



Sonic The Hedgehog (Sonic SatAM) - By PsychoAnon

Intro

Welcome to Mobius - a planet in ruin. The natural beauty of this world is slowly killed off day by day with pollution and mechanical monstrosities. Yet, it was not always this way. A decade ago the city of Mobotropolis had won the great war due in no small part to the head of their war ministry, the brilliant scientist Julian Robotnik. He had established a powerful robotic army and police force which protected the city. What the king of Mobotropolis did not know is that this was part of a scheme to take the kingdom for himself. Just before the war ministry was to be disbanded, Robotnik overrode the city's robotic forces to only obey his voice. He quickly subjugated the entire city. Robotnik's robot army captured nearly every citizen of Mobotropolis and used a device called the Roboticizer to turn them into his mechanical slaves. He banished the Noble king Maximilian Acorn to the void, a nearly inescapable dimension, and with his conquest complete he renamed the city of Mobotropolis to Robotropolis.

In the present Robotnik has virtually conquered the world, yet still refuses to stop until all life on Mobius has been either eradicated or roboticized. Only one thing stands in his way - the Freedom Fighters, teenage rebels who escaped the conquest of Mobotropolis as children. Led by Sonic the Hedgehog and princess Sally Acorn, rightful heir to Mobotropolis, the Freedom Fighters work day and night foiling Robotnik's schemes in the hope that they can one day take back their city and save the world. Wherever you end up in this conflict, you may need this

+1000CP

Origins

Perks and items are discounted 50% for their matching origin, except 100CP perks and items which are instead free. You can take any origin as a drop-in.

Cool Dude(tte)

You're way past cool! The kind of obnoxious and quick-talking jokester type that people either love or love to hate. But while your personality can be a bit grating it's tough for folks to rag on ya too much, cuz at the end of the day you get the job done. You can start in one of the Freedom Fighter groups such as Knothole.

Royalty

You are the rightful heir to a kingdom that's (probably) long gone since the conquest of Robotnik left it in ruins. You'll most likely naturally fall into a leadership role as your people look up to you for guidance. Being in this position has weighed heavily on you, however if you can be strong your people will be as well. Just as with the previous option, you may start in one of the Freedom Fighter groups such as Knothole.

Freedom Fighter

You may not have been born as royalty or with some special power, but you've survived in the world Robotnik has ruined all the same. You work each day alongside your comrades to take down Robotnik and end his reign of tyranny once and for all! Not that it needs to be specified but you'll start in one of the Freedom Fighter groups such as Knothole.

Evil Mastermind

Who's bad? You are, and you're loving every minute of it. You are a truly vile scoundrel, the type who torments others just for the fun of it and gets filled with a sadistic glee to know that all life will be eradicated from the face of the Earth. The scariest part is the fact that your intellect allows you to make your sick dreams a reality. You taking over for Robotnik wouldn't necessarily be an upgrade for the world. You may start either in some isolated dump filled with scrapped robots or in Robotropolis, the head of Robotnik's empire. If you start there he shouldn't bother you much, seeing you as more of a lackey to slavishly do his bidding. I'm sure he'll come to regret that.

Species

Free/100CP - Mobian

The average people of the world of Mobius are what you'd call "Mobians". These are anthropomorphic furry animal types of all stripes, be that squirrels, foxes, hedgehogs, skunks, walruses, if you can think of an animal there's probably a Mobian version out there somewhere. Mobians are quite small compared to most humans, somewhere around 3ft tall on average and they don't usually get much bigger. You can be whatever type of Mobian you'd like. By paying 100CP you can also gain a physical attribute that allows you to fly, such as two tails you can spin like a helicopter blade.

Free - Human

Humans are an extreme rarity in this world, although there are a very small amount to be found if you went looking, most obviously Robotnik and his hench-nephew Snively. You should be quite familiar with humans by now and these humans aren't really different from the standard fare, although some humans are actually as small as Mobians which is a tad strange.

300CP - Dragon

Mythical creatures of legend and ordinary people at the same time, a dragon is a force to be reckoned with. You, in particular, are a protector "class" of dragon, making you especially fearsome. Dragons are generally around the size of a large horse, towering over Mobians and even humans. Despite their size they can fly at high speeds even while carrying several others on their back or even in their marsupial-like pouch. They also possess great strength, able to smash robots to pieces with a crack of their mighty tail. As a protector, you have special attributes: you can breathe a stream of fire from your mouth that can melt even metal, breathe frost from your nostrils which will near instantly turn your foes into popsicles and also inhale great amounts of air to blow out as a high pressure gale force wind. Be cautious, for Robotnik has no small desire to capture and roboticize the last of the dragons.

Perks

100CP - Pilot

Unless you're zooming around like Sonic, vehicles are something you're gonna have to learn to utilize. You're a natural when it comes to any sort of vehicle, be it a buggy, a plane, a submarine, even a spacecraft! Being an ace is just built in right down to your DNA and when it comes time to make that grand dramatic getaway, you already know who everybody's gonna be turning to.

800CP - Sorcerer

This world may be one of great technological advancement, but hidden beneath the surface are mystical forces greater than mortal minds can comprehend. You have learned how to harness these forces, gaining truly terrible power in the process. If you're wondering what exactly you're capable of, the better question would be what you aren't capable of. Teleportation, mind control, forcefields, shapeshifting to perfectly mimic others, turning others into barnyard animals, stealing someone's speed, turning your foes to crystal, you can do all this and so much more. With years of study, you may even discover how to open portals to other dimensions such as the void. Depending on your technological aptitude you can also learn how to create devices like a belt or a crystal computer that can cast spells for you. Your powers are so sick even Sonic and Robotnik would be completely helpless to stop you.

Cool Dude(tte)

100CP - Laser Lingo

As much as folks appreciate the stuff you do for them, there's one thing they can't stand and that's your mouth. You always seem to be able to whip out some insult, catchphrase, or snappy comeback at a moment's notice. Even when your enemies have you on the brink of defeat you'll still have some witty barb to tick them off. While your friends can eventually get used to it, your enemies will get so ticked off they'll wish they could sew your mouth shut. As a result it's easy to bait them into attacking you even against their better judgment. Your enemies will REALLY hate you.

200CP - Way Past Cool

So, you wanna stick it to that Robuttnik, bust up his bots and free the world? That's nice and all, but what's the point if you don't look cool while you're doing it? You're one dang cool cat and everyone knows it. You've got a certain "cool aura" about you, along with you always being able to do something in a cool way. You know how to shred on the guitar, make a dramatic entrance or a daring rescue, bust up baddies or even just run in the "coolest" way possible. Some people will even admire you for just how darn cool you are. You might be too cool, if that's even possible.

400CP - Open Your Heart

Being as great as you are, you've got a lot of confidence in yourself. But what about your friends? Well, you always seem to be able to come in with a reassuring word or two to cheer them up when they're down. Your words seem to have a way of reaching into the hearts of others. This is helpful in cheering others up or getting your feelings across, but more impressively you can even snap your loved ones out of mind control or mental reprogramming by speaking to them and trying to get them to remember who they were. This may not always stick, but even your beloved pet dog could be freed from the clutches of a maniacal madman with an impassioned speech.

600CP - Blue Streak

Alright, I know you've been waiting for it so here's the main event: it's juice n' jam time! You're crazy fast and that's underselling it. When it comes to speed you can't be beat, you're faster than lightning, faster than heat! Well, maybe not that fast but you can clock supersonic speeds easy. You've also got plenty of unique ways to use your speed: you can run on walls, create tornadoes and vortexes of wind by spinning at high speeds, spin your body really fast to become a buzzsaw sharp enough to cut through stone and metal like butter, spin to turn yourself into a drill that can dig through the ground extremely quick and even more with a bit of ingenuity. Only Sonic would be a match for you in a race. Your enemies better look out when you storm through.

Royalty

100CP - Pretty Princess

Whether you're a gal or not one thing's for sure and that's the fact that you're a looker and nobody can deny it. Your stunning appearance brings all the boys to the yard (or girls, I dunno sue me) and may just start fights between potential suitors trying to win your heart. Okay, maybe that's not exactly an upside but it's definitely an ego booster.

200CP - I'm Going In!

This world's got lots of advanced tech: hovercars, robots, spacecraft and especially computers. That last bit? That's your forte. You're an absolute genius when it comes to anything computer related. You can get through that firewall, crack that mainframe, enhance that image and after you're done with your techno-magic you'll leave your less technologically inclined friends believing you're some kinda wiz. Even the most advanced encryptions and security systems aren't beyond your reach!

400CP - One Smart Acorn

Whether it be a ragtag freedom fighting organization or a massive kingdom, without a competent leader at the helm it's doomed to fall into ruin. Thankfully, you're more than just competent: you are brilliant. You're highly intelligent, but especially when it comes to tactics. You always come up with new and inventive ways to get one over on your enemies and catch them by surprise, new schemes to advance your cause and even seem to discover new resources that can help your crew such as ancient artifacts. You always know where to devote resources as well: who goes where, who should come along on this mission, who needs to stand guard or take a break. Under your leadership,, even a ragtag band of teenagers could be a thorn in the side of a world conquering tyrant.

600CP - Righteous Ruler

Robotnik may have a brilliant mind, a vanta-black heart and an army of robots at his disposal but there's one thing you've got that he'll never have: legitimacy. The essence of a ruler seems to flow off you. People just naturally turn to you when they need leadership and if you suddenly take over nobody even thinks to question it. It's no surprise, though, because you've got charisma: whether you're giving an impassioned speech, giving heartfelt advice or just romancing someone your words carry some serious weight and people can't help but to fall in line and follow your lead with a smile on their face and hope in their heart. The only time your subjects' loyalty would falter is if you became some horrible tyrant, but you'd have to be about as bad as Robotnik before anyone would even think of rebelling.

Freedom Fighter

100CP - Froggy

Not everyone can be heroic: we don't all have the speed of Sonic, the mind of Sally or even the courage of the rest of the Freedom Fighters. But hey, that's okay! Even if you're totally useless or even actively detrimental, people just can't seem to let you go. Nobody seems to mind all that much that you don't really contribute anything and try to sneak your way out of doing any work, they just accept that it's your nature and don't hold it against you. Your cowardly antics jeopardized another operation? Classic jumper. You're feuding with the single most valuable asset the team has because you're jealous? Oh, jumper! The only way they'd actually get rid of you is if you were actively turning traitor and they found out about it. Odds are, though, you'll be sticking around, much to everyone's chagrin.

200CP - Scrap Mechanic

The freedom fighters aren't exactly the biggest tech supporters out there, given the nature of their battle, but a lot of the time tech is still needed to get the job done. You've got mad skills when it comes to engineering and fixing up machines. Don't get me wrong, you're no Robotnik, but you can still make and fix up anything from planes to even robots. The real great thing about you, though, is that you can make more with less. You can make your stuff with a lot less resources than you'd normally need, even building an airplane from scratch just with some junk you'd picked up at the garbage dump. When it comes to efficiency you just can't be beat.

400CP - Butt Whoopin' Cyborg

A while back you had a run in with Robotnik's roboticizer, but luckily you managed to bust out before the process was done and kept your mind, although now with an at least partially robotic body. As a result, you've got enhanced strength that even seems to surpass most bots as well as telescopic limbs you can lengthen and shorten at will. Your strength is so impressive you can hold open a giant crusher robot's maw with one arm, then dislocate it. This, along with your impressive martial arts skills, makes you a force to be reckoned with and makes busting up baddies a breeze. You can choose just how much of your body was roboticized, whether just a limb or two or your entire body.

600CP - Gorilla Warfare

Get it? Cuz they're animals? Anyways, if the freedom fighters wanna get rid of Robotnik, it sure as heck ain't happening in an open fight. Luckily, you're the absolute master of stealth, hit and run tactics, sabotage, call signs and all the other skills necessary to get the job done. More than that, you seem to have a sort of luck that ensures you don't get found out. When you pick a secret base it's practically impossible for your enemies to find it even with all the resources in the world. When you're sneaking in to the enemy HQ all the advanced security somehow misses you. Sounds like it ain't that impressive, but trust me when I say that if the Freedom Fighters didn't have the element of surprise they'd have nothing at all.

Evil Mastermind

100CP - Vile Betrayer

Robotnik didn't get to where he was by being open and honest. He lied and schemed until he found the perfect opportunity to strike. This is a methodology you can get behind. People seem to be far too trusting when it comes to you. Don't get me wrong, you're an accomplished liar, but it seems as if even when people should realize you're planning a double cross the lightbulb never goes off in their head. You're always being underestimated, whether that be in your competence or your vileness. You'll be sure to take advantage of that, I'm sure.

200CP - Ingenious Forms of Torture

Ah, is there anything more satisfying than the screams of a captured enemy? You're a savant of sadism, always thinking up new ways to make people suffer. You could make even a certain brooding superhero blush with just how effective you are at getting people to squeal. A lot of your methods are more novel and even cartoonish (have to keep things kid friendly, after all) but somehow can be just as, if not more effective than normal torture. Subjecting a proud Frenchman to a session of you purposefully fouling up an attempt at making his native cuisine would be so agonizing he'd crack in minutes.

400CP - Distant Schemer

Someone as ambitious as you is always dreaming: dreaming of the day when the world is stuck beneath your boot! They won't stay as mere dreams for long. Your brilliant mind is always coming up with clever schemes and intricate long term plans that will put you on top in the end. Even starting from nothing you'll be able to get to the point where you're the king's right hand man and the head of the entire kingdom's army. From there, it should be obvious what to do next. Before you know it everyone will be bowing before you!

600CP - Despicable Genius

Prepare to have your horn tooted, because you are nothing short of astonishingly brilliant! Yours is a mind that can change the world! Your absolute mastery of technology is a sight to behold: robots, hovercraft, space craft, space stations, interdimensional gateways, artificial intelligence, you can create it all and so much more! Your only rival in intelligence is Robotnik himself. With a brain like yours the sky is truly the limit!

Items

Cool Dude(tte)

100CP - Chili Dogs

Sonic's favorite food! One way or another you've come into a virtually unlimited supply of the things which you can access by checking anything that could reasonably contain food. They're pretty darn tasty and even if they aren't your thing, hey, at least you'll be really popular with Sonic.

200CP - Sick Kicks

You've got yourself one nice pair of shoes. These red and white sneakers are not only resistant to any wear and tear of running at high speeds, but they've also got a special anti-gravity function activated by pressing a button on each sneaker. This'll let you walk on ceilings like a spider or slow your descent from a nasty fall so you don't end up going splat on the ground. Plus they just look cool.

400CP - Power Ring Generator

A thoughtful gift from your uncle. This is a device which generates "power rings". These are large, golden rings imbued with an incredible amount of energy. What do they do, exactly? Well, pretty much whatever you need at the time, but more often than not their main purpose is to give your body a serious amp, greatly enhancing your speed and strength temporarily. With one of these bad boys you'll be able to pull yourself outta nearly any jam. A new one gets made every 12 hours.

600CP - Deep Power Stones

Be extremely careful with what you've got there, jumper. The deep power stones are an ancient source of unparalleled energy, two stones which appear to be one stone cracked in half. When joined on the cracked sides they become a tool of great destruction, basically an absurdly massive bomb. When joined on the other side, however, they become a source of infinite energy capable of powering either people or devices. They could act as an infinite power generator, or alternatively if used on people they will encase them in a white forcefield of power which allows them to fly and enhances the power of whoever is holding it at the time in a similar manner to the power rings, only 10,000x more effective. Needless to say in this state absolutely nobody and nothing in this world can stand against you, your power and speed now so great that you could seemingly erase a massive metallic structure from existence entirely. Unfortunately, this power is temporary and after being used in this manner the stones will disappear until either ten years have passed or you've moved on to the next jump.

Royalty

100CP - Royal Signet Ring

This is a beautiful and intricately designed ring that was passed down to you by your father. The primary purpose of the ring is Identification. Simply by showing anyone the ring, they'll be able to tell that you are, without a doubt, true royalty and after that the matter will no longer be in question. Convenient, huh?

200CP - Nicole

Meet the best friend you'll ever stuff in your pocket. Nicole is a highly advanced artificial intelligence attached to a handheld computer unit similar to a mobile phone. She possesses a vast array of knowledge and has a wide variety of uses. She can quickly translate any language in her database, interface with and hack into most electronics, sense many different types of ambient energy, display holographic images of things such as schematics or events around her she has recorded and she even comes with a small laser that can be used to cut through things. Nicole also has a personality that can grow and evolve over time, so hopefully you'll teach her to be good.

400CP - Mobotropolis

Since you're royalty, it only seems logical you'd have a kingdom of your own. You possess a city much like Mobotropolis before its conquest by Robotnik. It is fairly utopian and possesses a mostly robotic police force and military, though one Robotnik would have an incredibly difficult time taking control of. I'm sure the existence of such a place will be of great interest to Robotnik, so you may find yourself in a war quite soon, but this may also be the best chance anyone has had to do that egg shaped freak in since the fall of Mobotropolis.

600CP - Time Stones

Now, just how did you come across these? The time stones are two red jewels embedded in an owl mask. As the name suggests they possess the extraordinary ability to allow the one holding the mask along with one other person to travel through time to any place and time they envision. This process can mess up if multiple people are using it as the thoughts of the two wielders must be perfectly in sync in terms of where they wanna go. Barring that, however, it should work perfectly and allow you to travel to any point in the past or future. Y'know what they say: the best time to take out an evil tyrant was 10 years ago!

Freedom Fighter

100CP - Tool Belt

Freedom fighters aren't exactly rolling in resources, so they've gotta make the things they do have count. That's why you've got this set of tools to fix up or build whatever the group may need, be that fixing a leak, building a bridge or even setting up advanced tech like a robot assistant. It's honest and simple work, after all, and somebody's gotta do it.

200CP - Freedom Stormer

Get ready to take to the skies, cuz you've got yourself a plane! Well, admittedly it's kind of a hunk of junk, but hey, it takes to the skies. This thing is good at staying under the radar and flying stealthily, especially considering how low tech it is. It's also pretty darn fast all things considered. All you need is some good old piloting skills and you'll be taking off in no time!

400CP - Tools of Destruction

Time to blow stuff up! You've got all the good stuff here, bombs, TNT, molotovs, acid, molotovs, nondescript hacking devices that can overload a whole factory and make it self destruct, molotovs, just a massive amount of tools to wreck an evil overlord's operation. Do I really need to sell you on how fun it is to blow stuff up?

600CP - Knothole

Hidden away within the great forest, Knothole village is perhaps the most secure secret base in the world. Whether this is the actual Knothole or just a similar place, it's one heck of a secret base. It's self sufficient due to having farms, it's got a repair shop, houses, it's loaded with competent freedom fighters and it's just darn pretty to look at. Despite being easily accessed via a convenient stump, it's so well hidden your enemies are likely to find the holy Grail before they ever find Knothole. You couldn't ask for a better base of operations.

Evil Mastermind

100CP - Conqueror's Clothes

Just because you're not some absurdly fast rodent doesn't mean you don't have your own ways to get around efficiently. These boots allow you to fly around at a decent pace and escape any impending danger posed by a certain hedgehog. You've also got a cape. It doesn't help you get around at all, but it looks pretty cool.

200CP - Void Device

This is a special piece of technology of your own design. Essentially, it allows you to open a portal to "the void", a crystalline dimension which is near impossible to escape from, especially because those who spend too long inside become linked to the void, their bodies turning to crystal if they spend too long outside of it. With research, it may be possible to tune this device to create portals to other dimensions such as parallel universes.

400CP - Roboticizer

What a truly terrible contraption. Originally designed by Sir Chuck Hedgehog to extend the lives of the elderly, he quickly found it would instead mess with their minds and so scrapped it. Of course, you managed to "appropriate" the designs and make your own copy. This device can turn virtually any living being into a robotic version of itself, now completely servile to your will. It's quite efficient at what it does and could be used in no time to turn a bunch of unwilling subjects into a slave army..

600CP - Robotropolis

Would you like a cold, dead, mechanical city of your very own? Well that's exactly what you're gonna get! You've acquired "Robotropolis" or at least some sort of version of it. Not only do you get the actual city with all its robots, machinery, factories, mines and roboticized slaves, but you also have nearly every single device Robotnik has ever invented as well as schematics for them. This would include Swat-Bots, Buzz Bombers, hover units, spacefaring rockets, the Sky Spy orbiting surveillance station, even the Doomsday Project.. If Robotnik made it, it's pretty much guaranteed to be in here somewhere. Very soon this world will be in the palm of your hand!

Companions

100CP - Cool Companions

Here it goes, the typical import option. You can pay 100CP to import or create two companions who get 600CP and an origin or one companion who gets 1000CP and an origin blah blah yadda yadda let's just move on, okay?

100CP - Canon Comrades

Pay 100CP and you can take someone from this world with you, you know how this goes right? The options are so wide and varied, I mean there's tons of great characters here (let's be real though, you probably only want Sally).

Drawbacks

+0CP - Sonic Fanfiction

It's no secret that things in this world didn't exactly end off on a satisfying note. Hey, that's show biz for ya. That's why I'm allowing you to have this jump operate under the canon of any sort of fan created continuation you'd like. Of course, this'll probably make the world a bit more wacky: things like the chaos emeralds existing, Naugus returning as a villain, even characters like Knuckles might start showing up.

+100CP - Stereotype

It seems that despite Mobius being quite the different world from Earth, some things have carried over. You're a perfect example, as you are a grossly offensive stereotype of some nationality or ethnic group. You may be a hopelessly romantic, cowardly, "sophisticated" Frenchman, a humorless, maniacally insane German or any number of other stereotypes but regardless this tends to cause lots of problems for you.

+100CP - Unlucky in Love

There's nothing that stings quite as bad as a broken heart, and unfortunately it's a sting you'll be all too familiar with. All your romantic endeavors and relationships here will come into some serious trouble and ultimately fall flat. Maybe you'll be beaten to the punch by a better suitor or maybe you and your gal pal just couldn't make it work with all the bickering. Regardless, you'd better get ready to learn how to sing the blues.

+100CP - Smugest Thing Alive

Look, you might be great and all but maybe sometimes you should cool it with the attitude. You have such an absurd level of confidence that you rarely take anything seriously. You'll goof around on the job, handicap yourself in a race, take the time out to taunt your enemy and all because deep in your heart you don't think there's any way you'll lose. You absolutely love to toot your own horn. This tends to annoy your friends too, so don't be surprised if you find yourself given the cold shoulder from time to time.

+200CP - Pure Evil

Man, you're really bad and I don't mean in the good way. You're rotten to the core, the type of dude loan sharks look at in disgust. You want nothing less than the complete annihilation and/or subjugation of all organic life and nothing makes you happier than seeing others suffer. You can't feel any compassion or concern for others, only viewing them as tools and toys to play with and discard as you see fit. You're not exactly gonna be making any friends with your winning personality and since you're just so vile, heroes will inevitably rise up to stop you. It's the whole yin and yang thing, you know?

+200CP - Don't Mess With a Wizard

Wizards are pretty much the baddest dudes around. This makes it pretty baffling as to why you decided to double cross one and trap him in the void. Needless to say he's just a tad bit ticked off and currently thinking up all the ways he can make you suffer when he gets out. But let's be real, there's no way outta the void, right? He's not gonna escape, right? You're not totally screwed, right? ... I'd suggest hiding.

+200CP - I Hate That Hedgehog

Everything was fine. You were on top of the world! Then HE showed up. A thorn in your side that won't go away and seems to dig in deeper each day. He's obnoxious, he's sneaky, he's surprisingly clever and he's FAST. Oh so very, very fast, much faster than you or anything you could make. He always seems to be able to foil your plans and then get away to ruin your life some other day. At the very least he won't kill you, no that would be too easy wouldn't it, too merciful. Instead he's content to drive you mad bit by bit with each crushed dream. It's not impossible to finally be rid of this pest, but it will take everything you've got and then some. There are no words. Just hate. Hate. HATE HATE HATE!

+300CP - Robo-Jumper

This doesn't look good. It seems you've been roboticized by Robotnik and are now forced to do his bidding, whether that be slaving away in mines, toiling in a factory or battling the freedom fighters. You're completely conscious and self aware for all of this, by the way, you just can't do anything about it and have to watch helplessly as your body moves on its own. Even worse is that if you're still stuck like this by the end of the jump you'll fail your chain. An impassioned speech by a loved one or a power ring or two may be able to snap you out of Robotnik's control temporarily, but the only thing that can permanently set you free is a de-roboticizer. Keep in mind that a working de-roboticizer doesn't even currently exist in the whole of Mobius. All you can do now is hope.

+300CP - Null and Void

You probably should've stayed away from the weird looking sucky portal of destruction. You're now stuck in the void, a strange dimension of crystals with seemingly no way out. You're gonna have to find one though, or else fail your chain and be stuck here forever. The wizard Naugus, who's also in here, has figured out a way to open up a portal, but he can't find a way to generate enough force to overcome the sucking force of the portal and escape. Even more pressing than this, though, is that even when you get out you'll find yourself slowly turning to crystal soon after. Your life force is linked to the void and if you don't go back you'll turn to crystal completely and perish. To truly escape you'll have to find a way to de-link yourself with the void so you can finally be free of that awful place. Good luck with that.

+300CP - To Be Continued

It's like you're running in circles. It doesn't matter what you do, you never seem to get any closer to your goals. The big bad? No matter how many machines you bust up it's only a minor setback. Your archnemesis? He'll always get away and manage to escape destruction. Even if he doesn't he'll just be replaced by someone just as bad. Is true change possible? Maybe, but it'll take nothing short of a miracle and that's one heck of a long shot. Maybe you just weren't ever meant to receive a happy ending.

The End

Nice job, ya made it. Now make your choice (as if there really is one)

Go Home

Stay Here

Next jump

Notes

- Thanks to the thread for helping out with the jump
- Thanks for checking out my jump! You're way past cool!