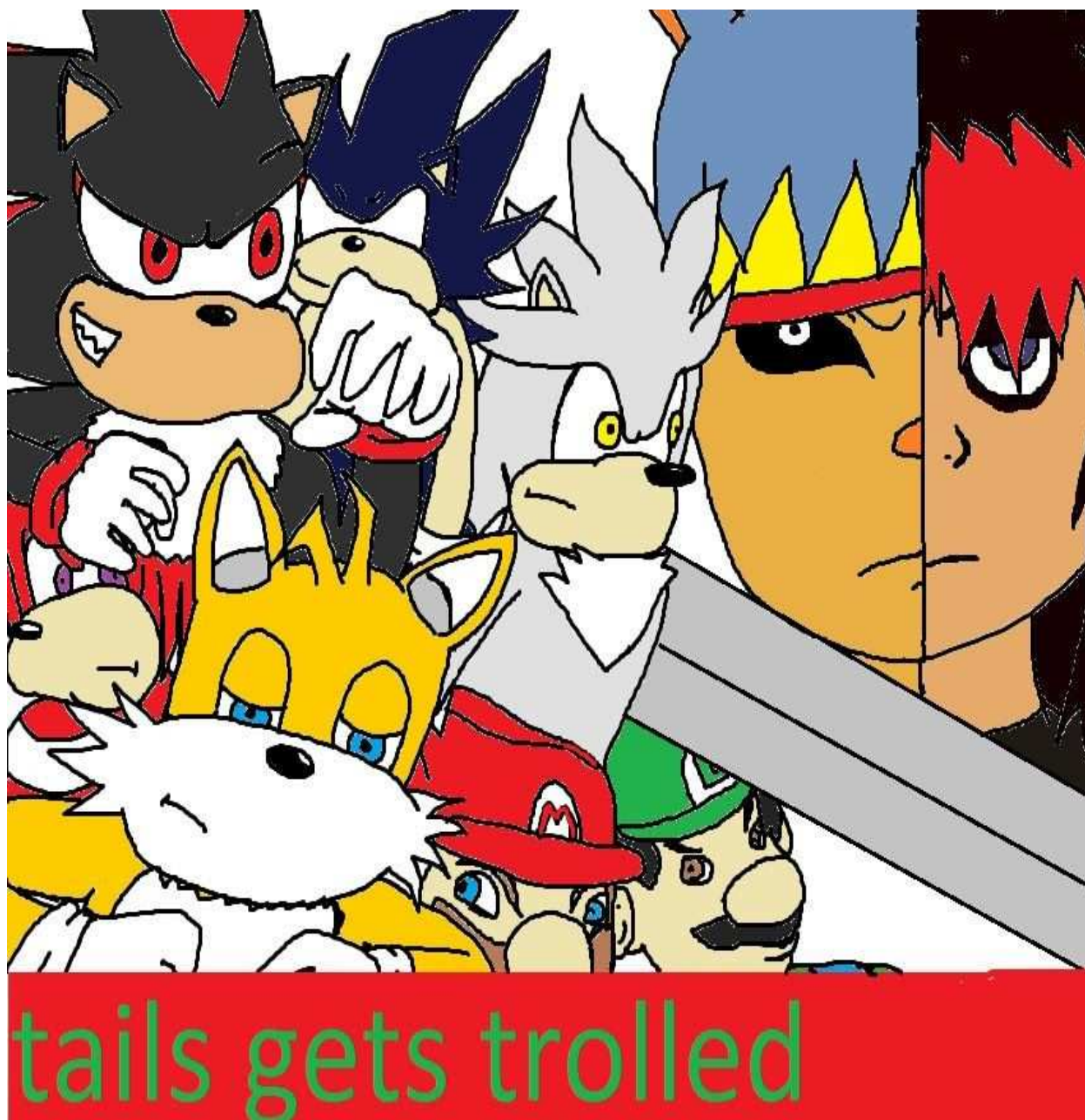




Tails Gets Trolled Jumpchain - By Bigmun

Introduction

One day, Tails was minding his own business when he was approached by two trolls. The trolls insulted him, calling him gay and shit, and he couldn't take it, so he ran away.

He went to talk to his two friends, Sonic and Shadow; Sonic told him that the way to deal with a troll was to befriend them, but Shadow had another idea.

Tails left with Sonic to talk to the two trolls again, and although Sonic attempted to befriend them, they insulted him as well as his girlfriend, so the two went back to Shadow.

Sonic was incredibly mad after talking to the trolls, and went to go have sex with his girlfriend so he wouldn't be so mad; Shadow told Tails and Knuckles to come with him, so he could show Tails how to deal with trolls.

Shadow insulted the trolls back, then killed them; he and Knuckles spent the rest of the day burying the trolls, and then got high.

The troll king, leader of the trolls and Troll City, heard of this and sent trolls after Shadow. Shadow held back against the trolls since Sonic was there, but the trolls once again began mocking Sonic's girlfriend, sending him over the edge and causing him to kill the trolls.

Meanwhile, Tails saw Kirby being trolled and, following Shadow's example, attempted to kill the troll, but instead almost got killed himself and ran off to see Sonic.

Sonic swore vengeance and ran off to take out the leader of the trolls, while Shadow gathered a team together that could take out the trolls once and for all: the Troll Slayers.

You'll arrive in this world at about this time, just as the Troll Slayers group is being formed. This world has quite a lot of powerful people with unique abilities, so to help you survive you've been provided with

+1000CP

Age/Gender/Species

You can freely choose what age and gender you are, and you can also pick any form of anthropomorphic creature to be, although this is mainly superficial. You could be an anthropomorphic hedgehog like Sonic, a rabbit like Bugs Bunny, or even whatever the hell Pac-Man is.

Origins

Pick your origin here. Perks are 50% off for the matching origin, and 100CP perks are free for the matching origin.

Drop-In:Free

You've been suddenly thrust into this wacky world. Most events in this world revolve around the Trolls and the people fighting against them such as the Defenders, a group which has been plotting to take down the trolls for a while now. Pay careful attention. In this world, things aren't always what they seem. You arrive outside Sonic's house.

Troll Slaiyer:Free

You've been recruited by Shadow The Hedgehog to join the Troll Slaiyers, a group dedicated to destroying the trolls once and for all. The team consists of Shadow; Bugs Bunny; the Hulk; Mario and Luigi; Silver The Hedgehog; Rob, who is a guy who can't be trolled because he doesn't have ears; and Teemo from League of Legends. You'll arrive at the first Troll Slaiyer meeting.

Troll:Free

By far the most numerous of the listed factions, the Trolls are assholes who go around insulting people to make them feel bad. Trolls come in all different species, races, and creeds but are mainly human. Although Trolls don't tend to instigate violence, they are quite willing to kill those who attack them and then do schticky to their body. You arrive in Troll City.

Neutral:300CP

Now a small group of friends with necromantic powers, the Neutrals were originally created as weapons to control the dead for battle purposes. They were used as tools in the battle between Christians and satanists, but nowadays they're very rare and practically unknown. The only known Neutrals left are Elmer Fudd, Sylvester, Tom, Wile E. Coyote, and Demaro. Aside from Demaro, the others are a group that seek to guard their powers from misuse; you are now in their friend group. You arrive outside Coyote's house.

Perks

Drop-In

100CP - Not Affended

Since the trolls are so prominent, it's likely you'll be mocked and ridiculed many, many times. Being called gay and a retard could even become a daily occurrence if you're unfortunate enough, but it just doesn't bother you. You have very high self-esteem and aren't at all upset by insults targeted at you, although someone could still make you angry by insulting people you care about.

100CP - Lots of Friends

Dealing with trolls, and life in general, can be tough, and when you don't know what to do or where to turn, that's when your friends will be there for you. People find you very likeable, making it very easy to make new friends. These friendships tend to be incredibly strong bonds; your pals will be quite willing to defend you from Trolls and teach you how to deal with them. Whatever problems you have, you won't have to face them alone.

200CP - Disposable Items

Or alternatively you could use those friends as tools for your own aims, if they were ever really your friends at all. You're an expert in sabotage, able to easily fool a group into thinking you have their best interests at heart even as you actively destroy it from the inside out. People don't tend to see this coming either, they'd have to be pretty sharp to catch on to you, but don't bite off more than you can chew; traitors don't tend to be treated well.

200CP - Patience

Ok, now listen, this is really important. People these days tend to rush things way too much, they think "I can just skip this episode" or "It's really annoying sitting here writing this, I just wanna go do something else". Well I'm here to tell you that that's no good. It might be hard, but sometimes you just have to sit and listen. You've got incredible patience, someone could leave, tell you to wait for them, take a whole day to get back to you and you'd still be there. You also tend to take away the true meaning or intent of a story or message, really soaking it in; when everyone starts telling you to see past the appearance of things, you know there's some hidden meaning they're getting at.

400CP - Craftiest Person

When you're in a fight with a stronger opponent, the only way you'll come out on top is with your wits. Thankfully you aren't lacking in them as you can quickly adapt to any combat situation and come up with a way to counter whatever techniques your opponent is using and learn and exploit their weaknesses, allowing you to turn the fight to your favor. You can also switch between using various powers or tools seamlessly; fighting with a sword and then immediately switching to a gun without skipping a beat would be nothing to you.

400CP - With Out Any Villains

Shadow was wrong, there is more than one way to deal with a troll; you can show them the right path. You can persuade people to see the error of their ways and cause them to change for the better. Normally this would be near impossible, but with you people seem far more willing to hear you out, and they really internalize what you say, causing them to want to be good. Now, this desire isn't absolute or anything, and it won't change them overnight. Ultimately they'll be the one to decide which path to go by, but they will seriously consider the choice, even if only for a moment.

600CP - Chosen One

Well either you're the chosen one or this has to do with experiments performed on you, but either way you're special. For one thing, you can learn combat and combat techniques extremely quickly, even leaving prodigies in the dust, but you can also learn abilities that couldn't normally be learned, such as shadow siren powers for a normal person, or energy manipulation. Some things are harder to learn than others, however, and while you can often incorporate aspects of different abilities such as shadow powers, if they're too alien to you, you can't learn them fully. For instance, you can't fully become a shadow and fuse with the ground like Vivian, but you could use them to shapeshift your body in such a way that you could increase your speed. Even with this limitation, you're destined for greatness.

Troll Slaiyer

100CP - The Jumper

The members of the Troll Slaiyers weren't selected randomly, each member was chosen because they found a way to deal with Trolls and prevent themselves from being trolled, and you're no different. For some reason or another, people simply won't troll you; perhaps you're just too intimidating to troll, or maybe you preemptively annoy them so badly they just wanna get away from you, or maybe you literally cannot hear them. This qualifies you to be a member of the Troll Slaiyers, which also gives you a nickname, formatted as "The _", e.g. "the Awesome". This doesn't do anything, but it's nice to be included.

100CP - Fuck You

I'm sure you've come to realize the best way to deal with a troll is just to kill them, and while you could just walk up and bash their skull in, where's the fun in that? No, it's far better to beat them at their own game before snuffing out their life. Luckily, all you have to do is exclaim "Fuck You" to anyone nearby, and immediately you'll get their attention and make them angry at you,, which will almost definitely get you into at least a verbal argument. This can also be used as a taunt mid combat to enrage an opponent and hopefully bait them into attacking rashly, although it might also make them attack more viciously too.

200CP - If It Were Up To Me

For all the positive things that can be said about Sonic and Tails there's one thing they lack: initiative. Even despite being fucked with for so many years by Eggman, it took Shadow taking action for Sonic to finally do something about him. You have the same conviction as Shadow, the will to do what's needed. You have no problem killing to stop the trolls, and you aren't scared of the consequences of doing so. Basically, you're extremely courageous, decisive, and a downright badass.

200CP - Unlike Our Last Plans

The best laid schemes of hedgehogs and men and Knuckles often go awry; that's no reason to give up, instead you'll just have to come up with a better plan. Should a plan of yours directed towards a specific goal fail, the next plan aimed at that same goal will be better and have a higher likelihood of success, with you having learned exactly why it failed and what you can do to ensure you won't fail again. Sure, you couldn't manage to wipe out the trolls this time, but this next plan is bound to work.

400CP - If There Dead

For all the different methods of dealing with Trolls, one technique stands supreme. This would be the ideology expressed by Shadow the Hedgehog: "They can't troll you if there dead." While this might sound like a ridiculous statement, you've gotta admit, it's true. You have ingrained this philosophy into your being, and as a result it seems that just killing people will solve your problems far more often and more effectively than you'd think. Bandits terrorizing the countryside? Can't terrorize it if there dead. This also seems to minimize the backlash and amplify the benefits of indulging in this philosophy. Normally, killing the king would probably cause far more problems than it would solve, but not if you're doing it.

400CP - The Money Guy

What Shadow has in confidence, he lacks in brains. That's not to say he's stupid, it's just that he's rash, and rushing headfirst into danger against a vastly superior enemy isn't exactly the best strategy most of the time. Whereas Shadow is like a mallet, you're more akin to a surgical instrument. you're smart, clever even; you've got well thought out plans upon plans, and back up plans in case those plans go wrong. You're also no slouch in the banter department, able to verbally destroy most trolls with ease.

600CP - I Don't Have Fucking Ears

You'd think not having ears would be a hindrance, and you'd be right. However, not having ears isn't all bad; for one thing, you can't be trolled, and not to mention you easily counter any powers reliant on you being able to hear. All this is to say that downsides aren't always as bad as they seem, and this goes double for you. Any major weaknesses or disabilities you have will now come with some sort of benefit that almost makes up for it. Incredibly weak to fire? The cold has little to no effect on you. Sink like a rock in the water? You can run like it's nobody's business. This doesn't entirely even things out, but you could be blind, deaf and dumb, and still be a force to be reckoned with, however I wouldn't recommend doing anything stupid like breaking your legs so you can punch through brick walls.

Troll

100CP - Trolls Be Trollin

People will often wonder why trolls do what they do. Are they insecure? Were they abused as children? Are they lashing out at the world for some perceived slight? Nah, trolls just be trollin. The truth is, you're just a troll because that's who you are on the inside, and that means you absolutely love to screw with people. It's incredibly easy for you to detach yourself from any concerns about how someone would feel were you to pummel them with insults, and you don't feel the need to justify or explain why you are the way you are. And if someone asks, just tell them "trolls be trolling."

100CP - Cool Story, Bro

Okay, so maybe there's a little more to trolls than I was letting on. Chances are, you very well might have a tragic backstory that you'd like people to know about. Well, now you have an astonishing ability to convince people to stop whatever they're doing and listen to you tell that story, even if you're in the middle of a fight to the death. This goes both ways, with you also able to convince people to tell you their own stories from their past, though they may exclude certain details if it would benefit them to. People only have so much patience for this, however, and will eventually go back to whatever it was they were doing. Kids these days...

200CP - The Name of The Trolls

Believe it or not, the trolls weren't always a problem. The Troll King built Troll city, and the trolls as a group, practically from nothing. The word of the trolls and their deeds spread far and wide, and now he's not gonna stop until everyone knows the name of the trolls. You've got an incredible talent for getting a message out; you tell ten friends about some supposed scandal and pretty soon the whole city's talking about it! If people start hearing about your exploits, soon everyone really will know the name of the trolls.

200CP - Being a Dick

Trolling wasn't always called trolling, it used to just be called "being a dick"; but, due to association with Troll King, who is a literal troll, the term stuck. Back in the middle ages he used to be a normal guy (other than the fact that he was a troll), but he was made fun of for being different, and so he hid under a bridge. He began doing the same to them as they did to him, and he found other people who were ostracized like himself. He formed this band of people into an army, and with them he conquered the city of the people who made fun of him, renaming it Troll City. You've gained this same talent for leadership, able to gather like minded people towards a common goal, turning a bunch of losers into a formidable army. Show those who wronged you what they get for being a dick.

400CP - Your Next

It's scary at the top. Someone's always out for your head, and all it takes is for one sneaky bastard to get some bright idea, and the next thing you know the whole city is against you; luckily, nobody's stupid enough to face you. You are terrifying when you wanna be, emitting a menacing aura that makes cowards shake in their boots, and causes those of a stronger constitution to think thrice before screwing with you. Furthermore, by showing a display of strength, such as brutally killing a powerful enemy without getting hurt, anyone who sees it, and even most people who hear about it, will be so scared of you they'd never even consider plotting against you, at least if they work for you. Everybody else will be scared too, but they'll usually still be able to muster up the courage to take a shot at you if it's really important.

400CP - It Must Suck

But all this stuff about propaganda and leadership is getting a little off-topic, don't you think? After all, you're a troll, so why not focus on what trolls do best? You are amazing at trolling, we're not talking Silver here, we're talking "Leave the guy you just talked to a shaking ball on the ground, ready to throw himself off a bridge." You're a master of not only banter, witty insults, and scathing jokes, but also of analyzing someone's weak points, both emotional and physical; just by looking at someone and maybe talking to them for a bit, you can tell they have daddy issues, or that they hate themselves, or that their parents never loved them, and you can also tell that they always forget to guard on their left, or that if you take out their leg they're done for. Those noobs won't know what hit 'em.

600CP - My Most Powerful Move

Troll King has remained the ruler of the trolls since medieval times, and it's all thanks to power. He's one of the most powerful people in the world, and the reason is simple: he sought power out and took it, going on journeys to learn new techniques and train himself, and now you can follow in his footsteps. Power is drawn to you, and when you seek it out you're bound to find it; secret ancient combat techniques, new training methods, legendary weapons thought lost forever, new sources of power are pulled towards you like a super magnet. You'll be walking along the street when you'll find a man injured on the road. You help him out, and he reveals that he's the last master of a legendary martial art, and he wants you to be his disciple. Stuff like this will happen to you all the time, should you be looking to become more powerful. With this, and a lot of effort, you could become as powerful as Troll King, and even surpass him. Maybe it's finally time for a new troll king.

Neutral

100CP - Smug

Would you wipe that grin off your face, already? You're quite smug, and people can tell it just by looking at you. You just give off this vibe that you feel you're better than everyone else, that you're smarter, that you're in control; the thing is, other people actually tend to feel this way about you too, even if subconsciously. If a decision needs to be made, there's a good chance people will defer to you, and be more willing to hear you out. You can also put on this delightfully smug grin which acts as an incredibly good poker face, although it tends to get on people's nerves if they're in a bad mood. Hey, I said cut it out!

100CP - A Quick Fix

You really have a knack for saying the stupidest shit, huh? You can walk right up to a lady and tell her you "Need a quick fix on this boner I'm having" without missing a beat. It seems you're entirely devoid of any social anxiety, and could literally say anything to anyone and not fear the repercussions or response. People also seem to be way more tolerant of stupid shit you say to them, unless you're specifically saying it to get a rise out of them.

200CP - The Real Money Guy

Necromantic powers are neat and all, but let's be real here, money makes the world go round. That being the case, boy do I have some good news for you! I don't know why, but you are really good with money. You can make millions and millions of dollars doing just about anything, which is good because you'll probably wanna stock up on those A.C.M.E. explosives.

200CP - Ducky And Wabbit

You might think chasing the same two animals for years would be a waste of time, but some things are worth it.. Besides, at least as a result you've picked up some amazing tracking skills. If you're chasing someone, you WILL find them eventually.. It helps if you have something more to go off of, but you could be working with literally nothing and still find them all the same. What happens after you find them is a different story, but hey, at least you found them!

400CP - You Actually Did It

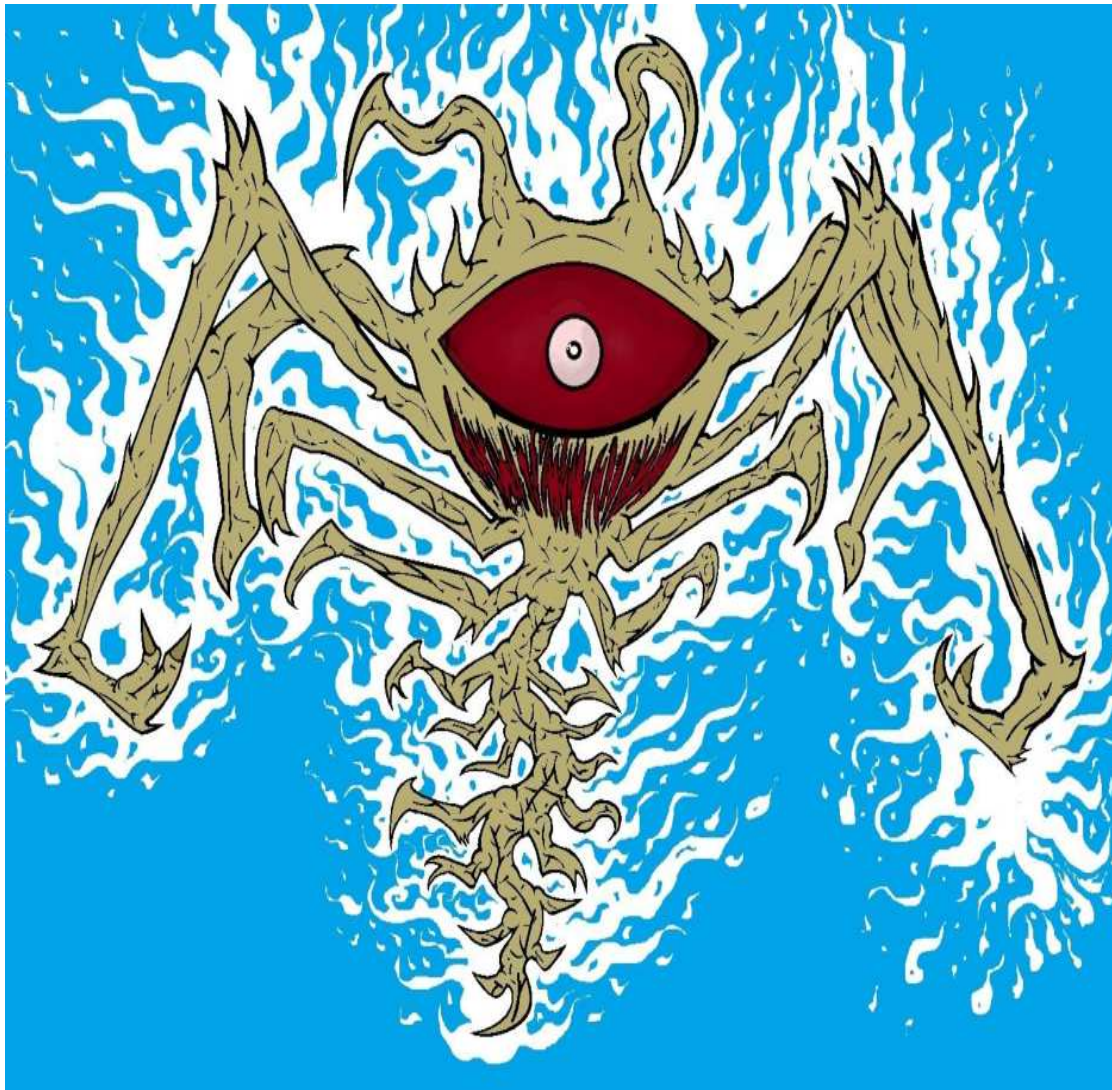
Ya know what? I'll tell you what happens after. You chase them around, some wacky shenanigans ensue, you pull out your shotgun and you blow their...head...off....? I did NOT see that one coming, although I guess when you think about it, time was on your side. It seems that, when you have a nemesis of sorts, the longer you've gone up against them, the more time you've spent foiling them and being foiled alike, you become progressively better at dealing with them. Adapting to their techniques, learning how they think so you can outwit them, even becoming so passionate about the goal of destroying them that it seems you're far more powerful when going up against them. These effects only increase the longer they've been a thorn in your side, and with enough time you're bound to finally defeat them for good.

400CP - Your Sister Didn't Mind

On to something a little more healthy, a friendly rivalry can actually be quite a good thing for both parties, especially when you're good friends. You seem to very often find yourself in these friendly rivalries, in which you and your rival will constantly be trying to one up each other to prove who's better at whatever you're competing at. This provides great motivation for you to continue to improve, and also greatly enhances the rate at which your skills/strength/whatever you're training improves, to help you pull past your rival. This also effects them, and all things being equal, you would continually rubber band ahead of each other over and over again, each of you swapping the lead constantly. Sure, you guys might insinuate that you're screwing each other's family members, but it's all in good fun.

600CP - Control

The neutrals are named as such because in order for them to use their powers without risk of shortening their lifespan or losing the powers altogether, their emotions must remain completely neutral. The only exception to this would be if someone was pure good or pure evil, as the negative consequences come from the struggle of emotions within the person. You may not be pure good or pure evil, but you have something better. You have absolute control over your emotions and how you feel at any given time. You can simply choose not to feel certain emotions if you don't feel like it, and also modify how intense or dull the emotions are. This makes you an insane prodigy with Neutral abilities, capable of rivaling even Coyote. You will never rival him in smug grins, unfortunately.



Powers

Here you can purchase unique abilities which are mainly useful for combat. You have an extra +200CP for this section only, and receive two discounts per price tier, the 100CP discounts being free (100,200,400,600)

100CP - Flight

This one's pretty simple. You can fly, soaring around through the air and kissing the sky. I mean, c'mon, you know what flying is. Normally, this would be biologically based, but if you pick up psychic powers as well you can also use those to fly, giving you greater control, and not necessitating special appendages like wings or a tail.

100CP - Reflexes

Your ability to see something coming and react to it, bumped up to superhuman levels. Dodge punches, energy blasts, bullets, you name it. Of course, it doesn't actually make you any faster, but if you were really fast it'd certainly help you not crash headfirst into a wall.

100CP - Soul Bond

You may find it unusual that this is placed here, because the Soul Bond is incredibly powerful. You can link your soul with a dead person to combine your power with theirs, becoming incredibly powerful, and creating a Soul Bond. The reason this is so cheap is because it is extremely hard to enable. For one, you had to actually be very close to the person you wish to bond with or it cannot be formed. For another, you actually have to be very powerful to use this ability in the first place. Still, if both of those conditions are met, this could make you one of the most powerful people in the world.

100CP - Shadow Form

Your body is a sort of living shadow, capable of manipulating its shape and blending into the floor. You can morph your body for any number of reasons, such as increasing speed, and blending into the floor will make you nearly impossible to damage. You can also create a shadow shield, a barrier preventing entry to an area, which is by no means impenetrable, but a solid deterrent. These powers are limited in their usefulness in combat, mainly because you cannot move through the floor while blended, meaning it would be quite simple for an enemy to predict your emergence and prepare a devastating counterattack.

200CP - Pyrokinesis

The ability to create fire from your body and launch it at your enemies. These are often giant streams of fire, capable of encompassing many people at once. You can choose where you launch it from. You also have access to a special fire that can only be used once per day, which feeds off the body heat of the target to make itself hotter, which makes their body hotter, which makes itself hotter and so on. This is powerful enough to kill opponents 10X more powerful than yourself, but if you aren't in some way shielded from the fire yourself it could kill you as well, and can be easily dealt with if your opponent has some way to lower or regulate their body temperature.

200CP - Electrokinesis

Very similar to pyrokinesis, in that you can produce and manipulate electricity from your body and launch it in powerful bolts. You can also travel along power lines to travel extremely quickly, and carry things with you through these power lines; turn into electricity to travel in electric form to move quickly; create a thunder ball to entrap opponents in; split your body into multiple electric copies to attack with, though these copies really only have basic physical strength and aren't too impressive; you can make spark spiders from your mouth, electric spiders which will attack your foes; and finally create a "static field" which can slow enemies to a crawl. The only problems with these abilities are that they will tire you out very quickly, and none of the given abilities can easily be used at the same time

200CP - Telekinesis

By far the most famous of the kinesises, telekinesis is the ability to lift and control things with your mind. You are capable of lifting extremely heavy objects and moving them around, as well as launching them at high speed. You can also use these powers to restrain people, holding them in place and leaving them helpless. The main limitation of this power is that it runs on an internal reserve of Mana, which makes it hard to use for extended periods of time. Still, it's quite powerful, and could easily get you out of a sticky situation.

200CP - Illusions

The ability to create images to fool others. This power comes in several stages. The first and simplest stage is making a copy of one's self, useful more for deception than head to head combat since they aren't real; the second is altering details of the nearby environment, adding things that weren't there before or removing things to throw your opponents off; the third is taking on the appearance of someone else, which is quite difficult to do as you must also mimic their personality; the fourth stage is the ability to completely alter the nearby landscape, making the whole area look entirely different; the fifth involves entering a person's mind and creating dreams to fool them with; and the final stage is creating an illusion on someone else's body. These powers are very useful, but also very hard to master, which means you must dedicate yourself to practicing if they are to be used effectively.

200CP - Earthbending

You better get ready to rock, twinkle toes, because you're an earthbender now. You can control and throw rocks around, sorta like telekinesis but only for rocks. Unlike telekinesis, though, this doesn't rely on Mana, and can allow you to do things like enter the ground and travel through it, or surround your body in rocks to act as a suit of armor. It also allows you to control vines as well, so hey, that's pretty cool.

400CP - Energy Manipulation

You ever see an anime where people throw energy blasts? This is basically that. You have an internal reserve of energy which can be built up through training, which allows you to launch devastating energy blasts at foes. The form these blasts take can be quite malleable, such as a condensed ball or a continuous stream flowing from your hands. The more energy is put into a blast, the stronger it will be. This is primarily limited by how much energy you can actually produce.

400CP - Dragonborn

Holy shit, you're Dragonborn! Just like Rob, you know the words of power spoken by dragons, and can use them for your benefit. Examples include Unrelenting force, which allows you to launch enemies back with a massive blast of force; Whirlwind sprint, which would allow you to zoom around rapidly in very short bursts; Aura whisper, which allows you to sense all life nearby, seeing living creatures through walls, and Ice Form, which allows you to freeze an opponent solid. There's no obvious downsides to these powers, but presumably shouting all the time could easily wear out your throat.

400CP - Shockwave

You are capable of sending out a powerful shockwave which weakens the muscles of those it hits. This will leave them in a state where they are completely helpless and unable to move, making it extremely easy to kill them. It could also be used for dirty purposes, according to Troll King. There are limitations, however. For one thing, it won't work at all on robots or anyone wearing robotic armor, as it seems to negate the shockwave. For another, it seems to not work on those who are very old, perhaps because their muscles are already weakened as is.

400CP - Harder Then Metal, Harder Then Brick

You're a powerhouse. You can tank attacks from some of the most powerful people in this world, such as Super Sonic, without sustaining any major damage, as well as being able to take various other forms of damage like fire damage without much issue. Not only can you tank damage, you can dish it out as well, being strong enough to crack apart metal with just your punches, since your fists are harder than metal and brick. Most people in this world will have an almost impossible time trying to beat you in a battle of raw power, with only people like the Troll King standing a chance against you. As for anyone else, if you land a clean hit against them, they're probably done for.

600CP - Super Speed

Nobody's gonna get a chance to land a clean hit against you, however, because you're the fastest thing alive! Like Sonic? Hell no, you make Sonic look like a 90 year old man with a cane. Your speed is more akin to the road runner, able to zoom around at ridiculous speeds, nearly impossible to hit, and able to generate a ton of force due to your speed. You'll be able to easily dip in, get a bunch of clean hits on your opponent, and get out before they even know what hit 'em. The only way anybody's gonna be able to catch you is if they laid a trap of some sort.

600CP - The Words of Death

Young man, where did you learn this type of language? The words of death are a series of powerful curse words, capable of temporarily shutting down different parts of the body of anyone who hears them; eyes, ears, the brain etc. All you have to do is say the word with intent to use the power, and it will come out. For instance, simply utter "Cunt" and anyone who hears it will have their brain shut down. The obvious weakness here is that, if someone simply finds a way to avoid hearing the words such as plugging their ears, or just flat out can't hear them, they're completely immune. Still, it's not as if they could realistically plug their ears the whole fight, and there's a good reason this power is considered Troll King's most powerful move.

600CP (Free:Neutral) - Neutral Powers

You couldn't really call yourself a neutral without these. The Neutral powers are necromantic abilities, channeled through strings that come from the neutral's hands. You can use these strings to enter a dead body and Puppeteer it, the body still capable of doing everything it could when it was alive, and many bodies are able to be controlled at once with no issue. The strings can also be used for many other purposes; they can be used to sling yourself around, allowing you to move around quickly in combat; the strings can create an incredibly difficult to penetrate barrier around yourself or others, which could also be used to entrap and crush someone inside said barrier; you can lay bits of the strings in the ground as mines; you can form the strings into a spear to impale enemies, and much more. It's recommended that before you puppet a target, you eat a piece of their brain. This will give you all their memories, and allow you to control their abilities just as easily as they did. This could be slightly dangerous though, as there's a chance that some of their memories will provoke a strong emotional reaction from you. Keep in mind strong emotional reactions will risk you shortening your lifespan, and also that you cannot control a body that is missing its head. You may choose what color your strings are. The few people who know of these powers are likely to attack you if you go showing them off, so be careful.

Items

General

Free - Tails Gets Trolled

The entire Tails Gets Trolled comic, somehow already fully completed. You also get the Tails Gets Trolled album, which is quite a decent listen. It's a really fascinating and unique story, and I think you'll really enjoy experiencing it.

100CP - Warp Whistle

It's always good to have a plan B for when things go wrong. This is the plan B. Whenever you'd like, you can blow this whistle and a tornado will come to pick you up, along with anyone else you wish to come with you. Anyone who approaches the tornado will find themselves immobilized due to the immense wind force, and will be unable to reach you as the tornado carries you off to safety at rapid speeds. You've got an item for everything, don't you?

300CP - Mario's Items

Y'know, that was a rhetorical question, but I guess the answer is yes. You've got a sack containing almost every item Mario has ever used. Here's a list of them :The Frog Suit, the Tanuki Suit, the Cape, Metal Mario Cap, his hammer, shells for combat or granting Yoshi flight, a Yoshi egg which will hatch into a Yoshi, a Boomerang Suit, a Goomba Shoe, and a star. These all grant powerful abilities in combat, such as the metal cap making you incredibly durable, or the Tanuki suit allowing you to turn yourself or even individual body parts to stone. Of particular note is the star, which grants incredible power and speed, much greater durability, and causes you to radiate an incredible amount of heat. The star is the only item which needs to restock, and comes back after a day. With clever use of this arsenal, you could defeat just about anyone.

400CP - The Holy Star

Now this is something really powerful. The other star I mentioned was quite powerful, but it had one main weakness: it lasted for a very short time. To fix that professor E. Gadd created the Holy Star, a fusion of twenty normal stars. In comparison to a normal star, this not only lasts far longer, but is also even more powerful than a normal star. With just this alone, you could kill the Troll King without breaking a sweat. Just like a normal star, this will restock a day after it's used up. Remember that just because it lasts longer doesn't mean it lasts forever; you're still working with a limited window of time, but a far more lenient one.

400CP - The Fountain

Really? I thought this thing was destroyed. This is the fountain that gave the Neutrals their powers. By mixing the blood of the hell hound with the blood of the Angles, it creates a special drink for use in a ritual. Whoever drinks this drink will be judged by the Lord, who will either find them worthy, or kill them. If they are found worthy, they will become a Neutral, now capable of all their necromantic powers. This also comes with a replenishing supply of hell hound and Angle blood, so you'll be able to keep the fountain stocked. The odds of the Lord killing someone seems to be pretty high, and the criteria for worthiness is unknown, so be extremely careful with this.

Companions

50CP/300CP - Companion Import

Since you're so talented and have so many friends, it might be nice to bring them along. For 50CP you can import a companion, who will be given 600CP to spend on origins, perks, items and powers. They also receive the stipend and discounts for the powers section. For 300CP you can import 8 companions who all receive the same benefits. This can alternatively be used to create a new companion, who will also get the same benefits.

100CP - Canon Companion

You've made some friends in this world you can't stand to leave behind? In that case, you can bring them along with you for 100CP each. There's some cool dudes in this world, so I can't blame ya

Drawbacks

+100CP - Jumper Gets Gay

Ugh, I think I'm gonna be sick. You are now incredibly gay in every way imaginable. You won't stop rambling about how cool you think everyone is, and prattling on about the power of love and friendship like a show for 6 year olds. This annoys the hell out of everyone you talk to, and they will try to avoid you. Honestly, just get away from me.

+100CP - Little Bitch

Stick and stones may break your bones, but words will break your heart, because you are a crybaby bitch. All it takes is for anyone to say anything negative about you, and you'll be weeping like a baby and practically going insane over it

+200CP - Smart Weed

It seems when confronted with a difficult situation, you tend to consult with your good friend Mary Jane, as you believe it will make you smarter. It doesn't. In fact, it makes you much, much dumber. So much dumber, that you'll come up with plans like "Catapulting someone into the middle of Troll City to just kill all the Trolls themselves." Despite the fact that you don't even know where Troll City is, and that they could never in a million years kill every Troll in Troll City by themselves. Maybe you should just leave the planning up someone else.

+200CP - The Storm

What's this? Where are you? Well, you've been transported back years before the events surrounding Tails and the trolls, and are now trapped in Eggman's lab. He's developed special equipment to contain you and weaken your powers, and built a prison specially designed to hold you. Breaking out is not impossible, but will be quite difficult considering your weakened powers. If you're lucky Sonic might come and break you out, but I wouldn't count on it. He's probably gonna experiment on you like a lab rat, but if he takes a liking to you he may have... other plans.

+300CP - Enemy of The Trolls

You've really done it now. You've enraged the The Troll King, and brought down the might of all the trolls against you. He won't stop until you're personally dead. You might think you were gonna get him mad at you anyway, but this is different. For one thing, fate immensely favors him now, things will constantly fall into his lap that'll allow him to become a threat to you, and to survive encounters with you that should've otherwise killed him. For another thing, he always has some sort of beat on where you are, and often won't be far behind you, leaving you little to regroup. You can still take him out in theory, but if you're smart you won't even try to face him

+300CP - Defender

Well, would you look at that! You're a member of the Defenders. The bad news is, the reason you're a member of the Defenders is that Cheeto Man has everyone you love held hostage, and you have to do anything he tells you to, or else. Indeed, the Defenders is just a front for Cheeto Man's criminal empire, and you'll be aiding in its success. You might think "I'll just kill him." Hahahaha... no. For one thing, Cheeto Man is so powerful he makes Troll King look weak. For another, you are physically incapable of opposing him. You can go against his wishes in minor ways, albeit at risk to yourself and your loved ones, but you can't even attempt to kill him. The only one who can kill him is Tails, and at the moment he has Tails eating out of the palm of his hand. You'll have to subtly clue Tails in that he's bad news and that he needs to be stopped if you want any chance of freedom, and Tails can be kinda oblivious. Pray he gets the memo.

The End

I'm Gonna Go Home - So, you wanna go home? Can't say I blame ya after all that craziness.

Eye of The Storm - So, this place really grew on you, huh? Me too. You can stay here if you really want.

Fly Free - You've got places to be, I get it. This isn't exactly the best place to settle down. Hopefully you've learned a little something here. I won't keep ya any longer, have fun in the next world.