Out of Context: Mobian Supplement

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This Document can be used to supplement another Jump, inserting as a Mobian, an anthropomorphic animal from the Sonic Franchise, instead of normal options provided by the Jump. This is usually meant to be used on Jumps which normally have no connection to the Sonic Franchise or do not include Mobians.
You will by default enter as a Drop-In, teleporting in by way of a freak Chaos Control accident which whisked you away to your new location.
To make your build and determine what you are, take these:

+1000 Chaos Points

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn’t have a Jump Document and use this document as a ten year long Jump.

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Origin:

Freedom Fighter

Like the Fastest Thing Alive, you're a lover of freedom and breaker of Tyrants! Feel the wind in your fur and the road under your feet as you dash and spin to save the day, no matter HOW strange it may get.

Genius

Maybe you would prefer to be more of a genius? Nothing says you can't keep up with the Blue Blur but you'll be more inclined to debate rather than to fight. Naturally Mobians are far from stupid, ask Miles "Tails" Prower about that, he can match Robotnik!

Robian

Rather than a fully organic Mobian you're a partially cybernetic example, or maybe even a full robot, your choice. You're not programmed to follow orders from sufficiently egg shaped madmen and cannot be hacked, but it comes with ups and down.

Perks:

General Perks:

Mobian Biology- Free
Mobians are a strange species, combining human characteristics with those of a wide variety of animals. At default you're twice as strong as a peak human athlete. With this perk you may also choose any animal to be your animal side, may include supernatural creatures if you feel spicy, there are fanfics with Dragon Mobians after all.

City Escape- Free
This isn't a Perk to help you escape police custody, sorry. From this day forward you shall enjoy the absolute banger soundtracks of the Sonic the Hedgehog Franchise wherever or whenever you are! This is the full soundtrack list from every available localization translated to the highest possible quality into your preferred language in a high-quality cover of the song. This includes Fan iterations or vocals for otherwise sound-only tracks.

Dash Master- Free
You're a Mobian, you gotta go fast am I right? You're now four times faster than you would normally be, rejoice!

Chaos Compatible- Free
Mobians have an odd connection to the Chaos Emeralds and their energy, and so do you. You have a natural affinity to freely absorb and utilize energies in your environment with no harm coming to yourself, nor can corruption take a hold of you.

I Held Back- Free
At times it can be a lot better to pretend you're weak rather than walking around so carelessly that, if people don't rearrange the whole city, you can end up making a new highway down to your destination. With this Perk you gain a mental slider to adjust the power of your Perks all the way from 100% to 0% down. This comes in a global sliding scale where all your Perks and Items are affected, as well as sliding scales for individual Perks and Items.

Child of Two Worlds- Free
It can be annoying when entities concerned with keeping outsiders, well, out come knocking at your door, right? Even if you would be easily identifiable as an outsider (kinda obvious with this kind of biology) this Perk will make it so that people will not judge you by it but by your own actions and allegiances. To any sensors or other means of detection, you will also always read as a native, no matter your physical form.

Mobian Origin - Free (Cannot be taken with "Hidden Village")
This is an Out of Context Origin Perk. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were using this Supplement.

Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Parkour Ace -100 CP
Would suck if you found yourself unable to traverse a complicated and often dangerous environment because of uneven ground, breaking away ground or the like. Luckily, nobody has ever heard of a Mobian who couldn't handle themselves in Parkour, and so your footwork is safe, even if you're grinding on a thin line.

Pico Pico Space -100 CP
Many Mobians appear to be capable of pulling random objects from what most observers would say are their own asses. Whether that be Amy Rose with her Pico Pico Hammer or Tails pulling a huge sensor device from behind his back. You don't have to put things up your own rectum just because you don't have any pockets on account of either wearing a dress (if you're a girl) or being naked save for gloves and shoes. You now possess a sort of pocket space into which you can store items you can hold as well as retrieving them at will. Living beings cannot be stored this way.

Confident Blue Streak -100 CP
To take on an army of robots to save the day, every day, takes courage, determination and confidence on a level that is rarely seen outside of a child with time resetting powers. You have them, however, in abundance. No amount of enemies in your way, obstacles barring your entry and horrors seeking to stifle your freedom can ever come close to taking this away, at the same time you know when to hold them and when to fold them, when to run and when to stand. Your Confidence will grind on your foe's nerves more than your shoes on their obstacles but this will never blind you to your own limitations and capabilities.

Internalized Ring Storage -200 CP
Rings are an… oddity from the world of Mobius. Sometimes they're a currency, sometimes they're a powersource. For the sake of this Perk, they are the latter. If you find Rings, which will pop-up around the world, for you to collect. While you have these Rings, or Power Rings, you will be able to take hits without taking damage, though it'll cost you 10 rings per hit and you will lose your remaining ones if you have less than that for one final save. Additionally you may spend them instead of normal energy or stamina, or to augment your attacks and other statistics such as your speed.

By my Side -200 CP
Want to make more Mobians? Thought maybe the powers here would be a neat gift for your friends, even if they don't come along? Well, why not change that? With this Perk you may grant, with a small expenditure of Chaos Energy or 20 Power Rings, the "Mobian Biology" Perk along with 5 additional 400 CP or less Perks (Discounts applied) from this Document. The "Mobian Biology" Perk will grant them a Mobian form based on their personality and any associated animals as well as letting them change between their human and Mobian forms. Mobian Forms come with all abilities they would naturally possess.

Elemental Cat -200 CP (1 Free with Mythzetian "Mythos Family" variant)
Like Blaze the Cat you now possess elemental powers. You can choose between Fire, Water, Wind, Earth or Electricity, gaining the ability to control said element and manipulate it. Chaos Energy will even allow powerful attacks thematic to your element. You can purchase this up to five times but from the second purchase on it only costs 100 CP.

Mythzetian -200 CP
Ah, this is a bit strange. This is a subspecies of Mobians found in a certain Sonic the Hedgehog fanfic, with members of the subspecies being based on mythological creatures with various powers related to said creatures. You may choose with this option to enter this Jump as a Mythzetian, but note that species such as Dragons are members of the "Mythos" family, with certain… problem relatives.

Balance Bringer -400 CP
Chaos is neither good nor evil, in fact, it is both and neither. Chaos is the culmination of light and dark, Yin and Yang. In spite of its name, Chaos is the harmony of these two sides, but imbalance was created by the ancient Echidna during their attempt to seize the Chaos Emeralds and the Master Emerald. However, time and again it is a heart filled with justice which brings balance to Chaos. Like the Blue Blur you too possess the ability to hold opposing powers, to bring about balance where there was disharmony. If it would be said that there is a Dark side and a Light side, then you would be the nexus within which they mingle and become as one. In layman's terms, if a Jump says "You can't take this power along with that other power" you don't have to worry about it. This also counts if you were to acquire two powers that cannot be held by a single person at the same time, say you eat a second Devil Fruit or acquire a second Bending ability without being the Avatar.

Chaos Blessed -600 CP
Chaos is a primordial Chao who had mutated into the current entity from contact with the Master Emerald. Held as the guardian deity of the Chao their mistreatment at the hands of the Echidna clan led to Chaos going mad in rage. Yet, in you Chaos finds favor. The god of Chaos, the deity ruling the Chaos Emeralds, has blessed you Jumper. Your energy stores will now be expanded 100 fold and this includes your stamina and durability. No more are the days where you can't run for hours without rest or sprint for twelve miles in five seconds.
Balance Bringer Booster: Chaos Seeker

Chaos is a god of Balance between Light and Dark, the Yin and Yang. As one of his most trusted allies you now possess a gift that would have Ivo Robotnik explode in jealousy as you can sense with pin-point accuracy Chaos Emeralds and objects of similar nature around you as well as channel their energies much easier than before. Lastly, should you encounter beings of a similar chaotic nature they will find great favor in you and will only ever, genuinely, exhibit their most positive traits while beings who seek order over balance will see you as a force of bringing peace to the chaos.

Freedom Fighter Perks:

Cute Critter -100 CP (Free for Freedom Fighter)
Say what you want about this franchise, when they go for cute, they go hard. Upon entering a setting, whether using the narrative Perk above or not, you may apply the aesthetic of "Adorable" to that form freely, as well as choose any age range above 4 years old, regardless of what the document says, if you wish to do so. I mean, doesn't bother Cream to be so young and going on adventures now, does it?

Spin Dash -100 CP (Free for Freedom Fighter)
Man, the critters here love to become spiky balls of wrecking, don't they? Like 99% of all Mobians, by all accounts, you can hunch over into a tight ball, becoming a living wheel. You will never become disoriented from this nor will you have trouble navigating in this state. This lets you accelerate almost instantly to 70% of your top speed and become, for at least 10 seconds, invulnerable while staying in this state. This may also be used in a spin-kick fashion if you wish or use your hair as the weapon of this spinning motion to the same effect.

Sonic Dash -200 CP (Discounted for Freedom Fighter)
Even though Sonic is the fastest thing alive, many of his friends and allies can keep up with him. Like them, your speed has now increased, allowing you to comfortably run at Mach 5 speeds from this Perk alone but your absolute top speed is easily mach 10. This stacks with other speed boosters.

Homing Attack -200 CP (Discounted for Freedom Fighter)
Oh, look at all those bad guys lined up mid-air, no place to land between attacks, right? Don't worry! With this Perk you have the remarkable ability of Homing Attack, allowing you to instantly home in on an enemy mid-air and strike them another time. This may be repeated as many times you want so long as you can maintain momentum. This Perk has a limited Range but give yourself some dozen enemies and you can rack up a Multi-Kill for the ages. Naturally robots are the preferred targets.

Circlesaw the Jumphog -400 CP (Discounted for Freedom Fighter)
One of the stranger aspects of this source material, the ability for Quills of a Hedgehog to be as sharp as blades as they tear through metal armor like it was made from toilet paper. To be fair, Badnicks aren't known for their resilience, but still. Like the Blue Blur you now possess the ability to tear through enemies like they're unarmored pieces of cardboard. Only the toughest enemies can withstand more than one assault in this fashion.
Internalized Ring Storage Boost: Boss Breaker the Jumphog
Ah, remember how I said how really tough enemies (Egg-Bosses for example) can take more than one hit? Yeah, now that's a bit more up in the air. You now can expend up to 100 Rings in your storage to instantly power up your next attack, turning it into an attack so powerful it can tear a hole clean through a heavy Battleship on the widest point. And when I say heavy Battleship, I mean a Colonial Battlestar, from Battlestar Galactica. Mercury-class Battlestar to be precise with no battle damage. The damage you deal will depend on the number of rings you expend, with each ring being a 10% booster to your attack potency.



Super Mode -600 CP (Discounted for Freedom Fighter)

Huh? What is this doing here? That should be in the Dra- Oh, wait, that's a thing here isn't it? Well, as you can probably guess, you now possess the capability to assuming a Super Form, this golden glowing, invincible form has the benefits of "Boss Breaker the Jumphog" at no cost on attack, permanently on at maximum, can't be harmed by anything and grants you a base Light Speed, meaning yes, if you have speed multiplies, you can now move at FTL speed. The downside is that, to enter this state, you need to use energy equivalent to the Seven Chaos Emeralds and to maintain it your store of Power Rings will pay one Ring every second. On the plus side there is no attack that can harm you while in this form, even Planet-Busting attacks won't leave a scratch upon you. Note: This comes with Flight at this same insane speed.

Chaos Blessed Booster: Hyper Jumper

Super Jumper is awesome, how about going beyond that? Hyper Jumper is a state beyond Super Jumper, requiring a power equal to the Super Emeralds, a powered-up variant of the Chaos Emeralds. As Hyper Jumper you become strong enough to lift an object the size and mass of Earth's moon, punch hard enough to move said object several miles away from you, and naturally, you have the same benefits as Super Jumper. Since you're paying premium for this, this form will consume 1 Ring for every 2 seconds you stay in it and run out 2 seconds after the last Ring is consumed. Additionally, you may, once per year, augment an energy source such as the Chaos Emeralds to become as much stronger as the Super Emeralds are compared to the Chaos Emeralds.

Sonic Dash Booster: Chaos Control

The ultimate expression of Chaos energy, Chaos Control. This grants you the full purview of this power, including teleportation, Time Dilation and firing Chaos Energy as Chaos Spear or Chaos Blast at your enemies. Unlike some people, you gain an internal storage of Chaos Energy which will be filled at the start of each Jump enough for 10 uses of Chaos Control (Chaos Blast/Chaos Spear consume 1/10th of a charge per shot). This may be replenished from any Chaos Emeralds, Sol Emeralds or other Items of Power, such as a Scabbard of the Sword of Promised Victory or a universal energy field suffusing all life in the universe, if you have enough control of that.

Genius Perks:

IQ of 300 -100 CP (Free for Genius)
You wouldn't be a genius without this, at least in this Media franchise. Like Miles "Tails" Prower and Ivo "Eggman" Robotnik as well as their counterparts, your IQ can easily be measured as 300 or maybe more in fields you're especially enthusiastic about. And this measure isn't for show either as you're a super-genius easily surpassing any human you may encounter, gaining knowledge and retaining it as easily as breathing.

Quick Study -100 CP (Free for Genius)
Ah, the good old trick of "Looking at it and Understanding". You now have the incredibly handy ability to study any field you wish by simply looking at an example or some manner of manual on it. Reading a scientific Journal would see your understanding grow at a rate that the most advanced and BS AI out there wouldn't dream of and you can put this knowledge easily to memory, never losing it as long as you live. Even Memory Loss won't let you forget these important lessons either.

Egg-Robotics -200 CP (Discounted for Genius)
Not necessarily Eggman tech, but you have the same level of expertise in the field of robotics and mechanics as the famous inventors Ivo Robotnik and Miles Prower, enough to turn a heap of scrap into an entire army of robots or build advanced machinery from it such as the famous Tornado. You also have the natural talent to program AI, although you should be careful with the freedoms of these AI, Metal Overlord anyone? These robots will also have infinite ammo, though it won't be anything special beyond basic plasma bolts, missiles or guns. Same for non-robot devices.

Cybernetics -200 CP (Discounted for Genius)
Robotics is neat and all, but how about improving the organic bits? With this Perk you're an expert at producing and implanting perfect cybernetic implants and prosthesis, whether to create a Cyborg or just replace a lost limb. These Cybernetics will never be rejected by the host body, will function just as you intended and will be an overall improvement for the recipient. Additionally, ranged weapons will never run out of ammo on these Cybernetics, whether energy, missile or just bullets.

Mimicry -400 CP (Discounted for Genius)
Oh how the advances of science have changed the world, haven't they? Yesterday you couldn't just reproduce the speed of someone capable of running at supersonic speeds with a robot and now it is just a question of the design. Likewise it would've been unthinkable for someone to reproduce the Chaos Emeralds, but while your own creations won't be perfect and won't work for transforming into super forms, you can make a pretty convincing copy that can power machines. This works on any supernatural object, allowing you to create a technological copy of that thing, including a machine able to replicate the powers of others. Anything that can detect these things will detect your replica as the genuine thing.
Internalized Ring Storage Boost: Perfect Mimicry
Oh this is next level bullshit. Rather than flawed mimicries, you can now create perfect copies. Whether that be a Bio-Mechanical abomination of the Ultimate Lifeform or a perfect, new set of Chaos Emeralds, as long as you have something to work off of, you can make a copy which will function just as well as the original. To make sure this won't bite you in your ass, this only works if you want it to work in something and will stop working if it is turned against you and your interests.

Mystic Tech -600 CP (Discounted for Genius)
You would think Chaos Emeralds and technology wouldn't mix well, them being a chaotic mess of energy and all that. Well, turns out there are ways. Like Tails and Eggman, you are capable of letting your inventions run on magical energy, even allowing them to draw energy from afar if you set up a special antenna to transmit that energy. This works with any supernatural energy, so if you captured a Daemon from a hell-universe where FTL is dependent on going through hell, that is fair game and your inventions won't be affected by the will of their batteries.
Chaos Blessed Booster: Magic Capture
Wouldn't it be annoying if you have no means of capturing your batteries? Well worry not! For while they may wail at the idea, anything that contains any amount of mystical energy can be captured easily with the patented "Ghost Catcher 9000! (Patent pending) With this technology you can detect and capture things below your own power and turn them into energy

sources for your inventions! Yes, if you're strong enough, Magnus the Red is Magnus the Duracell, and I'm sure Tzeentch would find humor in the Iron(y), heh.

Egg Robotics Booster: Prower-Robotnik Database

Oh how annoying it must be if you were stuck working through prototypes, needing to test what works and what not. Well, despair no more! This here grants you a full mental database of all the schematics and technologies of Tails and Eggman with development notes and everything! You can call these schematics up into a visual hallucination of sorts that you can toggle to either be only visible to you or to everyone. This comes with a highly sophisticated and intelligent search engine and if you get more tech databases in the future, as well as all schematics you invent yourself, they will be copied into this database with no limit with upgrades applied if you want to. You can project these schematics into anything that would be producing parts for you. Comes with a talent for making machines from scrap that let you make better machines to create more sophisticated machines.

Robian Perks:

Firewall -100 CP (Free for Robian)
Viruses, maladies of the body or computer, it doesn't matter. You are now fully immune to both and cannot be a carrier, your body simply erasing them and creating a counter to the malady which you can distribute to others with a simple flex of your will. You can expend 200 Rings if you want to create a Cure-Wave of sorts.

Enhanced Sensors -100 CP (Free for Robian)
Your senses have been enhanced significantly, by cybernetic equivalents. This includes all of your primary senses, boosting their sensitivity by 500%. Yes, this means taste but it will only cause the flavor of things you eat to be pronounced positively in this manner, don't worry.

Energy Siphon -200 CP (Discounted for Robian)
This sounds once again like something that doesn't belong here, more like an Android thing I think. Though this isn't quite as potent of an ability. Like most robots and machines built by the resident geniuses you gain the ability to siphon energy from your surroundings, especially in the wake of powerful attacks, allowing you to live off of this. This may be magic, it may be Chaos Energy, or just solar power. Doesn't really matter now, does it? It leaves you a bit of a cold spot to those who sense such things though.

Modular Weaponry -200 CP (Discounted for Robian)
It would suck if you weren't able to carry a lot of weapons, or had a limited ammo capacity or something. Well, you don't have to worry, with this Perk you can freely summon or dismiss weapons and armor, or devices and modules if you're a robot, from either a property you own or your Cosmic Warehouse (or the equivalent). These items cannot be more than five times your mass. So a car for a human or Mobian may be fine, a Yamato-class Battleship or a Tank isn't.

Metal Jumper Overlord -400 CP (Discounted for Robian)
Metal Sonic in his Metal-Overlord form was a horrible blight upon the world. Gaining the ability to assume a massive, draconic form let him control Eggman's entire army. Like the mechanical menace himself you too gain this ability, allowing you to assume the form of a massive "Final Boss" form so to speak in a style of your choice. In this form you also gain the ability known as Techno-Kinesis, the ability to communicate with and control technology on a wide scale.
Internalized Ring Storage Boost: Metal Army
Wouldn't it be annoying if one good defeat could take you down? Well now you won't need to worry about it. At the start of each Jump you get 10 copies of yourself. If your body is destroyed, one of these bodies awakens with all memories from before your death uploaded into their mind. For the purposes of Jumpchain continuation and Drawbacks related to dying, the body which awakens as you is treated as still being you, meaning these are basically 10 1-Ups. They will be placed either in a parallel world or in your Warehouse with a portal to a secure location provided and any Items you had on you available from the various containers in the area.

History Upload (Discounted for Robian)
Is this your original life? Is this just Fantasy? Well, who knows? With this Perk you gain a 500 years head start each Jump. How so? You have been given 500 years worth of experience and equivalent Training if applicable, in every Perk you have or have gained. This applies at the start of the Jump but doesn't require you to gain memories of this time.
Chaos Blessed Booster: Ancient Warmachine
Now we're talking. This level of this Perk not only grants you an additional 1000 years of experience and training, but will ensure that any technology with Fiat Backing will likewise be 1000 years more advanced while any mythical Items will gain a 100 times multiplier to their power while reducing their energy consumption by 99%.
Energy Siphon Booster: Perpetual Energy Engine
Ah, the miracle isn't it? With this Perk you have been granted a near bottomless energy pool. In more practical terms, this Perk allows your body to convert anything taken-in by it into pure energy for your use at a 1:1000 ratio, meaning that you gain 1000 times more energy from Energy Siphon than normal and this likewise affects the energy of Chaos Emeralds if you have any. This basically means you don't have an energy limit so long as you can consume anything, including air.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Running Attire- Free/-100 CP
This is a well fitting, athletic set of clothes, whether they're just a pair of shoes or an entire outfit. It will always fit your form perfectly and, more importantly, look great on you. For 100 CP this Item is augmented, improving your attributes of choice to such an extent that, if you chose your speed, it would improve your speed in the same way that Shadow's Hoverboots do for him, which allow him to run as fast as Sonic even though he himself isn't naturally that fast.

Home- Free
This is your home Jumper, a quaint little house that will be contained in a small snow globe unless you place it on the ground. It comes with two floors and nine rooms. The outside is only 40x40x4 meters in length, width and height respectively, but on the inside it can be expanded as much as you like with additional rooms appearing. The house keeps all modifications to it and respawns if destroyed after 24 hours.

Chaos Emeralds -100/200 CP
Ah, the Chaos Emeralds. This is a set of seven large gems you now possess which, when collected, will provide near endless energy. From this purchase you will keep hold of only one of the Chaos Emeralds, the rest will scatter to the winds, at the start of each Jump this will be the condition you find yourself in but in return you also obtain a Chaos Energy Radar, allowing you to detect them when you get close enough. The Emeralds will remain inside of a "Special Stage", a sort of subspace dimension where it takes some task to obtain the emerald related to it.
If you pay an additional 100 CP you also gain the Master Emerald, this massive gem is in essence the magical control unit of the Chaos Emeralds and can convert them into the Super Emeralds for a short time. Each of these emeralds has as much power on its own as the whole set combined when in their base form and enables the Hyper Form transformation. Lastly it can be placed somewhere in the Jump to create a floating island. People will ignore it for the most part unless they are aware of what lies there, which is the Master Emerald, and the island will become the home of a colony of Chao. Doesn't come with a Chaos.

Companions

Team Jumper- Free
You can import any companions you got before this Jump or in this Jump, to take this Supplement. They gain half the CP you gained here from Drawbacks.
In future Jumps you can use this option to let companions who didn't join you before taking this Supplement use it for themselves with the same stipulations as above.

Sonic Crew- Free
You may choose to take along any member of the Sonic Franchise's extended character catalog, including alternate universe versions (not from the Kaiju AU). If you take the role of another character then you may not choose them.

Team Freedom Planet -100 CP
Want to outsource? With this option you get the main characters of Freedom Planet. Sash Lilac the Water Dragon, Carol Tea the Wildcat and Milla Basset the Hound Dog. Lilac (prefers Last-Name Basis) is a high-speed hydrokinetic dragon with twintails that she can use as weapons. Carol is a tomboyish, motorcycle loving and a bit selfish Heavy Hitter, and Milla is a very young, shy and innocent Hound Dog puppy with magic powers and the power of cute. For the purposes of this Supplement all three are Freedom Fighter Mobians with Lilac possessing the "Mythzetian" Perk and all three have the Freedom Fighter Perk Line. Additionally they share a single Companion Slot between them.

Scenarios

First Jump Supplement (Must be used on your First Jump)
Well this is the first Scenario, I hope you like it. The goal of this scenario is getting through the Jump but you cannot turtle down. Here are the conditions:

1. You must participate in the plot of whichever Jump you enter with this Supplement.
2. Sonic Characters and Mobians will either appear in the Jump similar to how they do in Sonic X or start out as native (yes I know this kinda takes the OoC out of this)
3. Eggman will be active.
4. Problems related to this Scenario cannot be solved solely by the natives.
5. You cannot take the "Second Supplement" Toggle
6. If the Jump is less dangerous than Sonic the Hedgehog 1 it will be made more dangerous or you need to take the "Plot-Points" Scenario at least once.

Rewards:
For completing this task you may add this Jump's entire purchase list to your Bodymod. Yes, including the main Jump.
If you wish your Mobian Form may be set to override the form of any race you would normally take in a jump but you will still gain all the benefits. If a Race Option was taken in the Jump you took with this Supplement you may choose to either combine the two race forms or make it a secondary base form.
Companions you got here or which were gained from this Supplement may import into future jumps for free with no companion slots taken up and a stipend of 1000 CP on top of the highest amount of CP they could receive from a Companion Option in that Jump.
Scenarios taken during the course of this Jump, if completed, will also be included in the Bodymod package.
This doesn't replace the Bodymod, you may still take it or, if you took some Bodymod replacer already, this will simply add onto it.

Late Bodymod (Incompatible with "First Jump Supplement")
Oh you're not taking this as your first Jump? Well, you can still accomplish a Scenario to add onto your Bodymod. Here are the rules:

1. You must take the "Plot Points" Scenario at least twice.
2. You cannot take the "Second Supplement" Toggle.
3. You are stripped of all Perks and Items from before this Jump as well as your Bodymod, reducing you to only purchases from this Jump including this Supplement.
4. You must take the "Boss Rush" and "Random Setting" Drawbacks.
5. If you are using the Universal Drawbacks Supplement or other means of increasing your CP beyond basic Drawbacks they are suspended.
6. "History Upload" will not work for the duration of this Jump.
7. All purchases in this Supplement cost twice their normal cost.

Reward:
Everything you purchased and earned (Scenarios) in this Supplement is added to your Bodymod.

Plot Points (+200 CP)
Ah, the Plot Points. This scenario will integrate the plotlines of different games or other media into the plot of your Jump. Here are the Rules:

1. Every time you take this Scenario you gain 200 CP.
2. You must complete the plot point on a positive note, such as the good ending of the game they come from.
3. Each time you take this Scenario you must take a different Plot.
4. Events will transpire to enable the plots to happen, if necessary this may include events similar to Sonic X.
5. Events will play out in the closest approximation of a canonical timeline.

Plot Points (not necessarily in this order)

1. Sonic Adventure 1, Reward: You gain the abilities of Chaos, may take Tikal and Chaos 0 as companions
2. Sonic Adventure 2, Reward: Space Colony Ark, may take Shadow the Hedgehog and Maria Robotnik (reincarnated as a hedgehog) as companions.
3. Shadow the Hedgehog, Reward: x10 Booster to your abilities, Eggman Armed Forces
4. Sonic and the Secret Rings, Reward: DarkSpine Form, Copy of 1001 Nights, you may summon figures of the 1001 Nights to you as followers for 1 hour per day for each figure.
5. Sonic and the Black Knight, Reward: Excalibur/Caliburn, Kingdom of Camelot, You may take the Knights of the Round Table as companions
6. Sonic Underground (Maybe AU involvement?), Reward: Laser Blaster Music Instrument, you may recruit the Sonic Underground crew as Companions, The Kingdom of Mobius restored may be taken along with you.
7. Archie Comics Sonic the Hedgehog, Reward: You become 10 times faster, you may recruit the Freedom Fighters as companions, you may take the Acorn family's Mobius Kingdom as a Warehouse Attachment along with you.
8. [???] (Suggest further if you want)

Heavy Punishment
To take this scenario you need to have taken at least 20 Drawbacks from this Supplement.

Reward:
Sonic Troubles
You may apply Drawbacks from this Supplement in future Jumps as if they were Drawbacks native to that Jump.

Drawbacks:

Character Adaptation +0 CP
Want to be an AU of an established Character from Earthland or Edolas? This is your Toggle. This will set your background from this Supplement as that person, with all of their childhood events up to when it diverges, but it also comes with their experience and hey, at least you know how you'll look, right?

Sonic Replacer +0 CP
Wanna be a bit more interesting? You may take on the role of a character from your host Jump but also make yourself this continuity's equivalent of one of the named characters. You want to be Naruto as the equivalent of Sonic? Sure thing buddy, hope you won't mind the Chili Ramen. Mobian and non-Mobian Alt-Forms will manifest as a natural ability to switch between them. Whether your physical sex is applied on both sides or you want to have both worlds in both contexts is up to you.

Second Supplement +0 CP
Quite simple, know another Out of Context Supplement you want to take? You may use this Toggle to add another Supplement onto this Jump alongside this Supplement.

Hidden Village +100 CP (Cannot take "Mobian Origin")
You're no longer a Drop-In.
You were born and raised in a secretive community of Mobians not widely known in your host reality, but very much native to it.

Starting Out +100/+400 CP
You don't start in your standard starting location, instead you find yourself as a young child in your starting location, roughly 5 years old. For an additional 300 CP you instead find yourself reborn in the arms of your mother, depending on how this world is set up this may lead to you being sent over to another world at some point or starting out in your host reality with them.
Drawbacks won't start until you reach 8 years old.

Clumsy Dialogue +100 CP
People around you seem to have a… odd way of speaking, somewhat forced sounding and repetitive.

Attitude +100 CP
Oh man the mouth on that Hedgehog! Like Sonic the Hedgehog you have a serious attitude problem which leads to you mouthing off to people you dislike at a disproportionate frequency. If you don't like a ruler, better hope you can Go Fast or Hit Hard.

Scourge Fighters +200 CP
Oh this is troubling. Sonic in the Archie Comics has a parallel universe version, one of many, but also a Mirror Universe. This alternate Sonic, known as Scourge, leads a group of other evil Counterparts of Sonic's friends in spreading chaos and destruction his own world which was peaceful. You now have the same issue, as Scourge the Jumphog is on your tail. This is an alternate, color-swapped version of yourself as a Mobian along with a variety of companions who are the counterparts of your own. They are diametrically opposed to your own goals and want to stop you from accomplishing anything. If you're a goody Two-Shoes, they're avatars of Angra Mainyu. You're evil? They're basically Sonic and the Freedom Fighters. Their group will always include people with the Perks of the three Origins, numbers depending on your own number of companions in this Jump. They are also well informed about your outside Perks and Items and have at least an idea on how to circumvent them, if they can do it is another story though.

Horrible Foursome (Varies)
This Drawback comes in four levels, each level adding another foe for you to deal with.
For 200 CP you have to deal with Silver the Hedgehog, a Time Travelling psychic from a disastrous future where the world has been destroyed by Ifrit. He believes you are the "Ifrit Trigger" and convincing him otherwise will take a lot of work. He has the full "Freedom Fighters" Perk Line.
For 400 CP you are also beset by Eggman Nega, the Sol Dimension counterpart of Ivo Robotnik, aka Doctor Eggman. This genocidal maniac is as brilliant as his more mainstream counterpart, having all of the Genius Origin Perks, but is a ruthless maniac dead-set on destroying the world.
Thirdly for 600 CP your foes are joined by a strange visitor from another Zone, a giant human-like robot named Sigma. Embodiment of the Sigma Virus he holds all the Perks of the Robian Origin and is armed with technology from the Zone of Megaman X.
Lastly for 1000 CP your opponents are joined by the most powerful, Sonic.exe. This malevolent, Sonic-shaped demon has come from another reality he has recently destroyed, seeking to do the same to your Jump. More importantly, from all the souls he consumed and is torturing, he has gained access to the Perks of every Origin on this document as well as his own set of Chaos Emeralds. On the plus side, his Super form is imperfect as sufficiently heavy attacks can cause his Emeralds to be ejected from him. Though good luck doing that. Sonic.exe will have subdued and taken control of every single foe listed under this Drawback when you meet.

Horrortale (Varies)
Oh, this may be… complicated. Somehow, a large number of "Monsters" have entered this reality from another Zone. So, let me introduce them.
For 200 CP you only deal with the first, Horrortale Undyne. Traumatized by the events of a fairly bloody Neutral Route, this former Hero of the Underground seeks any souls she can get to take back home and take revenge on humanity. She has the Perks of a true Freedom Fighter, converted to a Spear user. Sadly she sees your soul as a human soul.
For 400 CP she took Murdertale Sans with her. He secretly used to work for the former Royal Scientist, Gaster, and thus has the abilities of a Genius as well as the powers of a regular Sans. Beware the Dark Blue Magic.
For 600 CP Murdertale Mettaton, a glitching, reprogrammed former entertainment robot, he is the most horrific embodiment of a Robian with all that entails. Don't expect a Dance-Off with him, that merciful and human loving side was programmed out.
Lastly for 1000 CP they are joined by Error!Sans, this malevolent entity of destruction is a Sans in his own right but he seeks to destroy divergent timelines and holding the Perks of every Origin as well as his soul stealing strings, makes him a horrible and powerful foe, as well as the leader of the group.

Sonic Heroes +300 CP (Exclusive to Freedom Fighters)
You're Truly an ally of Freedom. Like Sonic you're a born hero who stands united with your friends against evil tyranny such as Doctor Eggman's darkest variants.
Can only be taken by Freedom Fighters and you may only take Perks from the Freedom Fighters and General Perk Lines.

Jumper Robotnik +300 CP (Exclusive to Genius)
Who needs natural power when you can make yourself that good? No need to get anything but your tech involved after all!
Can only be taken by Genius and you may only take Perks from the Genius and General Perk Lines.

E-10J +300 CP (Exclusive to Robian)
[SYSTEMS: ONLINE] [STATUS: INSERTION] [SEARCHING UPGRADES… … … UPGRADES FOUND] [COMPATIBILITY: LIMITED] [DEBUG: REMOVING INCOMPATIBLE HARDWARE AND SOFTWARE]
Ah I see you're a bit confused E-10J, I am Doctor Jump-chan and I have just finished installing your new systems. Sadly I wasn't able to install the Bio-Mechanical parts.
Can only be taken by Robian and you may only take Perks from the Robian and General Perk Lines.

Elite Eggman +300
Eggman is now an issue for you. Even if he shouldn't be there, now he is. Doctor Eggman has conquered a portion of the world roughly equal in size to 21st century Germany and is ruling with an iron fist. And this isn't the bumbling idiot you may expect either, this is the most competent and malignant version of him, and to make matters worse? He looks like the Sonic Underground version and has about the same amount of moral restraints. Expect a lot of Roboticized citizens.

Fusing Worlds +300
Oh, this may be trouble. Flip a coin, if heads your host reality will begin fusing with either Mobius (if you're completely out of context with no native Mobians in it, or a mundane Earth at best on par with the Earth of Sonic X. If it lands on Tails you may choose to supplement another Jump whose setting will begin fusing into your first host reality with said host reality becoming a home to Mobians like Mobius unless the supplemented Jump is already a Sonic Jump.

Eggapocalypse +300
Not necessarily Eggman's doing, but the minions of your foes will now be more than 10 times more numerous, supplemented by cheap, easy to produce and hacking resistant robots. While they don't pose a great threat, there will now be thousands of robots armed with various ranged and melee weapons, aiding whoever you're opposing.

Black Doom +600 CP
The Black Arms are an alien invasion force. Hailing from outer space their goal is to conquer worlds and destroy the native life, terraforming the world to their liking Led by Black Doom, this horrible blight will find their way to your host Jump with an additional goal: Killing you in hopes of obtaining your powers. Even if you took the "Plot Points" Scenario for Shadow the Hedgehog, another version of the Black Arms will arrive five years into your Jump, ensuring that Shadow the Hedgehog's events will play out before then.

Metarex Rage +1000/2000 CP
The Metarex are a hostile Alien Empire which steals the "Planet Eggs" of the worlds they invade for the sake of a ritual which would erase all non-plant life in the galaxy. They need for this more importantly the Chaos Emeralds, of which a set will be found on the planet of your host Jump now, as well as the Planet Egg of your planet or any others in the galaxy. They cannot be negotiated with. While 99% of their members are robots, the leaders are all members of an unnamed, Plantoid species encased in armored shells, all male. They, along with the female Cosmo, are the last known members of the species. In terms of power, the Metarex army is made of robots superior to Eggman's most powerful inventions and their technology can be likened to Precursor races from other franchises such as the Proteans of Mass Effect.
For an additional 1000 CP the Metarex see you as their primary target, desiring to capture the immense power of your status as a Jumper to not only wipe out all animal life in the galaxy, but to do so on a multiversal scale. If they slay you they won't get this, but your chain will still end if you don't stop them.
Because if they succeed they exterminate all animal life in the galaxy so… yeah, you'd die.

Generic Drawbacks:

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 CP
Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 CP
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the setting’s universe and all its continuity’s.

Stranded +100 CP

Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 CP
You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP
You are honorbound and will always do things in an honourable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconvenients +100 CP
Small issues will constantly occur causing minor discomforts for you.

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Friends From Beyond Your Dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to

cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 CP
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.
It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Selective Amnesia +200 CP
Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Living in Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Local Scale +300 CP/+600 CP
For +300 CP your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For +600 CP your level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys +400 CP
All items gained from other jumpchains will not be able to be imported into this jump.

Friendly problems +400 CP
All companions, followers, and pets are barred from this jump.

Mortal +400 CP
All of your perks are all disabled for the duration of this jump.

Boss Rush +600 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

Random Setting +1000 CP
By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy

Notes

1. Please be mindful and fanwank appropriately with the generic purchases.

Changelog

v1.0 Finished the Supplement!