SONIC HEROES

Well let’s start this right. Cue the epic theme song!

What goes up must come down

Yet my feet don't touch the ground

See the world spinning upside down

A mighty crash without a sound

I can feel your every rage

Step aside, I'll turn the page

Breaking through your crazy maze

Like a laser beam, my eyes on you

Watch me rule the night away

Watch me save the day

Feel my storm is getting close

Headed your way

Sonic heroes, Sonic heroes

Bind you, confine you

Defying your reign

Sonic heroes, Sonic heroes

Setting the stage

For a heroes parade

Sonic heroes

Give us a reason

And we're on our way



Welcome to Sonic Heroes the official sequel to Sonic Adventure 2, Sonic Advance 1 and Sonic Advance 2. Well, Eggman's at it again except this time the story is being told in the perspective of 4 groups of three: Team Sonic, Team Dark, Team Rose, and Team Chaotix. Well seeing this story has a lot going on the usual 1000 isn't gonna cut it so here have this much:

3000 SEGA POINTS

Now why this amount. Because similar to the Sonic Adventure 2 jump you have more to take in count for: type, team, and a combo of the two.

ROLES TYPE

Now for this jump there are two parts to origins Role and Teams Assignment. But in any case, your age is going to be between 8 and 20. You can pick your gender freely and you can decide what species you are

Speed Type: They tend to be considered the leader of the team. They have abilities related to speed and wind.

Fly Type: Sometimes the brainiac, other times the kid of the group. These guys are known for flight and lighting attacks

Power Type: The brawn and second in command or in Team Chaotix's case the leader. They do the most damage, are the strongest and have power over fire.

TEAM ASSIGNMENT

Team Sonic: The main Trio of the Sonic Games. Now together to stop Eggman's recent plot. You'll be joining them to aid them in thwarting this plan and trolling Eggman the whole way.

Team Dark: Composed of Rouge the jewel thief and agent, Omega the las of the E series robots and Shadow the Ultimate Life Form… who's supposed to be dead. They are looking for answers and through it all became a team. Be warned their team is going to be facing the most opposition out of the four.

Team Rose: Somehow Sonic made the news again. This time he's seen taking a frog and a chao. Amy is looking into this because it means looking Sonic, Cream has joined because the Chao is Cheese's brother Chocola, and Big is involved because the frog is Froggy. They seemed to have it easier due to being the slowest team and as such most of the robots are destroyed by now. Stay on your toes.

Team Chaotix: Well detective team that got involved because they received a job from a mysterious client who is willing to pay handsomely for their services. While Espio is a bit more cautious, Vector reminds him that they don't turn down a job that pays. So together with Charmy, they go out to complete the tasks set by their client.

PERKS



GENERAL PERKS

Cool Tunes (50 SP): You have your own theme song and the soundtrack of Sonic Adventure will play whenever you want it.

Singing Skills (50 SP): You know how to carry a tune and sing. But more importantly you can sing good. How good? Well, you're singing is on par with Crush 40

Grinding (100 SP): Hmm. Well, this ability went through some changes. Anyways retuning from Sonic Adventure 2 is grinding. Normally you would need a skateboard or something similar to grind. But with this perk all you need to do is jump on a rail and your off! Just don't fall Jumper. In addition, you can do a little shimmy with your feet for an extra boost in speed

Level 1 (100 SP): LEVEL UP! Okay this is an interesting mechanic that's in Sonic Heroes. Some enemies drop these things called Power Cores. When absorbed these cores power up a character. Normally this only lasts for the stage. But for this perk the effects are permanent. The effect differ based on Level and Type. This perk covers Level 1. The damage you deal is increased slightly. For Speed Types your speed is increased slightly and your homing attack deal more damage. For Fly Types you can fly for a bit longer before getting tired and begin to fall; and your Thunder Shoot stuns enemies longer and you can hit two enemies with one shot. For power types your combo attacks will end with a powerful finishing move

Level 2 (100 SP, Requires Level 1): LEVEL UP! This a step above level 1. Once again the effects are permanent. Your damage has increased once again. For Speed Types your speed and acceleration has increased and your homing attack deals more damage. For Fly Types you flight time has been increased and Thunder Shoot has a slight chance of destroying the target. If not destroyed, the stun effect will last a long time. It can hit multiple targets. For Power Types, your finishing move has a wide area of effect and deals more damage .

Level 3 (100 SP, Requires Level 2): LEVEL UP! The last level, Level 3. Once again the effects are permanent. For Speed Types, your speed and acceleration has been increased dramatically and homing attack will launch enemies in the air and even cause them to lose their shields. Fly types can fly for long periods of time before getting tired and your Thunder Shoot inflicts heavy damage on the target and inflicts stun. It can hit all targets within shooting range and draws in nearby currency, rings for this jump, to you. For Power Types, you're damage output has better than most and your finisher deals more damage, has a wider effect and has an addition effect that normally involves explosions

Together we can do it (200 SP): What good is a team work based jump without a team work based perk. Not only will this perk improve how well you work with others but will also help you get to form a team with someone more smoothly

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

ROLE TYPE PERKS



SPEED TYPE

Sonic Speed (100 SP, Free for Speed Type): Well, you are the speed type and this is a Sonic game so it would be weird not to include it. You can now achieve speeds of Mach 1 with no problem. Now you are probably asking yourself…. a bit cheap for such a power, isn't it? Well, every speed type character in this game has the ability of super speeds.

Light Speed Dash (200 SP, Discount for Speed Type): Well, this unusual. What was once an ability that required a power up item; is now an ability that any speed type can do. The principle is the same Sonic Adventure 2. In this jump this will allow you dash across a trail of rings. After this jump, you can create your own trail from one gap to another and use the Light Speed Dash. No awesome shoes to go with the ability though sorry.

Homing Attack (400 SP, Discount for Speed Type): When you jump you can turn into a ball that does damage to any that comes contact with it. That's not you can do an aerial attack called a homing attack. This attack allows you to launch yourself at a target while in the air and in ball form. In addition, your teammates will follow you in the attack perform a homing attack of their own.

Tornado Attack (600 SP, Discount for Speed Type): A powerful attack that will allow you to create a tornado that will lift enemies off the ground and relieves them of their shields. How you go about creating the tornado attack is up to you.



FLY TYPE

Flight (100 SP, Free for Fly Type): How you do it is up to you but you have the ability to fly.

Aerial Dash (200 SP, Discount for Fly Type): You have this strange ability to dash while in the air. This technique will not only give you a boost in speed but will also help you to ascend in short burst

Thunder Shoot (400 SP, Discount for Fly Type): A technique that allows you to fire a projectile imbued with electrical energy that when it hits an enemy, the enemy becomes temporarily stunned. Also you can launch your team mates as projectiles conferred in a crackling shield of electricity, that way you won't hurt your team mates.

Crazy Carrying Strength (600 SP, Discount for Fly Type): What's odd about this type is that despite it is not meant for powerful strike, Fly Types can some how carry very heavy allies. As long as you are carrying someone you can practically lift anyone off the ground. Good for helping the more heavier allies to get around.



POWER TYPE

Gliding (100 SP, Free for Power Type): While in the air you can slow your fall and move forward. This is known as gliding if you don't have sonic speed or the ability to fly this can help you keep up with those who can. This perk also comes with an ability called the Triangle Dive. Its functionally the same thing as a glide except it will allow you to glide with your allies.

Powerful Strikes (200 SP, Discount for Power Type): Well, you are a power type so obviously you had to have powerful attacks. This perk will make it that your strikes will be able to break through stone and other hard materials. In addition, you will deal more damage to enemies.

Combo Attacks (400 SP, Discount for Power Type): The name is a bit misleading but this isn't just the ability to combo. What this is a set of attacks that are imbued with fire energy that ends with a finishing move that covers a wide area. How this finisher looks is up to you. Just be reasonable. Look at Knuckles or Vector's attacks to get an idea on how big the area effect attack is like.

Fire Dunk (600 SP, Discount for Power Type): An aerial attack that will allow you to slam the ground with an shockwave attack. Normally you can just body slam or ground pound to do this. But with your allies you can launch them as firey projectiles that will return to you after colliding with something or someone. You can also use some sort of energy to fire out as well with this perk



TEAM ASSIGNMENT PERKS



TEAM SONIC

Witty Banter (100 SP, Free for Team Sonic): People know you have a bit of snark. This essentially gives you the ability to come up with the perfect snarky comment to someone when you want to.

Breakdancing (100 SP, Free for Team Sonic and Speed Type): X Might not seem like much but hey you can find a use for this perk. This perk grants you the ability to breakdance like a pro.

Boarder (200 SP, Discount for Team Sonic and Speed Type): You know the ins and outs to Snowboarding. However this also means you can snow board over any surface. Snow, Sand, even metal. As long as you are on a snowboard.

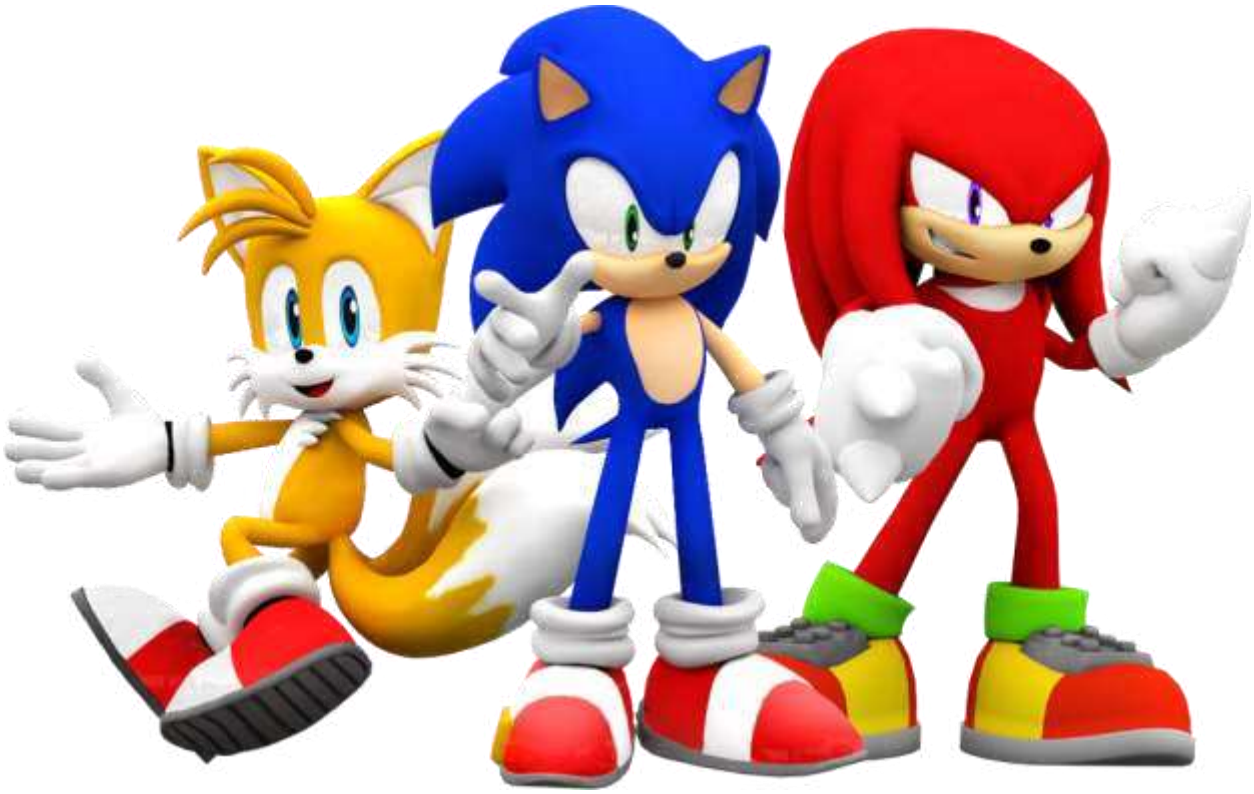
Expert Inventor (100 SP, Free for Team Sonic and Fly Type): This perk is simple. You have the intelligence to create inventing complex machinery with scraps and things for junkyards. Things like a translator, a buster gun and more importantly a transforming plane. Eggman isn't the only genius with tools anymore.

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

Boxing Expert (100 SP, Free for Team Sonic and Power Type): Here I come rougher then the rest them. The best of them! TOUGHER THAN LEATHER! Sorry…anyways you know your way through a scrap. You know how to box like the best boxers out there.

Guarding of the Master Emerald (200 SP, Discount for Team Sonic and Power Type): When it comes to sensing energy it is as simple as breathing for you. Anything that gives off a exoteric energy signature you can sense. This makes finding magical artifacts, like say the Master Emerald will be a cinch for you to find.

Light Speed Attack (400 SP, Discount for Team Sonic): Huh, this is interesting. The Light Speed Attack is accessible to you in this jump without the need for a power up item. While near a foe gather energy as if you are doing the light speed dash, and then release the energy. This will cause you to rocket towards the target basically a faster and more damaging version of Homing attack. READY…..*GO*!



TEAM DARK

Intimidating (100 SP, Free for Team Dark): Despite your appearance you know how to make it clear you are not someone to be messed with. This perk makes your appearance a bit more fearsome scaring off any lowlife away from you. This perk can be toggled on and off.

Trust Radar (100 SP, Free for Team Dark and Speed Type): Its kind of strange the Shadow trusted Rouge the moment he woke up, despite essentially meeting her the first time (Again).

Roller Blader (200 SP, Discount for Team Dark and Speed Type): Unlike Sonic, Shadow wears a pair of rocket boots that allows him to roller blade at the same speeds as Sonic. Being able to roller blade at those speeds requires a lot skill and balance. You now have the skill and balance that Shadow has in roller blading

Secret Agent (100 SP, Free for Team Dark and Fly Type): Hacking, Combat Skills, and Stealth. You are an expert in all these things making the best Secret Agent that GUN has to offer…or some other military organization.

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

Durable Chassis (100 SP, Free for Team Dark and Power Type): Okay this perk is actually a two for one special. One you are actually more durable than most of Eggman's Robots you can take 10 times the damage than they can. Second you seemed to equipped with some sort of boosters of some kind allowing you to hover a bit

A Variable Arsenal (200 SP, Discount for Team Dark and Power Type): X Some how you have ability to shift your arms into a variety of weapons (if you are not a robot this will be manifested as cybernetic augmentation) From gatling guns to rocket launchers your arms and hands will shift to those weapon forms

Chaos Control (400 SP, Discount for Team Dark): This ability is strange. With this you gain access to the teleporting ability that is known as Chaos Control. It can also stop time for about 5 seconds. Normally you need a Chaos Emerald to use this ability but seeing you are willing to pay to get, you get a version that doesn't need an emerald.



TEAM ROSE

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

Piko Power (100 SP, Free for Team Rose and Speed Type): Amy Rose's signature weapon: The Piko Piko Hammer. But the strange thing about it is that its not just a weapon but also a power. With this perk you can summon your own and gained the abilities that comes with it. Such as the hammer jump, which will allow you catapult yourself in the air. Combine this with the "Acrobatic Lady" perk and you can really show off your skills in the air.

Spin Hover (200 SP, Free for Team Rose and Speed Type): A Technique create by Amy utilizes her hammer. She take here hammer and starts swirling around with it in a manner similar to a propeller. This creates an updraft that allows her to momentarily sustain flight through the air for a short time. You too can do this technique with any weapon or bare handed. This ability can be used to cross gaps that you normally can't clear with a single jump.

Chao Tamer (100 SP, Free for Team Rose and Fly Type): Chao are baby like creatures that require loads of love and care. You know how to take care of these creatures. You can also understand them. Despite that they mostly speak in baby talk and only say "Chao" from time to time

Chao Power (200 SP, Free for Team Rose and Fly Type): Cream doesn't actually fight herself. Sure, she would do spin jumps but her primary form of attack was tell Cheese to attack. Cheese is a Chao by the way. Yet this idea worked. Now what this means for you is that any small animal (like a dog, a cat, etc.) that you own can be ordered to attack. Their attacks will be strong enough to do destroy Eggman's robots.

Umbrella Float (100 SP, Free for Team Rose and Power Type): Its impressive how umbrella's in video games can double as a parachute, while in real life that doesn't work out. But for you that's no longer the case. With this perk you can now float gently to the ground while hanging onto a umbrella while in the air.

Weaponized Fishing Skills (200 SP, Free for Team Rose and Power Type): Fishing pole? Check. Lures? Check. Hooks? Check. Okay ready to fight bad guys. But how does one fight bad guys with fishing equipment? The answer is simple. Creativity. Some of lure are

bigger than normal lures, so they can be used as flails. Hook an enemy pull them in for brutal attack or throw them away.

Underestimated Growth (400 SP, Discount for Team Rose): Team Rose is considered the Easy mode of Sonic Heroes…but not as an insult but because the other teams have already come and gone destroying most of the robots. However, that doesn't mean that they are weak. In fact, the other teams made the very bad mistake of underestimating them and left them alone. This resulted in them becoming getting them strong enough to keep up with Team Sonic. You now have this combination of growth and people underestimating you. Most people will look at you and not expect much from you. But you have an impressive growth rate. With time, you can keep up with Sonic in Speed, stand on equal footing with Knuckles in strength.



TEAM CHAOTIX

Detective (100 SP, Free for Team Chaotix): Clues, Suspects, Motives. All in a days work for a detective. You have the skills of an ace detective the will allow you to crack a case wide open. Getting hired for those cases however is another story

Ninja (100 SP, Free for Team Chaotix and Speed Type): Stealth, Weapons Skills, Survival skills, Sabotage, hand to hand combat. You move in the darkness as if you were born in it. You can fight well with and without a weapon. You can cling to walls for a long seemingly indefinite amount of time. There is no denying it, you are a ninja. You can throw ninja stars and kunai at a target with great precision. You could sneak into a complex in broad daylight with no problems.

Invisibility (200 SP, Discount for Team Chaotix and Speed Type): Somehow you have the ability to turn invisible. Now you can stay in this state for as long as you like but once you get hit by an attack the invisibility will end.

Bee! Bee! (100 SP, Free for Team Chaotix and Fly Type): You have a powerful and painful stinger. You can cause flowers of ANY kind to bloom. Even mechanical ones. Useful if you are trying to get to the nectar in the flower or if there is a teleporter inside of the flower

Plucky Sidekick (200 SP, Discount for Team Chaotix and Fly Type): You know for a sidekick that to many is annoying, you are reliable. You provide scouting aid, morale boost. and anything else that a sidekick is supposed to do in a detective series.

Screeching Voice (100 SP, Free for Team Chaotix and Power Type): Your voice has some serious pitch to it. If you yell loud enough you can break glass.

Breath Weapon (200 SP, Discount for Team Chaotix and Power Type): Fire breath, Ice Breath, Lightning Breath, Exploding Bubblegum Bubble Breath. Yes that last one is a thing! Whatever it is you have it and you can use to take down a group of foes with no problem.

Music Expert (400 SP, Discount for Team Chaotix): You know what type of music is trending at the moment, have good rhythm and even play music. However this perk comes with an interesting power. You can make the music you play sound so TERRIBLE that it does physicaly damage. Let it be horrid singing, playing an instrument wrong and very loud, however you do it is really your choice. Just be sure that it doesn't harm your allies. Heck it can result in people paying you just to stop playing. A good way to make so cash so hey might want to consider it.



ITEMS



GENERAL

Iconic Garments (Free): It can be just a pair of shoes and gloves. It can be a full set of clothes. Whatever it is, it will be a set of clothes that makes you stand out of the crowd more than usual.

Chaos Emeralds (400 SP): Well these aren't THE Chaos Emeralds per say but they are a perfect replica made by our benefactor. Anyways they have all the advantages that the normal chaos emeralds have. Use them wisely Jumper

SPEED TYPE



Infinite Supply of Favorite Food (100 SP, Free for Speedster): Let it be Chili Dogs, Cheeseburgers, Ice Cream, Sushi or something else entirely. You will be given a package that has your favorite food inside prepared and ready to eat.

Frictionless Clothes (200 SP, Discount for Speedster): Clothing that won't get damage from running at supersonic speeds and doing spin jumps.

FLY TYPE



Goggles (100 SP, Free for Fly Type): All that flying is going to result in some particles getting into your eyes. Better take these goggles in order to prevent that from happening.

Back Up Weapon (200 SP, Discount for Fly Type): For situations where you can't use your Thunder Shoot. You have a back up weapon for emergencies let it be a revolver, dummy rings or a bomb. You have it just in case you need to do some sort of an attack and you can't use your usual methods of attack.

POWER TYPE



Combat Items (100 SP, Free for Power Type): Let it be a pair gloves designed for punching, Boots meant for kicking (Or walking), or a sword. This item is made for combat

Personal Gym (200 SP, Discount for Power Type): A gym that you own where you can others can go to for training.

TEAM SONIC



Mocking Letter (100 SP, Free for Team Sonic): A letter that has a strange property. Once per month you can use it to discover an enemy's plot. It will manifest as a message towards you. As an added bonus the message will come with its own voice recording and what can only be called an animated picture of said enemy.

Tools (200 SP, Discount for Team Sonic): Wrenches, Screwdrivers, Blow Torches, drills and so much more. Everything for a mechanic or engineer to do their job.

Modified Airplane (400 SP, Discount for Team Sonic): A modified plane. Normally it will look like those old biplanes, rotor and everything but this one can change into a more futuristic looking one that flies faster and is more aerodynamic. Unlike Tails' plane both modes have landing gear on them.

TEAM DARK



Agent Gear (100 SP, Free for Team Dark): Rope, Stealth suit, and some bombs of some kind. Yeah you definitely have the stuff needed to be a secret agent now

Rocket Boots (200 SP, Discount for Team Dark): A pair of boot that you can activate that will allow you to skate as if you are using rollerblade

Personal Base (400 SP, Discount for Team Dark): A large base in a disclosed location that you own. Home to terabytes of memory for you to use at a moment's notice. Plenty of computers for you to conduct your own research. It also has other things to make it a good base for you to hide out in.

TEAM ROSE



Chao Care Package (100 SP, Free for Team Rose): Everything needed for taking care of a Chao

Fishing Gear and Umbrella (200 SP, Discount for Team Rose): Fishing Rod, plenty of lures, plenty of hooks. Oh and said Fishing Rod has an attachment that allow it to double as an umbrella. Good for fishing and for a rainy day.

Beach House (400 SP, Discount for Team Rose): A nice house by the coast. This house will never be in danger of hurricanes or tornados. This is just a place to go to when you just want to relax.

TEAM CHAOTIX



Headphones (100 SP, Free for Team Chaotix): A pair of headphones for you to listen to music with

Instruments (200 SP, Discount for Team Chaotix): Instruments for you to play music with.

Detective Agency (400 SP, Discount for Team Chaotix): An office where you conduct your business. This is where your clients will meet you to discuss the case and of course payment. After all you don't turn down work that pays…within reason of course

COMPANIONS



Complete the Team (Free but can only be taken once): What ever two types that you didn't choose you can import two companions, one for each type. Let it be Speed, Fly, or Power. Form your own team and maybe help the team you have align yourself with

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

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

Team Sonic (100 SP): Sonic the Hedgehog, Miles "Tails" Prowler, Knuckles the Echidna.

Team Dark (100 SP): Shadow the Hedgehog, Rouge the Bat, E-123 Omega.

Team Rose (100 SP): Amy Rose, Cream the Rabbit, Big the Cat.

Team Chaotix (100 SP): Espio the Chameleon, Charmy the Bee, Vector the Crocodile.

Friendly Super Egg Pawn (200 SP): A bit expensive for an Egg Pawn right? Well not only is this one on your side he seems to have the same Genetic Copy ability that Metal Sonic has. In addition, he can also pilot any Eggman vehicle or mech. With time he can do everything that any other Badnick or Eggman Robot (From Sonic Heroes) can do. This is an evolving combat robot…and he can also do house hold chores.

SCENARIO



Jumper Heroes: Now on the surface this seems easy but its actually very difficult. You must now be apart of every teams story. Helping them get to their end goal. The get to the final story. Where the final boss awaits: Metal Sonic. However due to him copying genetic data…which includes you and your companions if you had import any. Now he is much more powerful and it would appear he was copying other people and characters genetic data while the other teams were busy fighting each other. Also Unlike the game fight, He will use the ability of the every character that was present in the game. As such instead of just Team Sonic going Super, EVERY team will go Super…which will only result in the leader going super and the other two team members being these orbs of golden energy. Defeat the Metal Sonic to receive your reward.

Reward – Super Sonic Heroes: You have can take any of the teams with you as companions each member being a companion. Everyone get their own Super forms, you or anyone else already have their own super forms these super forms will be upgraded to a form called Hyper form which is much stronger than Super form. In addition, Your skills in team work has greatly improved. But most importantly you gain the abilities of the teams found in Sonic Heroes. And you have gained Metal's power to copy Genetic Data. While it

can allow you to copy genetic data it won't copy combat data. You will need to go some where else for that ability.

DRAWBACK



Continuity (+0 SP): Have you been here before? Maybe in the Sonic Adventure jump? IF you have you can take this to include the changes that your inclusion in those events has caused, it will also prevent of having two copies of each character existing in the same setting.

Strange Dialogue (+100 SP): People here talk weird. Making it hard to make conversation with them or to get information about the place.

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

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

Too Cocky (+200 SP): Okay you may have been jumping for a while but there is no reason for you to be this full of yourself. By taking this you will have the same ego problem as Eggman and think too highly of yourself. This will get you into trouble while fighting against the more smarter and wiser foes that are here.

Bring em on! (+300 SP): Eggman has been busy with his robots. Enemies will be coming in the droves now. Where there were once 12 enemies in a stage there will be 48. That's

right 4 times the enemies! You going to have to deal with here. Silver lining: You will have plenty of small animals for your Chao.

Tricky Layouts (+300 SP): Now some areas are like a maze! Expect to get lost plenty of times before finally getting to your destination.

This Looks Familiar (+300 SP): Before you only need to complete two "Acts" of an area before finding the boss. Now double that amount. Some places will begin to feel like they are being repeated. This will drain you after a while

More Resilient Foes (+400 SP): Normally all it would take to defeat Eggman's robots would be one homing attack or one shot from E-102's gun, now they can take a beating

Memory Troubles (+400 SP): When you arrived here you don't remember anything about your past. In fact, you will be found by the team that you have chosen, and will be confused has to how you got there. This will be an issue for several reason. Such as when you regroup with your companions and can't remember them. Hopefully you have a means of restoring your memories

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

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

Loads more heroes (+1000 SP): Well good news there are more heroes to help bad news the worlds and enemies that they come from have now become a part of this world: These are all from the Sonic Franchise though. Archie, Fleetway, Sonic X, IDW, and Sonic the Fighters. Expect more combat Jumper and more Eggman Robots…This will also affect the "Jumper Heroes" scenario. For the teams that come with this Draw back go to this link: https://www.deviantart.com/frostthehobidon/art/Sonic-Heroes-Teams-779234464

> **LETS SHOW THEM HOW TO SAVE A PLANET! (Requires Loads more heroes, +200 SP):** Who are these girls? Huh? WAIT! They Are Lilac, Carol, and Milla! It would appear that Lord Brevon is on earth now and has taken the these girls and their friend Torque with him on accident. As such Brevon has teamed up with Eggman making his robots hader to beat. And yes this will affect the "Jumper Heroes" scenario

ENDING

Stay Here: Like it here? Why not stay? You made some awesome friends might as well stay here.

Go Home: Enough adventuring time to retire and go home

Continue Onward: Time head to the Next Jump

Notes

By Sonic Cody12

In terms of timeline this game takes place after Sonic Advance 2 but before Sonic Battle and Sonic Advance 3.

Okay next console game is….Shadow the Hedgehog….Oh god.