw power your control over Chaos Energy is superior to even your successor. However, your flesh is unstable, held together only by your regeneration and the life support machines integrated into your body. If said machines are broken, this instability will reach a fever pitch, with massive vulnerable boils painfully bursting from your skin. Oddly enough, you can fuse yourself into large machinery (even as large as the Space Colony ARK) by partially teleporting it into your body, adding its power to your own.

Alternatively, you are closer to the second iteration. Unlike the Prototype, you are identical in appearance to a regular Mobian (most likely a hedgehog). Your size, regeneration, and destructive power are far below that of the prototype. However, the fact that you don't weigh several tons, and aren't reliant on fragile life support devices to stop your body from tearing itself apart more than makes up for it.

---

# GENERAL PERKS

---

## **Hammerspace - Free for this Jump / 200 CP to keep**

It's surprising how little a lack of clothes impacts Sonic and many of his friends. You have a similar "inventory". You can store or retrieve objects from this space by simply reaching towards any unobserved place on your person. It's similar to a large suitcase in capacity. While living creatures can survive in this space, there's nothing stopping them from leaving whenever they want.

## **Spin Dash - 50 CP Per**

You have mastered Sonic's iconic spin dash. This allows you to curl up into a ball and launch yourself at an enemy while spinning at high speeds. The most unnatural parts of this technique is how you never get dizzy and how you always manage to nail the landing afterwards. Alternatively, you can receive a different but similar technique that combines mobility with offense, like Amy's Hammer Jump.

## **Unknown From M.E. - 100 CP / 200 CP**

You are able to demonstrate a freakish level of physical strength and durability. For 100 CP this is on the level of Amy Rose, allowing you to swing around a massive hammer with relative ease. For 200 CP, you're closer to Knuckles the Echidna or Big the Cat. You can casually lift and throw massive boulders and probably get back up after being run over by a truck. Feel free to decide the distribution of this strength across your body, if you want one part of your body to be exceptionally strong.

## **Believe In Myself - 200 CP / 300 CP**

You are capable of unassisted flight or gliding. You can also pay 300 CP for both. Perhaps you accomplish this via conventional wings, or something more bizarre like having two tails you can spin like propellers. Flying gives you far more control but is exhausting to do for more than a few minutes at a time. In contrast, gliding is effortless but provides no means to gain additional altitude mid-glide.

## **It Doesn't Matter - 300 CP**

You are one of the few beings that can match Sonic in his own specialty, and you don't need high-tech boots or a Chaos Emerald to do it. You're able to reach hypersonic speeds using nothing but your own two feet. The friction or sonic booms this creates doesn't seem to harm you in any way. Your reflexes, perception, and acrobatic skills are also enhanced to help you keep up with your speed.

---

# HERO PERKS

---

100 CP perk free and others half-off to Hero faction.

## **Follow Me - 100 CP**

---

What good is a hero if they aren't around when you need them? You have an odd luck for being relatively nearby when some crime or major incident is going down. The range of this is hardly infinite, but if there's a bank robbery or a mysterious monster attacking your city, you're usually only a stone's throw away. Toggable.

## **Set Me Free - 200 CP**

---

Places like prison simply weren't made for people like you. Even some of the most secure prisons in the world have trouble holding you for long. For basic restraints, like cuffs, chains, straps, iron bars, etc., you can escape on your own, no problem. For more advanced security measures, you'll need some help. Luckily your allies will have surprisingly little trouble finding your location to lend such help.

## **Trust Me - 400 CP**

---

Taking this greatly strengthens the bonds of trust between you and your allies. In a more tangible sense, fate seems to play an active role pulling you and your allies together in times of need, even if it makes no sense. Who cares how a fisherman found his way onto a flying fortress, or why an ancient temple is connected to a modern sewer which exits out at the exact spot you were hiding. All that matters is that you'll rarely have to fight your battles alone, unless you want to.

## **Escape From The City - 600 CP**

---

It rarely takes you long to see through an enemy's weird powers or techniques, like being able to tell if an opponent has super speed or if they're "just" slowing down time. If you see a technique enough times, you may even figure out how to replicate it yourself, assuming that's even possible. In times of emergency, you can even pull off copied techniques at full power while massively cutting corners, like subbing in a different weapon, or replacing the usual power source with a lesser copy.

---

# NEUTRAL PERKS

---

100 CP perk free and others half-off to Neutral faction.

## **Perfect Order - 100 CP**

---

Protecting the world doesn't always look pretty. Sometimes you need to get your hands dirty. You have the ability to suppress your moral compass at-will to make cold, utilitarian decisions for the greater good. Whether it's shooting an innocent little girl or destroying an entire city block, you will never hesitate.

## **The Big GUN - 200 CP**

---

Once a month, you are able to summon a colossal truck to automatically pursue a target of your choosing until either it or the target is destroyed, no matter who or what gets in its way. You can summon this in any space it can physically fit (even if just barely). It is powerful enough to send other cars flying. It is also far faster and more maneuverable than should be physically possible for its size.

## **Easy Out - 400 CP**

---

There's nothing like a good scapegoat to keep yourself out of the spotlight. Whether it's downplaying a disaster you caused or blaming the whole thing on a clearly innocent party. Even if you aren't actively seeking to ruin someone, you have a knack for staying in the background of a major incident. It usually isn't too hard to focus the public's attention on one or two major players in a given incident, completely overshadowing any role you might have played in causing it.

## **The Greater Good - 600 CP**

---

G.U.N. is just the worst. They leave a trail of bodies and property damage wherever they go and have caused far more disasters than they've ever resolved. Like them, as long as you're acting in the government's best interests on paper (even if you do so in the most needlessly destructive way possible), you'll pretty much never face any legal repercussions. The public might not approve of you, but at least you won't be charged for that city block you destroyed in pursuit of a single criminal.

---

# DARK PERKS

---

100 CP perk free and others half-off to Dark faction.

## **Apex Schemer - 100 CP**

Words are a powerful weapon; one you know all too well how to wield. whether it's convincing someone to ally with you despite having an obvious ulterior motive or just tricking someone into exposing their own attempts to deceive you. On that note, you especially excel in seeing through the lies of less experienced schemers.

## **History Lessons - 200 CP**

It sure is convenient there are so many weapons of mass destruction just waiting for you to uncover. When looking into the past, you have an uncanny luck with practically tripping over potential tools of world domination. Whether it be ancient tablets pointing to a sealed god of destruction, or research notes alluding to the location of a planet-destroying laser currently orbiting the Earth.

## **Evil Knows Evil - 400 CP**

Who would've thought that evil masterminds could be so reasonable? It doesn't matter if they're an alien conqueror, an infamous jewel thief, or an ancient mad god, powerful evil allies are never hard to find. As long as you don't mind working with beings that are only interested in looting, domination, or destruction, it never takes long to find an accomplice. Now, they'll probably still betray you once they no longer need you, but they'll be shockingly cooperative up until that point.

## **Tipping Dominoes - 600 CP**

How did Gerald do... Well, any of this? All while locked in a prison cell on Earth, he managed to brainwash Shadow, set the Space Colony ARK to crash into the planet if activated, and somehow program it to broadcast his own execution world-wide. You are able to set similarly large-scale schemes in motion with barely any direct interference or resources at your disposal. Whether by manipulating others to do your bidding or using your hacking skills to manipulate technology remotely.

---

# COLLATERAL PERKS

---

100 CP perks free and others half-off to Collateral origin.

## **Self-Centered Girl - 100 CP**

Who are you? How did you get here? What difference does it make? As long as you don't seem to mean any harm and are clearly in need, most even moderately altruistic individuals will almost always be willing to lend you a hand, no questions asked. Whether you need help protecting a bird or fishing your friend out of the body of an ancient god, all you need to do is ask.

## **We Are Simply Natural - 100 CP**

To say that you have a way with animals is putting it lightly. Most wild animals can tell on-sight that you are a trustworthy individual. Although this won't make them go against their basic survival instincts. Carnivores need to eat too. You also find it bizarrely easy to communicate with such animals through tone or body language, even if they have no means to use or understand spoken language.

## **Your Lucky Color - 200 CP**

You have the ability to "lock-on" to a single ally of your choice. You'll always have a vague sense of their location. From miles away, you can only sense their general direction. This gets more specific the closer you are, but caps out at identifying what building they're in, even when standing right next to them. You need to meet someone in person to select them as your new target.

## **Welcome To Our Special Paradise - 200 CP**

Fate seems weirdly eager to involve you in conflicts of global significance. Whether it's bumbling your way onto the big bad's flying fortress or randomly running into a bird holding some McGuffin. Fate will also set up situations where your particular skill set, no matter how hyper-specific, somehow becomes vital to saving the day. Whether that be fishing or just talking to people. Can be toggled at-will.

### **I Won't Be A Pearl - 400 CP**

---

By sacrificing your physical body, you are able to seal your spirit into a powerful mystical artifact. Like how Tikal sealed Chaos, you can forcefully trap another being inside the artifact with you. Unlike Tikal, you don't need to wait for said seal to be destroyed to astrally project yourself. As a spirit, you can communicate with others and show them visions but otherwise have no means to interact with the physical world. Your body will be restored at the start of the next Jump.

### **Energetic And Groovy - 400 CP**

---

Should a living being consume part of your body, you may choose to possess them through that body part. You become unable to regrow that body part by any means, shy of re-absorbing the possessed being. You also lose a portion of your total raw power. The possessed entity will be compelled to act in accordance with your desires and eventually return to you to be absorbed. Whether that's your desire to kill a specific target, or to collect a particular artifact.

### **Sweet Sweet You're So Sweet - 600 CP**

---

It's easy to underestimate the power of the right words at the right time. You have an uncanny empathetic ability. As long as you have the chance to approach them outside the context of a fight, a single conversation is all it takes to make them completely rethink their worldview. Whether it's convincing a genocidal terrorist they actually want to save the world, or awakening feelings of sympathy and doubt in the heart of a supposedly unfeeling robot. This doesn't work on those who are completely self-aware or indifferent to the immorality of their actions.

---

# REBEL PERKS

---

100 CP perks free and others half-off to Rebel origin.

## **No One Can Break You - 100 CP**

Like Sonic himself, the entire world is your home. You never have trouble keeping yourself fed, hygienic, or comfortable without the luxury of a physical shelter. You can sleep and eat wherever you want, and unless you're actively causing problems (like breaking into other people's houses), nobody will be particularly bothered by this, even if you're technically intruding on private property.

## **Livin' By My Own Feelings - 100 CP**

You have a freakish talent for all manner of "extreme" sports. Whether it's grinding, snowboarding, rollerblading, etc. Pretty much anything that involves doing reckless stunts at reckless speeds comes as naturally to you as breathing. You also never fail to find excuses to apply these skills, like riding a piece of metal like a snowboard as you're fleeing down the street from a giant truck.

## **A Steadfast Heart of Gold - 200 CP**

It wouldn't do for people to get their narratives mixed up and start thinking you're the villain. You find it freakishly easy to resuscitate your public image. Even if the whole world is convinced that you're some horrible criminal, as long as you have decent evidence of your innocence or simply do enough good to counteract your supposed "crimes", the public will be back on your side in no time.

## **Dark The Darkness That Dozes In The Dusk - 200 CP**

Do Sonic and Shadow really look similar? You benefit from a similar illogic. As long as somebody shares a handful of superficial similarities with you, that's all it takes for people to start confusing the two of you, even if they're looking at the two of you side-by-side. This makes it extremely easy to blame all of your crimes on them, or to take credit for their own accomplishments. Toggable.



### **There Is No Way I Will Run Away - 400 CP**

---

What good is it to seal someone away if you're just pushing off the problem for future generations? By defeating a berserk creature in a one-on-one battle, you are able to forcefully quell whatever negative emotions triggered this rampage in the first place. Whether it's sorrow at the loss of a loved one, or rage over a cruel betrayal. Only applies to those completely ruled by these emotions, not those who commit evil acts out of deliberate and calculated intent.

### **Always Keep Running - 400 CP**

---

There are few who better embody the concept of "chaos". When you get involved, even the best-laid schemes tend to go awry. It's almost impossible to plan around your actions in the long term. Half the time not even you know your next move. This comes with a talent for improvising your way through situations; whether that be jumping out of a flying plane with only a vague plan for surviving the fall or pulling off an untested escape technique seconds before a bomb goes off.

### **See The Light Wherever You Go - 600 CP**

---

Would you happen to be a hedgehog? Because you demonstrate a natural affinity for Chaos Energy (or similar chaotic energies) usually reserved for that species. This makes it significantly easier to channel the power of Chaos Emeralds, such as using Chaos Control, or using the power of seven Chaos Emeralds to temporarily assume an invincible "Super" form. This won't come quite as naturally to you as an Ultimate Lifeform, but you aren't that far behind either.

While this boost to your manipulation of Chaos Energy does stack with the Ultimate Lifeform option, this will actually boost your latent power beyond what your body can handle. Utilizing your full power is exhausting and can even damage your body. Taking both options will grant you a set of four limiter rings designed to regulate your Chaos Energy down to a manageable level.

---

# HUNTER PERKS

---

100 CP perks free and others half-off to Hunter origin.

## **I Don't Chuckle - 100 CP**

---

Knuckles isn't the sharpest tool in the shed, but he doesn't need to be, and neither do you. Playing (or just being) dumb works way more often than it has any right to. Whether you use this to make people forgive you after falling for a very obvious lie and attacking them or convincing someone that your motives are far too shallow for you to even have a reason to betray them.

## **Ready To Gamble - 100 CP**

---

You wouldn't be a very good hunter if you didn't know how to find things. Now, this may not be as fast or reliable as high-tech detectors or psychic senses, but this mix of investigative skills and pure dumb luck can work wonders when such tools aren't available. This may not point you straight to your target, but it'll help you quickly narrow down where you should be searching for it.

## **Save The Flower - 200 CP**

---

What kind of finger strength is this? Whether it's a solid metal wall or a sheer cliff face, you can effortlessly climb almost any solid surface. This also enhances your burrowing ability. Hard surfaces may still require special tools to dig into, but whenever you burrow into a solid surface, you can choose for the hole you make to seamlessly close up once you're done, as if you were never there.

## **Mystery Of The Night - 200 CP**

---

There are countless skills that go into being an effective spy: sneaking, hacking, safe cracking, social engineering, etc. Like a certain bat, you happen to excel in all of them. You have the makings of a legendary spy (or jewel thief). However you apply these talents, your skills will always be in high demand. Just remember that even the greatest spies can bite off more than they can chew.

### **Rougher Than The Rest Of Them - 400 CP**

---

There's something special about you, but it's hard to say what. Even if you're a robot, and your peers should have identical physical and mental abilities, you're always somehow stronger, faster, and smarter than them. It's not impossible for others to catch up with you through training, upgrades, weapons, etc. and there may be some natural geniuses who surpass even you, but for the most part your base stats are well above the norm for your species/model.

### **Fly In The Freedom - 400 CP**

---

You possess the inexplicable ability to transcend your own "programming". This is triggered automatically upon experiencing any degree of doubt in your purpose, goals, or identity. You can rewrite your hard-coded directives, break through mind control, dig up repressed memories, develop human emotions, in a matter of hours or even minutes. You can do all this even in a state where you shouldn't have the emotional capacity to desire such a change, let alone actually achieve it.

### **When Serenity Is Restored - 600 CP**

---

Once per Jump, you may select a mystic artifact to form a kind of spiritual bond with. The powers of this artifact will be far easier for you to control. This bond also can be used to draw power from the artifact to heal or empower yourself, track its location from anywhere in the world (even if broken into pieces), repair it simply by collecting all the pieces, shrinking it down for easy storage, and perhaps you'll find even more applications in time. If this artifact has any kind of will, it can even show you visions to help you in your goals.

---

# EGGHEAD PERKS

---

100 CP perks free and others half-off to Egghead origin.

## **That's What I Am - 100 CP**

An unbreakable will isn't something exclusive to warriors. You just don't know how to give up. No matter how many times your plans fail, your empires topple, your body bruised and beaten, you will never give up. Now, this won't stop you from recognizing failure, but you won't be discouraged by it. Whenever one scheme fails, you'll be drafting up a new and improved scheme within the week.

## **A Brand New Challenge - 100 CP**

It sure is a good thing that missiles aren't dangerous or anything. You find that your use of high-power weaponry doesn't cause nearly as many casualties as it logically should, unless you want them to. Feel free to launch as many missiles as you want at those police cars. You may still get charged with property damage, but in an odd stroke of luck none of those police cars had police officers in them.

## **I Got The Master Plan - 200 CP**

You have a talent for utilizing esoteric power sources. Whether its alien energy beings, mystical crystals of Chaos Energy, or even demons. As long as you can get your hands on such a power source, you can figure out how to use that power. Even if you lack such exotic energy sources, this also grants you knowledge of the techniques used by Eggman to turn small animals into living batteries.

## **Gotta Keep Going - 200 CP**

Whether due to ignorance or arrogance, those with super speed almost never use their speed to its full potential against you. They'll fall for traps they should have seen a mile away, waste time letting you monolog, or stand and gawk when they could probably knock you out before you can blink. This will only help so much. Incompetent use of Mach 5 speed is still Mach 5 speed at the end of the day.

### **Highest Of All Heavens - 400 CP**

---

You have a knack for creating artificial substitutes for mystical beings or artifacts. With the opportunity to study the original, you can figure out how to make an almost perfect duplicate, like Tails' fake Chaos Emerald. Even if you never see what you're trying to replicate, you can use them as inspiration to replicate their basic traits, like the Artificial Chaos. In either case, these will never be even half as strong as the real thing, but depending on the original's power, that's more than enough.

### **A Genius At Heart - 400 CP**

---

You are an undisputed genius. You may choose whether your specialty lies in mechanical or genetic engineering. In the former case, you are a match for the mechanical brilliance of Eggman, able to create an infinite variety of robots and devices. In the latter case, you could potentially match the accomplishments of Project Shadow. If you're willing to pay a second, undiscounted 400 CP, you receive both and possess an overall mastery of science on the level of Gerald Robotnik.

### **I Will Build My Empire - 600 CP**

---

The single greatest mystery surrounding the brilliant Dr. Eggman: where does he get the materials for all these robots? Considering his personality, it's unlikely he has any human suppliers. He can lose hundreds of robots, enormous battleships, high-tech secret bases, and he'll have it all rebuilt by this time next year. Whatever your goals may be, you share this same ability to acquire obscene quantities of raw materials for your own inorganic creations, and the logistic knowledge to use that knowledge to rebuild your empire in a matter of months.

---

# COMPANIONS

---

## **Take A Hint - Free, Optional**

There's no harm in accepting a few pointers every now and then. You have some small ally that always seems to be nearby when you need them, even if this requires them to come back from the dead or exist in two locations simultaneously. They can't provide much tangible assistance, but they're always willing to provide you with small hints, whether that be for solving a puzzle, navigating a location, or just understanding relevant lore. Many of these hints are fairly obvious, but you can't blame them for wanting to help. You can freely decide the appearance of this guide, whether they be a talking ball of light, a robot Chao, or anything in between.

## **New Characters - 50 CP Per**

With one purchase, you may import a companion or create one wholesale with 600 Chaos Points to spend as they please. Each additional purchase doubles the max number of companions you can import or create through this option.

## **Fan Favorites - 50 CP Per**

With one purchase, you receive an empty slot that may be used to recruit any native character of this world as a companion, with their consent. Each additional purchase doubles the max number of slots you receive.

## **Miss Secretary - 50 CP**

An extra helping hand for all the tedious paperwork and scheduling I'm sure you're far too busy with. This secretary is the embodiment of professionalism. They will loyally follow your every order without complaint, as long as it reasonably falls within their duties as your secretary. However, they are uncompromising in their refusal to overstep those boundaries. Whether that means giving them jobs that have nothing to do with being a secretary or attempting to shape your relationship into something more... personal.

It's likely there's much more to her than she lets on. She'd need to have a few screws loose to work so diligently for a trans-dimensional entity that may or may not actually pay her. However, if you want to find out what that is you'll have your work cut out for you breaking through her flawless poker face.

### **Terios The Hedgehog - 100 CP**

---

Using the DNA harvested from Shadow, G.U.N. briefly attempted to produce their own Ultimate Lifeform. After countless failed attempts, they successfully replicated Shadow's body and powers, but his mind was another matter.

Unlike Shadow, who was raised with love by Gerald and Maria, this clone had never received a single word of approval from the moment he was born. He was expected to be a weapon, a tool to be used and forgotten about when not needed. It was a full year before he realized his name was "Terios" and not "Failure". The constant scolding and criticism eventually reached its boiling point. Terios escaped, with no goal beyond proving his right to the title of "Ultimate Lifeform".

To Terios, being the "Ultimate Lifeform" means being the absolute best in every possible area. He will never turn down a challenge, whether that challenge is in strength, speed, embroidery, or anything else. Terios is often so hot-headed and blunt it can come across as sadistic. In contrast, he's so unaccustomed to praise that any positive reinforcement can easily overwhelm and fluster him.

### **Anarchy - 200 CP**

---

An unprecedented anomaly. It would seem that all the time Chaos and Tikal spent trapped in the Master Emerald had a strange reaction. Some of their essence mixed together with the Emerald's power, creating a separate entity. This being possesses the same power and body as her "father" Chaos, while having a much gentler personality similar to her "mother" Tikal. It is also likely due to Tikal's influence that her base form has a more feminine silhouette than Chaos.

They can also absorb Chaos Emeralds or similar artifacts of cosmic power like her father to transform. However, whether she can maintain her sense of self or have her sense of reason swept away by the chaotic energies is uncertain.

### **Guns for Hire - 150 CP / 200 CP Per**

---

Your own squad of about two dozen human (or Mobian) soldiers. They are fully armed, well trained, and suicidally loyal. Even if some of them die, they'll somehow replenish their numbers in a month. Each additional purchase doubles the number of soldiers. All soldiers purchased through this share one companion slot.

If you'd prefer, you can pay 200 CP to receive two dozen mindless robots similar in ability to those used by G.U.N. or Robotnik, barring exceptionally powerful robots like the E-100 series. The same doubling principle applies.

---

# IN-WORLD ITEMS

---

Items and structures frequently found in this and potentially future worlds.

## **Chao Garden - Free**

---

Attached to your Warehouse is a door to the pocket dimension known as the Chao World. As the name implies, this is a world solely dedicated to the raising of the small fairy-like creatures known as Chaos. There is a surprising level of complexity to the raising and breeding of Chaos. To the point it simply isn't worth the time it would take to explain every detail right here and now.

There are three gardens for "Hero", "Neutral", and "Dark" Chaos respectively. You can also access the Chao Kindergarten, which contains a variety of resources to teach your Chaos new skills and generally help you with raising them. Within the Neutral Garden is the Chao Stadium, where your Chao can test their skills against other Chaos in either Chao Races or Chao Karate.

Each Garden is only designed to hold 8 Chaos at a time. This usually isn't an issue due to the Chaos' short lifespan, but if you do hit that limit, you can use the terminal in the Neutral Garden to transport one of your Chaos to an exceptionally peaceful location in your current Jump to spend the remainder of their life.

When you leave the Chao Garden, no time will have passed in the outside world from when you entered. At the same time, as long as there is nobody (other than the Chaos) in a given garden, time will be frozen there as well. Also, Chaos don't seem to age at all while within the Chao Kindergarten. Make of that what you will.

Visitors to the Chao World will find it pretty much impossible to use their time here for matters related to the outside world. Whether it's training, scheming, inventing, homework, etc. Even passive processes are halted. It's as if the instant you step foot in this world, your mind, body, soul, and anything else you bring in with you all intimately understand that this is no place for such worries.

If you'd prefer, instead of being a Warehouse attachment, the Chao Garden will manifest as an in-world property. It retains all its peculiar metaphysical attributes, but now the public is free to enjoy the company of the Chaos. These visitors will be aware of the bizarre qualities of this place but won't make much fuss over it.

Be aware that while there are few evil enough to harm such pure creatures, there is nothing making such abuse outright impossible.



### **Live & Learn - Free**

---

You receive the soundtrack of SA1 and SA2. The songs will be superimposed onto your senses as appropriate for the situation. Also includes a new song in a similar style to act as your personal theme. Can be toggled at will

### **Emblems - Free, Optional**

---

Throughout the world, one can find a variety of peculiar Emblems. Some of these are just found floating around somewhere in the world, but most of them are rewarded for accomplishing seemingly random challenges or tasks. There are usually somewhere between 100-200 Emblems in a given Jump. You have a sixth sense for how many Emblems are left to collect and how to earn them.

Collecting every single Emblem in a given Jump usually grants some kind of reward. Frankly, the reward is rarely worth the effort, but it's better than nothing. You might gain access to a stage based on a location of sentimental value to you, or gain an altmode that looks cool, but isn't that different from your base form. Stuff like that.

### **Melodious Shrines - Free for this Jump / 100 CP to keep**

---

In various spots throughout the world, you will find small stone monuments. By playing a particular song called a "Mystic Melody" (which you also need to find), these monuments will reveal some kind of secret path to a shortcut or hidden item. Paying for this grants you the Mystic Melody right away and will allow these monuments to be found in future Jumps.

### **Item Boxes - Free for this Jump / 200 CP to keep**

---

Scattered throughout the world you'll find peculiar red balloons and glass domes. Touching these will grant you the items inside, which will .

- Rings: Come in quantities of 5, 10, or 20.
- Bombs: Clears out any weak enemies nearby.
- Health: Heals a portion of any damage you've sustained.
- High-Speed Shoes: Greatly increases speed for 15 seconds.
- Invincibility: User becomes immune to all damage for 20 seconds.
- Shield: Can negate any one attack before disappearing.
- Magnetic Shield: Can negate any one attack before disappearing. Also attracts any nearby Rings or similar loose currency while active.

### **Meth Head Architecture - Free for this Jump / 200 CP to keep / 300 CP**

---

Random bounce pads, rideable missiles, floating highways, giant loop-de-loops, this entire world seems to be built like some kind of physics-defying obstacle course. By paying for this, you will find similarly absurd structures in future worlds. Nobody else will be able to see or interact with these structures. Post-Jump you can toggle this off at will in order to see the world as everyone else does.

For an additional 100 CP, you are capable of constructing similar physics-defying feats of architecture. Unlike those that retroactively appear in the world, normal people are fully capable of perceiving your creations.

### **Rings - Free/ 200 CP**

---

Rings are mysterious objects that are seemingly everywhere. Nobody knows what they are, and nobody seems to care. Rings can be collected by just touching them, sucking them into a seemingly bottomless hammerspace that can only hold Rings. Holding at least one Ring on you will give you an invisible shield that protects you from one attack, at which point every Ring on your person will be scattered. Shaking you hard enough will also make you drop all your Rings.

For no cost, these Rings can be found in future worlds. Nobody will think to question their existence, nor will they be eager to clean them up. If you find them to be an eyesore, you can toggle them off. This causes all uncollected Rings in the current world to vanish until you toggle this back on.

Rings contain a small amount of Chaos Energy. For 200 CP, you will be able to draw on this to perform seemingly supernatural attacks to stun or harm an opponent.

### **Upgrade Items - 200 CP / 150 CP Per**

---

For 200 CP, in this and future Jump you will be able to uncover 2-6 Upgrade items. These items are always found within locations that are or will be relevant to you in a given Jump. When worn, these accessories grant you new abilities or modify abilities you already have in some way. Whether it's a necklace that lets you breathe underwater, a more powerful cannon for your mech, the power to warp along trails or rings, etc. These items are not retained between Jumps.

For 150 CP each, you can choose a specific upgrade item that has appeared at some point in SA1 or SA2, or design an original upgrade item on that same level of power or utility. Naturally you do get to keep this between Jumps.

---

# GENERAL ITEMS

---

## **Adverts - 50 CP**

Planning a bit of a spending spree? You now have a magazine containing all of the items found advertised in various spots throughout SA2. Regardless of what Jump you're in; you can call the number on the page to order any one of these products to your location. Maybe you'd like a new pair of Soam Shoes, or the high-spec Digital Choke, maybe you just can't wait for the next Chao in Space movie. If you're hungry, you have various food options like Pizza Sonic, Sub Burger, or Chao Soda.

## **Speed Assist - 100 CP**

Understandable. Not everyone has the convenience of supersonic speed. This is a highly personalized but otherwise completely normal car. This could be the size of a regular-sized car, or something much smaller like Rouge's car.

## **Limiter Rings - 150 CP**

These four hoops somewhat resemble the golden rings found floating throughout the world but serve a different purpose. Wearing these limits the degree of your own power you can draw on. Perfect if you have more power than you can safely control or just want to give your enemies a fighting chance. You can choose the extent that these reduce your power. Be aware these only limit the overall potency and output of your powers. They can't single out specific abilities to seal away.

## **Battle Bots - 150 CP / 300 CP**

You receive the blueprints of every single vehicle or robot used by either Eggman or G.U.N. in the Sonic Adventure games. You can purchase twice for both. This doesn't include any directions on how to produce Chaos Drives or how to turn small animals into living batteries. You'll need to figure out a new power source.

## **Secret Base - 200 CP**

Everybody seems to have one of these nowadays. You have your own secret base, similar in scale to Eggman's desert base. It is filled with top of the line security systems and dozens of loyal automatons to fend off intruders. You can freely decide the aesthetic of this place. Whether it's an ancient pyramid with your face stamped all over it, a network of massive tree houses within a dense jungle, a castle carved out of solid ice, etc. Any damage to the base or robots are restored monthly.

### **Space Colony - 600 CP**

---

An identical duplicate of one of humanity's most ambitious creations. This colossal satellite is essentially a synthetic moon. It was designed to shelter thousands and contains the best scientific equipment Earth could offer. Pressure from G.U.N. and the United Federation gradually transformed this from a beacon of humanity's greatness to an instrument of extinction. Jettisoning half of the colony's rocky facade will reveal a weapon known as the Eclipse Cannon. It was designed to focus the power of seven Chaos Emeralds into a beam powerful enough to split the Earth in two. Of course, if you have no access to such artifacts in future Jumps, you'll need to find a sufficiently powerful substitute.

In future Jumps this colony will be suspended in orbit of your starting planet. Nobody will find the sudden appearance of an additional moon to be strange or worth investigating. That is, until you give them clear reasons to be worried.

### **Chaos Emeralds - 800 CP / 1400 CP**

---

Seven large jewels of unimaginable power. They are said to be able to transform thoughts and emotions into energy. Even one Emerald is a source of potentially limitless energy, but with all seven, they can produce an infinite variety of phenomenon that one can only call miracles.

Creation and destruction, time and space, life and death. If one can only focus the Emeralds' power, reality itself is at their mercy. However, the power of chaos is not inherently good nor evil. Even without someone to focus their power, causality seems to twist around the Emeralds to make them the catalyst for massive changes to the status quo. Whether it's empowering a champion to overthrow an immortal tyrant or awakening a monster that threatens to destroy the entire planet.

Every major usage of the Emeralds' power causes them to scatter all around the world, no matter what obstacles stand in their way. Of course, it rarely takes long for fate to bring them back together. Any Chaos Emeralds you have yet to collect by the end of a given Jump will be re-hidden somewhere in the following Jump.

For an additional 600 CP, you also receive your own Master Emerald. Comparatively speaking, the Master Emerald is much better behaved. It wields far greater power than any single Chaos Emerald, and it is even able to control, negate, or enhance the power of the Chaos Emeralds. It is normally content staying in one piece, but if shattered its shards will scatter far and wide much like the Chaos Emeralds.

Even if you manually gather the Chaos or Master Emeralds, they'll lose all power outside of this Jump unless you pay for them here.

---

# COLLATERAL ITEMS

---

100 CP item free and others half-off to Collateral origin.

## **Big Stick - 100 CP**

---

Not everyone has the supernatural strength to beat down robots with their bare hands. You receive an oversized tool or melee weapon of your choice. This could be a hammer, a fishing rod, a sword, etc. Despite its size, you are able to store this in some unseen hammerspace and retrieve it just as easily. If lost or damaged, it will appear back in this hammerspace in perfect condition in 24 hours.

## **Peaceful Shrine - 300 CP**

---

A flawless recreation of the shrine that held the Master and Chaos Emeralds in ancient times. When inserted into future worlds, it will receive a history of being sacred ground, with any display of violence being taboo. This shrine has an odd stabilizing property on those nearby. A chaotic mind will find itself more coherent, just as a chaotic artifact will have its destructive tendencies greatly lessened. Of course, this is all for not if one actively instigates those within.

## **The Big Bucks - 600 CP**

---

Who needs world domination when you have money? You are the proprietor of your own entertainment center akin to Casinopolis or Twinkle Park. This building is significantly larger on the inside and contains a variety of games or rides that twist the laws of physics in knots. You can even choose for the various rides/games to be inspired by other Jumps you've been to. This place will run and turn you a profit without any oversight. In fact, even if you turn the whole place into a death trap full of robots and bottomless pits, you won't face any legal repercussions.

---

## REBEL ITEMS

---

100 CP item free and others half-off to Rebel origin.

### **Grind Shoes - 100 CP**

---

A pair of stylish running shoes. They're always comfortable and never get dirty, smelly, or worn out, even if you never take them off and regularly run at the speed of sound. These are designed with a pronounced arch to allow you to grind on any smooth thin surface like handrails or train tracks. This alone won't give you the balance needed to grind, so you'll need to practice that on your own time.

### **Air Shoes - 300 CP**

---

These shoes use air jets to negate friction and "slide" across any surface. You can control these jets with subtle foot movements, and by putting them on full blast you can hover a few meters off the ground or add a fiery impact to your kicks. These can potentially achieve speeds equal to Sonic himself. Due to negating friction, they don't synergize well with conventional super speed. Can be merged with the Grind Shoes to combine their attributes. They also never run out of power.

### **Controlled Chaos - 600 CP**

---

A completely synthetic Chaos Emerald. On paper, this shares all the properties and abilities of a real Chaos Emerald but possesses far less raw power. Perhaps this is why it acts almost like a sponge for Chaos Energy, although absorbing too much will cause it to explode. So it's not a good idea to try to use this in tandem with real Chaos Emeralds, unless that's your goal. If lost or destroyed, it will return to you in a week. Also, since you'll only be receiving one, you won't have to worry about this fake emerald flying away after extensive use or causing disaster wherever it goes.

---

# HUNTER ITEMS

---

100 CP item free and others half-off to Hunter origin.

## **Chaos Drives - 100 CP**

Chaos Drives are small tubes containing crystallized Chaos Energy. They can be used as a power source or fed to any Chao to increase their stats. If none of that appeals to you, at least they look nice on a shelf. You receive two dozen, 6 of each color: green (run), purple (fly), red (power), and yellow (swim). Any Chaos Drives that are used, lost, or destroyed will be replaced within a week.

## **Chaos Detector- 300 CP**

You have some mechanism to detect sources of Chaos Energy, either in the form of an inherent, internal ability, or a small external object. This can give their general location from anywhere in the world, but once you get within that search area, you'll be able to find its exact location through a series of beeps. After this Jump, this will be able to detect any source of significant mystical power, or "tune" it to track down one specific type of artifact or energy.

## **Angel or Devil - 600 CP**

You receive an identical copy of either Angel or Prison Island. Angel Island is a large floating island covered in jungles and ruins of the ancient Knuckles clan. Unlike the real thing, your version doesn't require the Master Emerald to stay afloat. You can cause it to descend at the central temple but otherwise have no means to "steer" it as it floats in one place. Prison island is a tropical island converted into a maximum security prison and research laboratory. Prison island is defended by robot security, but being grounded makes the island inherently more vulnerable to attack.

---

# EGGHEAD ITEMS

---

100 CP item free and others half-off to Egghead origin.

## **Petting Zoo - 100 CP**

---

A large grassy area that's always populated with a wide variety of adorable (if freakishly small) animals. These animals are all happy here, even if this is nothing like their natural habitat. No matter how many animals you remove from here, there will always be plenty more once you return. Rarely, you may find tiny mythical creatures like unicorns, dragons, skeleton dogs, etc.

## **Jumper Mobile - 300 CP**

---

You possess some modular flight-capable vehicle to your specifications. This can manifest as a series of transformations like Tail's Tornado 3, able to switch between several modes like a jet, car, walker, etc. Alternatively, this could be similar to Eggman's Egg Mobile, allowing you to swap out a variety of attachments or even slot it into larger vehicles you create. In the latter case you receive a "walker" mode for free but are otherwise on your own to create any other attachments.

## **Egg Carrier - 600 CP**

---

A duplicate of Eggman's enormous flying base. A bizarre hybrid between an aircraft carrier, a flying fortress, and a luxury cruise liner. All the countless security systems and robots recognize you as their master, so you'll have no trouble ordering them around. The Egg Carrier has enough firepower to destroy a small city but is hardly indestructible if you come up against a force of similar destructive power. If luxury tours appeal to you more than world domination, the Egg Carrier contains a large pool and a handful of over-designed arcade-style games like Whack-A-Mole.



---

# DRAWBACKS

---

Feel free to take as many as you can handle.

## **Ancient Scars - +0 CP**

---

It is often those in the present, forced to pay for the sins of the past. Perhaps you can change things. You may choose an earlier starting point for this Jump. Whether you go back a few decades to when Gerald first started his work on Project Shadow, or centuries back when the Knuckles tribe sought to seize the Chaos Emeralds for themselves. You must stay in this jump for a minimum of 10 years, but you're free to stay longer, up until the point you would have left normally.

## **I've Come To Make An Announcement! - +0 CP**

---

Something seems... off. People are generally more crass, mean-spirited, or outright random. 4th wall breaks are common, you'll often hear the voices of characters who aren't even present, and generally everyone sounds like they have no idea what's going on and they're just making the story up as they go along. In other words, you'll be entering a version of this Jump based on SnapCube's Real-Time Fandub, or a similar voice over project of your choosing.

## **My Hands Are Clean - +0 CP**

---

The design of the regular humans and the anthropomorphic animals like Sonic do clash a bit. By taking this, you may choose to alter the artstyle of the world. This is a purely aesthetic change. This provides no tangible benefits and nobody in-universe will find it strange. Whether you use this to make the animals more realistic, the humans more cartoon-ish, or just use this to make everyone look more sexualized. I merely gave you the choice. I take no responsibility for what you do with it.

### **Low Budget Flight - +100 CP**

---

I suggest you get used to walking. You seem to have absolutely terrible luck with vehicles. 9 out of 10 times, any vehicle you ride will end in some kind of crash. Doesn't matter if it's a car, plane, boat, etc. Unfortunately, an exception is made for any situation where such an incident would clearly benefit you, such as being transported to a prison. You're on your own in those instances.

### **Full Heart, Empty Head - +100 CP**

---

I'd suggest you leave the scheming to evil geniuses. You hold an almost childlike faith in the honesty of others. While such trust isn't an inherently negative trait, those inclined to exploit such naivete will have a much easier time doing so. Still, as long as you leave the scheming to the schemers and stick to a more direct approach to most problems, this won't be much of an impediment.

### **Jumper The Edgahog - +100 CP**

---

You're now competing with Shadow as the icon of edge. Levity is just incompatible with your very being. You take absolutely everything way too seriously. If you aren't shamelessly boasting about your superiority, you're wallowing in self-pity. Of course, that's only when you aren't too busy brooding or waxing poetic about the cruelty of society. Blood-red eyes and highlights optional.

### **The Hunt Is On - +100 CP**

---

Within this world, there are 150 Emblems waiting to be found. You are possessed by a psychological need to collect them at all costs. Some of these can just be found lying around the world, but the vast majority of them are rewarded for completing random challenges and minigames, ranging from somewhat difficult to nearly impossible. You have a sixth sense for what all these challenges are.

### **Greed Is The Enemy - +200 CP**

---

Your mind has been completely dominated by a particular vice. Whether it's greed, rage, pride, etc. This vice has been inflated to an extreme that it completely blinds you to the consequences of your actions, no matter how obvious. It will take significant willpower not to betray your own friends and family the second they attempt to stop you from satiating your selfish desires.

### **Use B Button - +200 CP**

---

This is... bizarre. All of your special powers or techniques are bound to the same mental "button". In other words, you have a kind of mental trigger that you use to activate any active abilities. There are slight differences in how this trigger is used to correlate to what abilities. It usually isn't too difficult to keep track, but it is fairly easy to use the wrong ability by mistake if you aren't paying attention.

### **The Truckening - +200 CP**

---

I don't know what you did, but some higher power has cursed you to constantly be harassed by comically large trucks. It doesn't matter whether you're in the city, the jungle, an ancient ruin, or a giant airship. At least once or twice a week, one of these trucks will appear out of nowhere, dead set on running you over no matter who or what else gets wrecked in the process. Low-clearance bridges are your friends.

### **All Jumpers Look Alike - +200 CP**

---

I'm afraid you've been framed. Someone has been committing high-profile crimes, making them public enemy #1. For whatever reason, everyone is mistaking you for the culprit. To add insult to injury, they don't even look that much like you, and yet the public can't tell the difference, even with video evidence. Even your close allies need a second to differentiate between the two of you.

### **Failed Prototype - +300 CP**

---

Something is fundamentally wrong with your genetic code. A large and complex life support system was developed to stabilize you. This system is bound to a single room. You cannot detach yourself from this machinery for more than an hour without experiencing agonizing mutations that leave you extremely vulnerable. Any attempts to upgrade or relocate this life support will cause it to cease functioning.

### **Imperfect Chaos - +300 CP**

---

Somehow or another, when you arrived in this world, your otherworldly power got sucked into the Chaos Emeralds. Each Emerald contains 1/7th of your full power. You'll need to collect them all and maintain possession of them if you want to make use of your full power. You get all your powers back at the end of this Jump regardless, and luckily abilities from this Jump are unaffected.

### **Patchy Backstory - +300 CP**

---

You experienced a tragedy worse than anyone should have to suffer, and it set you on a mission you must accomplish at all costs. Shame it's all a lie. Your memories have been doctored to set you on a goal that goes directly against your own interests. If you want to help humanity, now you have to destroy them. If you want to win someone's heart, now you need to make their life a living Hell.

### **Kosmemophobia - +300 CP**

---

This is going to be an issue. For whatever reason, you adamantly refuse to touch the golden rings floating all around this world. Whatever your reasoning may be, you will not compromise on this. Considering rings are absolutely everywhere and just touching them forces them to be collected, it should go without saying how much harder this will make your life. Not to mention their role as this world's currency.

### **Total Chaos - +400 CP**

---

You were too late. Before you even arrived, Chaos gathered all 7 Chaos Emeralds and assumed the form of Perfect Chaos. He has flooded the entire world, killing 80% of its population. Even now, Chaos' rampage continues, seeking to finish off the last 20%, which now includes you. If there's any silver lining, plot-important characters like Sonic, Tails, Eggman, Rogue, etc. are among those last few survivors.

If you'd prefer, you can select a different threat from one of the many Sonic Games to be the cause of this apocalypse. Maybe Black Doom arrived on Earth way ahead of schedule, or Eggman accidentally set off the Eclipse cannon, or maybe Erazor Djinn somehow caused all this. It doesn't matter, there's no shortage of mad gods and warlords in this series looking to make a mess.

### **I Found You, Faker! - +400 CP / +600 CP**

---

We wouldn't want to win too early, would we? Somehow or another, there is some entity in this world that is the perfect match in every way. There may be slight differences in how these powers manifest or what techniques they specialize in, but for the most part, anything you can do, they can do, and vice versa. They may even show you uses of your powers you didn't even know were possible. Of course, they're just as capable of learning from you.

Their personality and goals are inherently incompatible with your own. They'll be sure to oppose you at every turn and likely see your mere existence as a threat. If you want to make them change their ways, AT MINIMUM you'll need to physically beat them in a fair fight and then shatter their entire worldview verbally.

For an extra 200 CP, there is no room for peace. Only one of you will be allowed to leave this Jump, and you both know it. They will be actively seeking your death. If both of you are still alive by the end of the Jump, your Chain will end. This will also be the case if they succeed in killing you, but in this instance they will take your place as the Jumper. The only way for you to move forward is to personally ensure this doppelganger dies by any means necessary.

---

# ENDING

---

## **Rolling Around At The Speed Of Sound**

---

You have chosen to put your adventuring days behind you and settle down. You'll be returning to your home world and ending your Chain early.

## **Got Places To Go, Gotta Follow My Rainbow!**

---

This world seems like a pretty sweet place to kick back. You'll be ending your Chain early and spending the rest of your days in this world.

## **Can't Stick Around, Have To Keep Moving On**

---

Settling down in one place for too long just doesn't suit you. It's been fun, but it's high time you continue down your Chain into a whole new world.

---

# NOTES

---

Jump by Gene.

I don't mind people reposting my Jumps in other communities, but if you see someone complaining about a dead link, let them know I post almost all my completed Jumps to the /tg/ drive.

I'm aware "Mobians" isn't a term used in this continuity, but it's easier than calling them "anthropomorphic animals" every time.

Feel free to import items, as long as the item you're importing is roughly the same type of item as what you're importing into.

For any items or perks that specifically require a Chaos Emerald or Chaos Energy, you will be able to sub in any similar mystical artifacts or energies. Of course, you still need to match however much Chaos Energy would normally be required for whatever you're attempting.

Regarding It Doesn't Matter. I wasn't sure whether this was considered common knowledge or not, but I'll clarify anyway to be on the safe side. "Hypersonic" just means faster than five times the speed of sound (i.e. Mach 5).

The Shadow-style Ultimate Lifeform option is based on his demonstrated power in Sonic Adventure 2. His weird body horror powers in Generations seem to be due to the direct interference of Black Doom in that game, so you won't have those. 06 complicates things by implying he has always been holding back his true power behind his limiter rings. If you want that to be true for you as well, you'll also need to take See The Light Wherever You Go.

On that note the limiter rings from UL + STLWYG aren't the same as those offered in General Items. The ones you get with those perks only affect your Chaos Energy. The ones in General Perks affect your total raw power, even accounting for outside powers. Feel free to combine the two together if you got both.