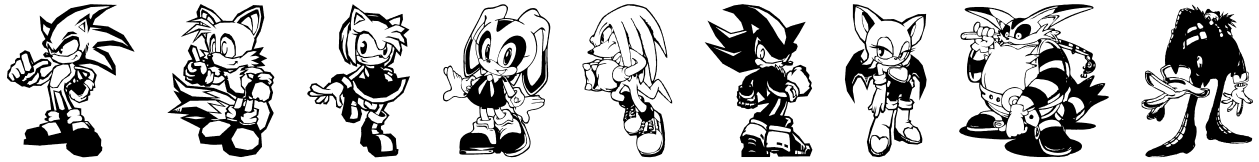


SONIC PRIME



Welcome to Sonic Prime or rather welcome to the Shatterverse. Due to a series of mistakes and bad decisions; Sonic's world ended up being shattered, leading to the creation of the Shatterverse. Sonic must now find a way to restore his world, while facing a new group of foes. The whole series feels like a combination of all past Sonic Cartoons. Anyways, this show can be seen as more dangerous than SATAM so you are going to need these

1000 SP

No that's not a Pun. Anyways enjoy!

BACKGROUND



ORIGINS

Speedster: Gotta Go Fast

Edgelord: FRIEND?! BAH! You don't need any of that

Genius: The Skies call for you and you the knowledge to get there.

Guardian: A protector of an artifact or ruins.

Rascal: Well, aren't sweet. But you have a tendency to get into trouble at times, despite you kind nature.

Thief: Thief, Agent doesn't really matter you're still a shady person.

Fisher: You don't really want to get into any fights you would rather just spend your time relaxing and fishing. You will be a Cat Mobian.

SHATTERVERSE

Green/Ghost Hill: The Original World

New Yoke City: The World Where Eggman Won

Boscage Maze: Jungle World

No Place: Pirate World

LOCATION



1. **Green Hill/Ghost Hill:** The Original World
2. **New Yoke City:** The World Where Eggman Won
3. **Boscage Maze:** Jungle World
4. **No Place:** Pirate World
5. **The Grim:** A desolate world. Seemingly dead but something can be made from it with the right resources
6. **Free Choice:** You get to decide

PERKS

General

Cool Tunes (Free): You have your own theme song and the soundtrack of Sonic Adventure will play whenever you want it.

Super Form (400 SP): The seven servers are the servers of Chaos. Chaos is power enriched by the heart. Feel that power grow within and achieve a new level of power that is the super form. With enough energy let it be from Ki, Mana, Calories or even currency you can enter a state of complete invulnerability and abilities increase to terrifying heights.

Shard Energy (400 CP): You know the Paradox Prism is kind of a mystery. Who knows what it can do? Yet Somehow you have a connection to it. Almost as if you are filled with this type of energy. With it, you can enhance your clothing to fit the surroundings that you find yourself in. Being in the jungle will produce some equipment for traversing the deep foliage of the jungles. In addition, your speed has increased to the point that you can leave after images behind.

ORIGIN PERKS



SPEEDSTER

Dude with Attitude (100 SP, Free for Speedster): People know you have a bit of snark. This essentially give you the ability to come up with the perfect snarky comment to someone when you want to.

Homing Attack (200 SP, Discount for Speedster): When you jump you can turn into a ball that does damage to any that comes contact with it. That's not you can do an aerial attack called a homing attack. This attack allows you to launch yourself at a target while in the air and in ball form.

Fastest Thing Alive (400 SP, Discount for Speedster): Sonic Speed! You can run at super sonic speeds with very little effort. You accelerate and stop suddenly without any consequences (Such as fractured bones, whiplash, and other things of the nature). In addition you also have the Spin Dash This will come with enhanced reaction time. Gotta go fast! Wait...wrong Sonic.

Surprisingly Durable (600 SP, Discount for Speedster): HOW?! Look at your body! How did you save a fall that high without help? Well this is just ridiculous but this perk makes it so that you can survive great fall with very little damage to yourself. So other words you have fall proof but within reason. Don't expect to fall from orbit or something like that. But you can survive a fall from a plane or jumping off of a plane.

EDGE LORD

Skating Skills (100 SP, Free for Avenger): Unlike Sonic, Shadow wears a pair of rocket boots that allows him to Skate at the same speeds as Sonic. Being able to skate at those speeds requires a lot skill and balance. You now have the skill and balance that Shadow has in Skate

Energy Sense (200 SP, Discount for Avenger): Chaos Energy is a hard concept to understand. But once you begin to learn about it, you'll also develop the ability to sense it. Specifically when someone has a high amount of Chaos Energy or when there is a Chaos Emerald nearby. You have an ability similar to this. You can detect and sense high levels exoteric energy and discern the exact location of where that energy is coming from.

Ultimate Lifeform (400 SP, Discount for Avenger): Shadow has been called the Ultimate Lifeform. But what this means is actually not that big of a deal. Sure he's ten times stronger than the average human but it really means is that he is ageless. Unable to age. You are similar to that but in actuality you age 100 times slower than the average human and you are immune to mundane diseases.

Chaos Control (600 SP, discount for Avenger): This ability is strange. With this you gain access to the teleporting ability that is known as Chaos Control. It can also stop time for about 5 seconds. Normally you need a Chaos Emerald to use this ability but seeing you are willing to pay to get, you get a version that doesn't need an emerald. But what this perk also grants you is the abilities that Shadow has in Sonic Battle.

GENIUS

Child like wonder (100 SP, Free for Tech): There's no way of getting around it. You're cute. You know it and other know it to. You can use this to your advantage, if you wish. But basically you are cute. You'll be viewed as a kid and well most people will let some of your actions go unpunished. Murder? They attacked first! Trespassing? You can simply say you got lost. Rape? Yeah no that's when the protection for this perk loses it effectiveness.

Plane Pilot (200 SP, Discount for Tech): You have the knowledge and skills to fly a plane like an Ace Pilot. And it can be any type of plane. A biplane, jet plane of an generation, a glider. If it's a plane you can fly it.

Twin-tailed Fox (400 SP, Discount for Tech): In addition to being a fox you have two tails. With these two tails, you fly like a helicopter by controlling the tails to spin, in addition to giving you more speed. Just like Tails however, you will eventually loose stamina and be too tired to fly anymore. Afterwards, you fall. In addition, you can attack with these tails. You'll find that they are vere potent in dealing damage than they appear.

Child Genius (600 SP, Discount for Tech): For a child you are smart. Having the intelligence to create inventing complex machinery with scraps and things for junkyards. Things like a translator, a buster gun, and more importantly a transforming plane. Eggman isn't the only genius with tools anymore.

GUARDIAN

Gliding (100 SP, Free for Guardian): While in the air you can slow your fall and move forward. This is known as gliding if you don't have sonic speed or the ability to fly this can help you keep up with those who can.

Born Fighter (200 SP, Discount for Guardian): Here I come rougher then the rest them. The best of them! TOUGHER THAN LEATHER! Sorry...anyways you know your way through a scrap. You know how to fight but that's not all, You are also strong enough to punch through robots now problem.

Wall Climbing (400 SP, Discount for Guardian): Might as well call you spider-man because you are able to cling to any wall and won't fall off. Climb up, down, to the side or diagonal. You can then safely jump off the wall when you are done.

Connected to the Master Emerald (600 SP, Discount for Guardian): When it comes to sensing energy it is as simple as breathing for you. Anything that gives off a exoteric energy signature you can sense. This makes finding magical artifacts, like say the Master Emerald will be a cinch for you to find.

RASCAL

Cute and Girly (100 SP, Free for Rascal): There's no way of getting around it. You're cute. You know it and other know it to. You can use this to your advantage, if you wish. But basically you are cute. But in addition to this you can be viewed as being somewhat girly but this will result in those who are not experts in combat to underestimate you.

Acrobatic Lady (200 SP, Discount for Rascal): Acrobatics, athletics, and flexibility. You are amazing in these things. Back flips, Cartwheels, gymnastics, and more. You can get all the gold medals of gymnastics with no problems. You also got a starting point in Parkour.

Power of Piko Piko (400 SP, Discount for Rascal): Amy Rose's signature weapon: The Piko Piko Hammer. But the strange thing about it is that its not just a weapon but also a power. With this perk you can summon your own and gained the abilities that comes with it. Such as the hammer jump, which will allow you catapult yourself in the air. Combine this with the "Acrobatic Lady" perk and you can really show off your skills in the air.

Every Rose has its thorns (600 SP, Discount for Rascal): Amy isn't as fast of Sonic, smart as Tails, nor strong as Knuckles. But somehow, she is able to keep up with three of them. How? Well Amy can run half of Sonic's Speed and half as strong as Knuckles. In addition, she is really good at stealth. Seriously this girl can somehow get the drop on you despite being a pink hedgehog in a bright red dress. However, these abilities pale in comparison with her anger. Somehow when she gets angry, she becomes as strong as knuckles and her Hammer is able to swat foe into the air with no problems. All these abilities are yours now...You know maybe Sonic has good reason to be afraid of Amy after all

THEIF

Gliding (100 SP, Free for Thief): While in the air you can slow your fall and move forward. This is known as gliding if you don't have sonic speed or the ability to fly this can help you keep up with those who can.

Thieving Skills (200 SP, Discount for Thief): Thief? No, No! You're a treasure hunter! You know where the shiny are and if you know where the shiny is you know how take the shiny for yourself. You can find the riches and take the riches for yourself.

Strong Legs (400 SP, Discount for Thief): Well, you are a power type so obviously you had to have powerful attacks. This perk will make it that your strikes will be able to break through stone and other hard materials. In addition, you will deal more damage to enemies.

Agent Fighting Style (600 SP, Discount for Thief): You might have some connection to some government organization. How else would you know how to fight like this. The use of gadgetry, deception and even some stealth somehow.

FISHER

Savant (100 SP, Free for Fisher): So Big is a bit....uh...slow. Yet he somehow is able to get to where he needs to with little brainpower. Or maybe he's smarter than he lets on. In other words he's a savant. This vibe of being a doofus is now yours. What good is this you ask? Well people WILL underestimate unless they have dealt with others who have this ability and knows what to expect. Then again downside many will think you are a bit dim witted but hey you take the good with the bad.

Swimming skills (200 SP, Discount for Fisher): Ok now I know what you are asking: Why is this a perk and why is it worth 200 SP? The answer to that is simple: You are in a Sonic Game setting. So something like the ability to swim is a god send. You are not on a Olympic level yet. But this will prevent you from sinking to the bottom of a body of water and drowning. Now you can maneuver in the water with some swimming skills.

Really Strong (400 SP, Discount for Fisher): It turns out Big isn't all fat! Neither are you. You are strong with a capital S. You can easily lift cars with no problem.

Fishing Expert (600 SP, Discount for Fisher): What? Don't give me that look! Okay look there is more to this perk than you think alright. Yes, this grants you the knowledge of all the forms of fishing known to man and yes it also makes fish come to you easier than other fisherman. BUT the main Draw from this perk is the combat application of your fish skills. That got your attention huh? Yes the better fisherman you are the better you can fight. The simple act of casting a line can destroy a robot. combine this perk with "Really Strong" and you'll be turning those robots into tissue paper

SHATTERVERSE PERKS



GREEN/GHOST HILL

Optimistic (100 SP, Free for *Green/Ghost Hill*): Nothing can keep you down. You seem to be able to bounce back from despair.

Paradox connection (200 SP, Discount for *Green/Ghost Hill*): You have no trouble traversing the multiverse. But only with the aid of the Benefactor. But when it comes to the local multiverse you have problems. Not anymore. You have a knack for handling interdimensional travel

NEW YOKE CITY

Justified Jerk (100 SP, Free for New Yoke City): You know it's strange. Most People would call out for jerks for their actions and behavior. Yet the rebels and Nine aren't (at least until the last episode)

Pragmatic Fighter (200 SP, Discount for New Yoke City): When it comes to fighting dirty you are a certified master at. You know all the underhanded and dirty tricks to use in combat.

BOSCAGE MAZE

Survival Skills (100 SP, Free for Boscage Maze): *Gathering food, Making a fire, locating which way is north, All the things you need to survive in the wilderness.*

Animal Handling (200 SP, Discount for Boscage Maze): *You have a natural affinity for animals as a result non sapient critter will be more trusting of you. In addition you have a knack for taming wild animals. You can turn a wild lion into a domestic cat with your skills.*

NO PLACE

Navigator (100 SP, Free for No Place): You can never get lost. You can find your way no matter where you are. In addition, you always seem to know where you are on a map regardless of the conditions.

Pirating Skills (200 SP, Discount for No Place): Sailing, Sword fighting, Gun skills, And Speaking like a pirate. All the skills necessary for being a proper scourage of the sea.

ITEMS

GENERAL

Shard Gear (Free): A Special outfit that adapts to the dimension that you may find yourself in. You can switch to the various forms that it may obtain. Starting out it has an outfit based on New Yoke City, Boscage Maze, No Place, and The Grim. Also, each form comes with its own set of abilities

Dimension Ship (400 SP): A ship similar to the ones that the Chaos Council used in the series, Armed with Energy Cannon. Can work on water or underwater, just as well it does in the air.

GREEN HILL/GHOST HILL

Frictionless Clothes (100 SP, Free for Green/Ghost Hill): Clothing that won't get damaged from running at supersonic speeds and doing spin jumps.

Airplane (200 SP, Discount for Green/Ghost Hill):): A modified plane. Normally it will look like those old biplanes, rotors, and everything but this one can change into a more futuristic-looking one that flies faster and is more aerodynamic. Unlike Tails' plane, both modes have landing gear on them.

Chaos Emerald (400 SP, Discount for Green/Ghost Hill): Oh here's that DAMN fourth Chaos Emerald. Basically, it allows you to use Chaos Control even if you do not have the appropriate perk to do so.

NEW YOKE CITY

Resistance Uniforms (100 SP, Free for New Yoke City): Dark-colored clothing. Comes with the added bonus of making you edgy.

Rebel Weaponry (200 SP, Discount for New Yoke City): Energy-based weapons. Originally used by Choas Council's Robot now modified for you to use.

Hide Out (400 SP, Discount for New Yoke City): An underground bunker that will keep you hidden from prying eyes. Post jump it will be attached to your warehouse or any property you may have.

BOSCAGE MAZE

Savage Outfit (100 SP, Free for Boscage Maze): This set of clothes is fit for exploring and living in the Jungle.

Primitive yet Effective (200 SP, Discount for Boscage Maze): A set of weapons (3 of your choice) Powerful enough to smash robots and not break. Thought it is made from Stone and wood.

Treetop Sanctuary (400 SP, Discount for Boscage Maze): A sanctuary that is high above the trees in your own personal jungle. And yes this will be connected to your Warehouse jungle and all

NO PLACE

Seaworthy Garb (100 SP, Free for No Place): Garment worthy of a scurvy dog completely waterproof and fitting of your personality if you were a pirate.

Weapon for a Seadog (200 SP, Discount for No Place): An indestructible Cutlass that can cut through the same metal that the Choas Council Robots are made of....with enough effort of course

Pirate Boat (400 SP, Discount for No Place): A Large Galleon similar to the Angles Voyage. And yes you can merge this with the Dimension Ship to make it better and Vice Versa.

COMPANIONS



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

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

Sonic The Hedgehog (100 SP): "So you want to bring me along for the ride. Alright. LETS GET EM!" You have chosen to take Sonic with you

Miles "Tails" Prowler (100 SP): "You want me? Really? Well I suppose I can help. Just watch me Sonic" You have chosen to take Tails with you

Knuckles the Echidna (100SP): "Sorry I am going to have to decline. Wait you say time here will be frozen until you spark or go home? Okay. Lets go!" You have chosen to take Knuckles with you.

Amy Rose (100 SP): "Well, Sure. I mean I can use a break and besides when I come back I probably can keep up with Sonic." You have chosen to take Amy Rose with you

Big the Cat and Froggy (100 SP): "Ribbit" "Well sure okay. Froggy likes you so I guess we can come" You have chosen to take Big the Cat and Froggy with you

Shadow the Hedgehog (100 SP): "Hmph. I'll join you for now Jumper" You have chosen to take Shadow the Hedgehog with you

Rouge the Bat (100 SP): "Hmm and why would I....How many jewels? Well I suppose I could come with you. Who knows what other treasure is out there" You have chosen to take Rouge the Bat with you.

Nine Tails (100 SP): "Huh....Better than the place I came From" You have chosen to take Nine Tails with you.

Rusty Rose (100 SP): "Being freed from the Council would be nice.....very well" You have chosen to take Rusty Rose with you.

Renegade Knucks (100 SP): "Tch. I better be able to come back so I can finish the job!" You have chosen to take Rouge the Bat with you.

Rebel Rouge (100 SP): "Okay but I need to have a way back to fix things" You have chosen to take Rebel Rouge with you.

Denizen 1998 (100 SP): "Hmmm I can use a break." You have chosen to take Denizen 1998 with you.

Mangy Tails (100 SP): "Woof Woof!" You have chosen to take Mangy Tails with you.

Thorn Rose (100 SP): "You better respect nature!" You have chosen to take Thorn Rose with you.

Gnarly Knuckles (100 SP): "Uhhh. I mean sure but maybe there are lizard people out there....Well. Alright, I will help." You have chosen to take Gnarly Knuckles with you.

Prim Rouge (100 SP): "Alright but we look after our own first" You have chosen to take Prim Rouge with you.

Hangry Cat (100 SP): "Okay as long as there is some food" You have chosen to take Hangry Cat with you.

Sails Tails (100 SP): "Well sure I mean there are more waters to travel" You have chosen to take Sails Tails with you.

Black Rose (100 SP): "Alright ya sea dog. I'll come with ye " You have chosen to take Black Rose with you.

Knuckles the Dread (100 SP): "Okay but you better be ready. I be expecting to find some treasure" You have chosen to take Knuckles the Dread with you.

Batten Rouge (100 SP): "Treasure might be out there. Alright, I'm in." You have chosen to take Batten Rouge with you.

Catfish (100 SP): "Certain would be an interesting sabbatical" You have chosen to take Catfish with you.

DRAWBACKS



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

Easily Fooled (+200 SP): You are naive and gullible. People can easily trick you into believing something that might be blatantly false but you wouldn't know that until someone else tells you or until it's too late.

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

Competent Council (+400 SP): The Chaos Council or rather silly and incompetent. Now they are on the same level as the smarter versions of Eggman and Robotnik.

WE COULD HAVE AVOIDED THIS!! (+400 SP): REALLY?! Okay, jumper you have a problem. Like Shadow, you tend to pick the option that causes more problems than just taking the right one. For whatever reason, for example, if you had a vision that warned you that one of your companions was going to destroy a planet accidentally, Your first instinct

is to attack said companion, when talking to them and warning them would have been the right choice.

No Outside Perks (+500 SP): This is your run of the mill no perks not purchased here allowed drawbacks

No Outside Info (+500 SP): If you have any memories of this world from the games or from Sonic X, those will be removed from you and your companions. You will be flying blind when you enter this jump.

Gotta Go Fast (+600 SP): Well this one is a bit weird. Now we have a version of Sonic and his friends working with a human named Chris. And Some plant-based creature named Cosmo. This means that Sonic X is now apart of this setting. . This will essentially become its own Shatterverse with its own piece of the Paradox Prism

He's The Fastest Thing Alive! (+600 SP): Hmm seems like Knothole's problems have come to this world eh? Which means more trouble. Basically, the events from the Satam Show are happening. Trust me this WILL make things more perilous. Silver Lining you can recruit characters from the Satam Cartoon. This will essentially become its own Shatterverse with its own piece of the Paradox Prism

Triplets Born (+600 SP): Sonic has siblings?! His mother is alive? And whats with that Necklace? This can only mean one thing the events of Sonic Underground are taking place in this jump. Well now Robotnik has Mobians loyal to him helping him. This will make things hard to do because now we have mercenaries to deal with This will essentially become its own Shatterverse with its own piece of the Paradox Prism

Concept Verses emerged (+1000 SP): Believe it or not, the Shatterverses were VERY different during the concept stage of the show... this means there are now two versions of New Yoke City, Boscage Maze, and No Place. Doubling the trouble.

Merged verses (+1000 SP): Good news Green Hill doesn't get turned into Ghost Hill. Bad News the other Shatterverses still manifest and are now a part of Green Hill. In other words, instead of the Shatterverses being separate they have now merged into an amalgamation of tall the Shatterverses including any Shatterverse that comes from drawbacks that you have taken. Why is there so much CP? Well In addition to the Chaos Council You also Eggman vying for control. Also once the Chaos Council find out about the Chaos Emeralds and the Master Emerald they will be gunning for them as well.

ENDING

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

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

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

SCENARIO

DOWN WITH EGGMAN!! (Requires Gotta Go Fast, He's The Fastest Thing Alive!, He's The Fastest Thing Alive!, Triplets Born, Concept Verses emerged, Merged verses)

Well, this is a pickle. Instead of Sonic breaking the Paradox Prism Eggman was able to use it to summon different versions of himself from the SATAM, Adventures of Sonic the Hedgehog, Sonic Underground, Sonic Boom, Sonic X, and The Chaos Council. However, this means those dimensions and all the Shatterverse (both from the show and from the Concept arts) have merged with the original dimension. However in doing this he also...sort of undid the genesis wave. Which also means you also you have to deal with Archie Comics as well. The Goal is simple. **TAKE DOWN EGGMAN ONCE AND FOR ALL! ALL OF THEM!** This means you have to coordinate with various versions of Sonic and his friends. Trust me this is gonna be tough.

Reward – Master of the Shard Energy: After defeating the various versions of Eggman the Paradox Prism seemed to imbued with the powers of the various version of Sonic, Tails, Knuckles, Amy, Shadow, Rouge, and Big. Thus making you much faster, Stronger and tougher than the usual versions of these characters. In addition you are able to use the same energy as the Paradox Prism to alter reality to minor degree. Such as changing the material of an object to another.

Reward – Jumper Verse: Your very own copy of this new merged Shatterverse. Inhabitants included It will also update to include additions based on the jumps you visit.

NOTES

Made By Sonic Cody12/Sonic Cody123/Cody Majin

Although a bit late but HAPPY HALLOWEEN!