

Sonic JumpChain

Introduction:

WELCOME TO MOBIUS. A land of grand adventure and broken physics. There's not much to say about this world other than this place has ADVENTURE where everyone is in need of saving all the time! It's main villain is an evil man by the name of Dr.Ivo Robotnik or Eggman for short. But who cares about that. Mobius awaits for a new hero (or villain) to shake things up a little. Here's 1000cp to do so.

You have a choice of 3 eras to pick from.

Classic: Sonic 1 to Sonic R (Examples Sonic 3d blast, Knuckles chaotix, Sonic spinball, Sonic Drift 1+2, Tails skypatrol Tails adventure)

Adventure: Adventure 1 to Sonic Riders (Examples Heroes, Sonic Battle, Advance trilogy, Shadow the hedgehog)

Modern: Sonic 06 onward (Examples Unleashed, Generations, Colors, Lost world)

You have free reign of choice over which era you wish to start your adventure in.

Location Roll 1d8 for location or just drop 100cp for freedom

-(2)Central City: An expansive bustling city and the center place of adventure. It looks suspiciously like a cross between New York island and San Francisco. You'll never be short on something to do here. It has an extensive military force as well. So do your best to not catch their attention. (Sonic adventure 1, Sonic battle, Shadow the hedgehog , Sonic Generations)

-(3)Angel island: A majestic floating island (more like continent). It's surprisingly large variety of places for a seemingly tropical floating island. Perhaps it has something to do with whatever's keeping it afloat. Anyway it might not have civilization but it shouldn't be too hard to survive here. Nothing really is all that dangerous really. Just keep an eye out for a certain eggshaped villain. (Sonic 3&K, Sonic battle, sonic advance 1-3, Sonic adventure 1-2, Knuckles chaotix, Sonic chronicles: The dark brotherhood, Sonic Rivals, Sonic Generations)

-(4)Soleanna: A beautiful Italian esque city. The city of water, the center of commerce of an unnamed nation. It's ruled by A brilliant duke and more importantly his daughter Princess Elise the third. A fun festive place to live rich in culture and people. But something is off about this place though, this place seems a little...too peaceful. But it's probably nothing. There's no way this beautiful town could be the center of something bad. R-right? (Sonic 06, Sonic Generations)

-(5)South Island: A quaint little island with lots of places and secrets to be hidden. A place where a certain blue blur began his first adventure against a certain fat egghead. As nice a place as South Island is it's the centerpiece for a lot of evil schemes and is under constant assault by Eggmans Forces.(Sonic 1, Game Gear sonic 1-2, sonic chaos, Sonic advance 3, Sonic adventure 2, Sonic Generations, Sonic the Fighters)

-(6)EggmanLand: Also known as RobotnikLand and EggmanEmpire. Eggmans central base of operation constantly changing and expanding. Do your best to remain unseen here. Or just be a fellow robot in disguise. Woe is you if you catch his attention or worse his ire. He may be a bumbling idiot at times but he's a POWERFUL bumbling idiot with a lot of resources. plus you're on his home turf. Might wanna lay low till your out and safe.(Sonic 1-2, Sonic Adventure, Sonic unleashed, Sonic Generations, Sonic 4, Sonic Riders, Game Gear Sonic 1-2, Sonic Spinball)

-(7)Space Colony Ark: This is kind of bad. This place is an abandoned space station. It has a variety of things for living but not a sign of natural life to be found. Well dependent on the time you get there you'll find an artificial lifeform or two. A gear head might find this place a godsend because you can find some blue prints on some pretty advanced tech. But it's a broken down mess of a place so you might want to leave before things become all broken down and unusable. (Sonic Adventure 2)

-(1&8)Freedom land: Land of the choice home of the free. Get to choose where your adventures begin

Racial choices: Roll 1d8+10 for age you remain the same gender or pay 50cp to say otherwise

Unchanged- you plop right down with no changes whatsoever. FREE

Mobian(50cp)- A native of the planet Mobius get a neat choice of what animal you get to be. Unfortunately you don't get its various racial traits. It's just for show.

Robian(100cp)- whether you were a roboticised Mobian or a freshly built advanced model robot you now are a sentient independent bot. Same as above you get a choice of what animal you resemble.

Zeti (500cp)- An alien being from a strange Planet known as Lost Hex. They come in a very wide range of shapes, colors, and sizes. The only thing that they all have in common is they have at least 2 horns, claws, black from hips down, and have yellow sclera. They are far stronger than most mobians and even robians. They also are able to live thousands of years. You however are much younger than most Zeti. But that doesn't make you any less dangerous. You also might be a little bit of a vindictive asshat try not to hold grudges

Perks

-Vacuum immunity(200cp, Discount-Mobian, Freebie-Robian): The void of space is no longer a threat to you. Instead of the freezing cold, and lack of pressure you'll feel comfortable and everything breathable .It's as if you never left the earth's atmosphere. This effect spreads to companions and even stasis pod tag-alongs. (This universe has an odd rule of space being non-lethal to everyone, if you want this to extend beyond this jump you HAVE to purchase this perk)

-WARNING INCOMING HAM (50cp per perk)

-Dramatic Ham: You seem unusually good at making everything you say the most epic thing to grace the earth. It can inspire as well as unnerve. Expect to get some odd stares from more pessimistic worlds and genuine praise from idealistic ones.

-Action Ham: You always know the perfect comeback for insults. The best one-liners and sick burns become as easy as breathing. You can throw off an opponent's game by simply talking them to death. Battle banter is also something that comes easy to you.

-Iron Density (100cp Discount-Mobian Freebie-Robian): You're tough and durable it'll be exceedingly hard to break you. You could be tossed around at mach 2 and still have all your limbs intact. Sure it didn't stop that metal pole from piercing your lung, nor the blinding pain but at least your insides aren't jello!

-Culinary thumb(100cp Free -Mobian) : It's like having a green thumb for cooked dishes! Get it? Expect to have a fun time in the kitchen as you become a prodigy of the culinary arts. Even a simple sandwich becomes the most luxurious things ever. But like all things a cook can only do so much with shitty ingredients.

-Heightened Tolerance(100cp Discount - Robian): You can handle pain a lot better than most. Doesn't mean you gain the endurance or bodily toughness is higher. It just means the pain isn't nearly as bad as you thought it would be. Pain won't screw you up nearly as bad as it used to. Even spells or powers that specifically induce it.

-Poker face (100cp Discount-Unchanged): You find it easier to hold a face even when you feel otherwise. As such people find it difficult to find tells of your inner intentions.

-Eggscape Artist(200cp Discount-Unchanged): Mundane incarceration is now nothing to you. It can't contain you at all. Expect most to have to use double or triple measures to even have a chance of containing you. And even then there is no guarantee.

-Multiprocessing(200cp discount - Robian): Your mind has a significantly easier time multi-tasking. Never again will you have to worry about patting your head and rubbing your belly at the same time. Or more interestingly Fighting off a horde of killer robots while holding an argument with your wife about the groceries will be a thing you can do safely now.

-Wonder Talent(200cp Free -Zeti): Everyone has a talent. You can simply be good at kung-fu, to being highly persuasive. Choose it and it shall be yours! Nothing magical or explicitly supernatural but things related to being good at gymnastics to swordsmanship can be chosen. You'll just equal a seasoned professional at it.

-Super Sonic Speed(300cp Discount-Mobian): Running around at the speed of sound. You gain the potential to reach up to twice the speed of sound (Mach 2). This does NOT provide immunity to the physics nor the reaction time to make this skill not lethal. Hope you have good pair of goggles or some ability making you resistant to it. You start at a base of 50 M/h and work your way up from there. Hope you like training montages.

-Super Sonic Reflexes(300cp Discount-Mobian): As difficult as it is to react to most of the bullshit in life you on the other hand don't worry much about that. Your reflexes are enhanced to a ludicrous degree able to function at much higher speeds than most others. Up to Mach 2 and after that it's a blur. But with practice I'm sure you can handle higher speeds eventually. If your suicidal that is.

-Super Anchoring(300cp Discount- Robian): You have the ability to selectively make yourself immovable. It doesn't negate the pain but it does negate and redistribute all momentum to the area around you. So it comes off as some kickass looking clash of power. And you don't even have to lift a finger. The only requirement is that you have to be ready and brace yourself for impact long in advance. Doesn't always work out when you can't see it coming

-Super strength(300cp Discount-Unchanged): BECOME STRONK. You become capable of levelling houses and deadlift tanks without breaking much of a sweat. It goes up with time and effort placed into it. No this will not grant immediate strength but grants potential beyond your current capabilities. Yes you have to train roughly twice your current lift rate to be able to have any progress within this century. At the start though you can fuck up a car with a single well placed punch though. As a side note the gains taper off once you can lift 8 tons.

-Workaholic (300cp Discount-Mobian): Sometimes you wonder how some geniuses are able to build entire armadas within days or weeks of their last defeat. You become a walking factory of production. Building in masse is something that comes without issue to you. That one bot that took a week to build? Now that one bot is now 5. Or roughly 3x the size it was before. How do you even have the resources to build so much you say? The hell if I know.

-Longevity (200cp Free-Zeti, Robian): You have a rather long lifespan rolling into the thousands without much decay in skill, efficiency, or power. Time is rather gentle on you compared to many others.

-Superior Condition (300cp Discount-Zeti): This is a packaged deal of Super strength, Durability, and Reflexes. You can leap great heights, lift up to 3 tons, can tank rocket launchers, and dodge bullets. You're nowhere near the strength of most in the setting but you're certainly well rounded when it comes to physical prowess.

-Technopathy(600cp Free – Zeti): You can control electricity! But it's much more than that. You also gain magnetic field manipulation. It's precise enough to let you control electronics remotely. Make technology your bitch so long as it's within your range. You're new to this ability so expect some trial and error with a limited range of 20 feet at best. But if you focus and train hard enough you gain a significant boost in potency. Going up to 5 miles, and control 100's of electronics at once. Be careful when trying to control bots with true Sapience however as they have a strong resistance to being fully controlled.

-2kewl4physics (600cp Discount-Unchanged): The "I can't believe it's not butter !" of plot armor. It functions roughly the same. It protects you from certain death of most situations. But it only applies if you have a short-term goal in mind. If you have the potential skills, it will guarantee it to work without a hitch, it has to be ridiculously dangerous for it to work however. The larger the risk + your growing skill set the higher this will end in the most badass way possible. Don't rely on this too much, it won't guarantee victory or even your life. It can only promise that it'll be cool as hell.

Gear:

[Freebies- A pair of stylish gloves and shoes that are virtually indestructible]

-Small box of power rings(50cp per purchase): A box that contains about 10 power rings. It never goes below 10 and replenishes 1 ring per hour. Every purchase ups the max number of rings in the bag by 10. This can be purchased 5 times. Power rings make excellent resources of power acting as auxiliary powersources when collected, expending them will allow you to use it without fear of exhaustion or backlash. They get used up rather quickly however so don't think you can use them as a substitute for your more exhaustive and complex powers. But they can allow you to selectively choose what the rings power goes towards easing the burden on yourself.

-Tarot cards (100cp Discount – Mobian): OH hey would you look at that. A neat set of tarot cards and a little guide on how to use it for Divination! These fancy cards can help with finding objects and people of interests from anywhere even if they're in different dimensions! That's right you gain the same tarot card that allowed Amy to always be able to find Sonic. ALWAYS. You aren't going to use this to stalk your special someone right?

-Light weaponry(100cp): Basic custom lightweight weapon (melee, or ranged) of your choice. It'll be tough and durable but not enough to tank heavy fire. You can even fit it with fancy electronic stuff or enchantments. You're on your own if you want any of that fancy junk nerd.

-Power gloves(200cp): A wonderful upgrade to your neat pair of gloves that help shave off 300 pounds off of anything you lift. Of course, it also lets you punch with the force of a 300-pound object flying at whatever speed you normally punch. [These gloves are an upgrade to your normal gloves]

-Super sneakers(200cp): An upgrade to your shoes that allows for a neat effortless cruise speed of 200 miles an hour. You can't really go beyond that without some kind of outside help from other powers. [These shoes are upgrades to your free styling shoes.]

-Chao pet(200cp Freebie - Unchanged): A cute little creature capable of assimilating traits of whatever it eats (ANYTHING). It retains its personality and treats you as its parent. These little things aren't just for show. They provide a neat bonus in strength and abilities when accompanying you and can be taught various support skills. Their personality is heavily based on your treatment of them (just like any real parent!). [To be more exact it gains skills from being taught by you, it's main power and personality coming from how you treat it/how you act, and only stats and slight appearance changes from what you feed it.]

-Friendly Wisp (200cp Freebie – Mobian, Discount - Zeti): A special little alien from across the stars has taken a liking to you. The guy is full of potent energy called hyper go-ons That when combined with another living being they gain a unique power for a set period of time. Depending on the wisp you can gain some neat forms from combining with it temporarily. From a miniature galaxy that dismantles and absorbs any matter it touches, or black holes that eat objects growing larger and more powerful the more it eats, to Rockets and living lasers. The powers usually only lasts for a few precious seconds however before all the energy is expended needing a few hours rest before having a go at it again.

-Monitors(300cp): Monitors are spread through out the world containing many things. And you too can harness this perk with just two easy payments of 150cp. Store countless types of items inside and when opened by someone the get a wonderful surprise. Heck that surprise could be explosions, rings, toxic gas, healing, buffs, etc. With this you now can store just about any inanimate object, and it will be perfectly preserved until opened. Amazingly useful, since they seem to be only noticed by people you want to notice it. This also grants you the knowledge on how to build these wonderful items.

-Hammer Space Hammer(300cp Discount - Unchanged): A magical hammer you can pull out whenever you please. It can never be lost or permanently destroyed. It's tougher than most materials and can take quite a beating before breaking and even then it comes right back near instantly anyway. You'll never be weaponless again with this. It's still a rather mundane hammer and when destroyed all enchantments/modifications are removed.

-Indestructible fishing pole(300cp): A basic fishing pole. Simple in design and elegance. Why is this even an option you ask? Because you will never lose it for long and cannot be broken under any circumstances. If lost it appears in your warehouse.

-Extreme Gear: EXTREME (400cp per choice Discount- Unchanged). Think of extreme sports equipment but with more SONIC SCIENCE. They can reach ridiculous speeds and come in a wide variety of shapes and sizes. Did I mention they are modder friendly? Pick a type and stick with it (Or be a cheating ungrateful loser and pick both). This does impart basic knowledge on how to repair, maintain, upgrade, and build these things as well. Extreme gear is powered by sick stunts and tricks, feats of strength, agility, style, and grace can restore its fuel back to full. Can be purchased twice. One for each available type.

-Gravity based: These come with natural gravity drives capable of twisting gravity with ease. They don't work all that well otherwise since their main gimmick is gravity. They come with special gravity rings that allow for remote gravity control. They don't really handle strong winds very well despite their immense power. Expect to be surfing on buildings and other displaced objects. Gravity can be surfed on (and even restores fuel).

-Air based: While not having the built in horse power of its gravity based brethren it makes up for it by being balanced in many aspects. It's main gimmick is making and manipulating the air for speed. Once it gets going is where its true power shines. Able to build up speed and keep it under most circumstances. It can create highly dangerous turbulence behind it and can surf on the very air itself.

-Fake Chaos Emerald(500cp): A near perfect replica of the actual Chaos emerald. This powerful gem is capable of storing immense amounts of chaos energy. Don't panic it's not exactly the 40k energies or anything but it is heavily influenced by the emotions of the user. If positive it can do great good. If negative....well you can imagine why I say not exactly this is where the similarities begin. Don't worry though it's incapable of generating large doses of energy on its own as it's not bound by the master emerald like the rest. You can study Sonic brand Chaos energy to your hearts content to see if you can create a better replica. Heck even learn to control it.

Drawbacks: Only 800cp worth of drawbacks can be taken

Terrible Voice acting(+100): Sonic games were never known for their voice acting. It took a looooooong time before they got their act together. But not anymore! Everything is bad, no one is dramatic when they need to be, overly dramatic when they shouldn't, people speak over each others lines constantly, everyone has the same exact greeting for some reason it's as if they care far less then they actually let on.

-Mute(+100): You can't speak. Plain and simple. Better hope you know sign language or mime.

-Gullible(+100): Don't trust everyone you meet. And apparently you seemed to have missed this vital life lesson. As you keep falling for everyones ruses. It's so bad that you keep getting fooled by the same guy repeatedly even if you knew better all he has to do is change his tune and you'll be all for it. How about you give me that 1000cp and we can call it a day, you can even go home and rela-WHAT ARE YOU DOING IT WAS A JOKE YOU IDIOT!

-Annoyingly useless tagalong(+100): You garnered an annoying little fuck of a fan. Dedicated to asking inane questions about you and your companions. He'll always be around no matter where you are. He doesn't eat, he doesn't sleep, he only exists to pester you. And don't expect for him to be useful in a fight either. He always disappears, and then happily reappears after it's all over excitedly recounting everything you did like a fucking dweeb.

-Recolor(+100): You become a recolored clone to an existing living character. Nobody likes FAKERS and no one hates them more than the Sonic-verse. Natives tend to shun you at every turn. And you the original character to never take you seriously, reminding you at every turn that you're just some shitty carbon copy of the original. Time to prove them wrong. Or right your choice really.

-Plot Magnet(+200): You always seem to be the center of attention at the worst most inconvenient times. Expect the villain of the day to constantly try and contract you for deals, or attempt to hijack your tech and powers. Anything you try and do attracts the attention of hero's and villains alike. Or involves some shit with prophecies and other such entities or artifacts. If you want to get anything done expect to be saving the world or defending your grand master plans from being fucked over by nosy do gooders on a weekly basis.

-Malevolent Architecture(+200): WHO DESIGNED THIS SHIT?! I mean seriously everything is somehow more lethal than it has any right to be. Crumbling buildings collapse specifically to crush you, spikes and great fall heights even when it has no business being there, lava spews from the ground, water rises just to drag you under, always land the tripple whammy at casinos. The area itself is somehow twisting itself to fuck you over at every opportunity,

and whatever hazards that occur naturally WILL happen. Pray you don't find yourself travelling through actually dangerous places.

-Ow the Edge(+200): You have an irresistible urge to act uncool to everyone you meet. People naturally avoid you and even outright despise you. You dress in black, an unfun dramaqueen, and a general dork. Think of silver to shadow. Expect to inexplicably yell "FUCK YOU" and flip the bird at every possible thing that might be remotely considered an order. Hope you have a high enough will power to not get you and your friends killed with this assbattery.

-Super Drowning(+200): If you didn't fear water you do now. Water is your mortal enemy and you sink like a lead brick in it. And for some god forsaken reason you seem to need air when submerged in it. Robot, aquatic native, god, doesn't matter you need some fresh air. It's always just a minute or 2 before you go belly up too for some reason.

-2slo(+300): For some reason everything runs a little slow for you. A feeling of sluggishness accompanies everything you do. It's like trying to move in molasses and it only gets worse the harder you move against it. Expect to exert yourself needlessly just to offset this unnatural feeling of being too slow.

-Attack of the Fanon: Fandom Revolution(+600): Ok this is getting ridiculous. It seems that another terribly written world is bleeding into this one. One with terrible self-insert recolor rejects stepping into this world and they won't leave. There's at least ONE mary-sue above them all residing on the other side, and you and your friends must stop it before its self-centered narcissism collapses this reality with only it as the survivor. If not it will be the battle of the sue's jumper. Are you ready?

-METALLIC JUMPER(+600): Eggman manages to get a good scan of you and likes your unique assets. And since everyone's an idiot they confuse this metal faker for you. Have fun trying to convince everyone you aren't the culprit. And have even more fun fighting a near perfect metallic copy of yourself that has all your tech, powers, and abilities (but none of your good looks and charm of course). This thing cannot be reprogrammed either. Eggmans been unusually thorough about this. Wonder how he even managed that?

ACT CLEAR

Yah did it champ. You survived Sanic land. What are you going to do know?

Stay: Man endless boundless adventure sure is fun right? 1000cp extra for you. Hey you ain't moving beyond this point so to heck with balance.

Go home: SCREW THIS, SCREW YOU, SCREW JUMPING. I'M GOING HOME TO TELL MY MOMMY ON YOU!

Move on: So long space cowboy. Well miss you but don't worry this universe will stay exactly as you left it till you get back. Have fun and remember ADVENTURE.

-Notes V2

Added A couple new perks, and items.

Added Zeti background

Reduced prices on certain perks, turning some into freebies

Added new drawbacks

Removed the limitations on the upgraded sneakers and gloves

-Notes V3

Changed Zeti Freebies to discounts

Clarified error in notes v2 claiming Green thumb was replaced

Clarified what does what on Wisps, and Rings

Organized all the perks, items and drawbacks by price

Added a cp limit on drawbacks

-Notes V4

Rebalanced Zeti Pricing and fluff to be more fair

Spell checked "Whisps" to Wisp

Added Clarifications on what era goes where.

-Notes V5

Rebalanced Zeti AGAIN

-Notes v6

Corrected the errors in erras and time periods and provided more examples