SHADOW THE HEDGEHOG

Sigh Play it

I see nor hear no evil
Black writings on the wall
Unleashed a million faces
And one by one they fall

Black-hearted evil
Brave-hearted hero
I am all, I am all, I am

I, I, I, I am
Here we go, buddy
Here we go, buddy
Here we go
Here we go, buddy
Here we go

Go ahead and try to see through me
Do it if you dare (dare)
One step forward, two steps back
I'm here (one step forward, two steps back)
Do it, do it, do it, do it, do it

Can you see all of me?
Walk into my mystery
Step inside and hold on for dear life
Do you remember me?
Capture you or set you free
I am all, I am all of me

I am (I am, I'm all of me)
I am (I am, I'm all of me)
I am (I am, I'm all of me)

(Here we go)

I am, I am all of me (me)



Welcome to Ow the Edge- I mean Shadow the Edge lord- I mean Shadow the Hedgehog yeah. This is Shadow's first and by the time of this writing ONLY game. It seems like the Ultimate Lifeform lost his memories and can't reclaim them for some reason. To make matters worse an alien race has invaded Earth to conquer it. In response, Gun is mobilized to defend it. And Eggman has his robots to take down both sides. At the same time, Sonic and his friends are out to save the world and prevent it from being destroyed by the three factions. You will be arriving here shortly after Shadow Meets Black Doom. From there it is up to you. By the way, you are only going to be here for about 2 weeks. Black Hearted Evil? Brave Hearted Hero? Which are you jumper? You are going to need to figure that part out yourself. But first, take these, you are going to need them:

1000 SHADOW POINTS

LOCATIONS

Well first where do you start out in this jump. Choose freely or roll 1d8 and get 100 CP

1. **Metro City**
2. **Prison Island**
3. **White House**
4. **GUN Headquarters**
5. **Ark**
6. **Eggman's Base**
7. **Black Comet**
8. **Free Choice**

ALIGNMENT

Now who are you or rather where do you stand? What's your alignment? Unlike most jumps this jump origin has two parts. Alignment and Faction. This section is for your alignment

Hero: Brave hearted hero. Sonic and his friends are of this alignment

Evil: Black hearted evil. Primarily those with Eggman or the Black arms are evil

ORIGIN

This section is for your faction. Specifically, who are you fighting alongside with the most. Note that some perks are exclusive to certain factions

Speedster: Like Sonic you're all about speed.

Edgelord: Like Shadow you have a bit of an edge to you

Genius: Tails isn't the only genius in town it seems.

Guardian: A protector of an artifact or ruins.

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

Rascal: You have a lot of energy and are kind of impulsive

Youth: You're young kind and compassionate and like to play with Chao

Robot: A robot made by Eggman to serve Eggman. Yet You rebelled

Ninja: Behold the way of the Ninja that is your expertise

Detective: Where there is crime you'll be there to put a stop it and solving every case along the way

Child: Just like Youth, you're young however you are more energetic and all over the place

Black Arms: The invading aliens that are the source of the conflict in this story

RACE

Well, this part is important for this particular sonic jump because certain races have advantages and their own set of perks so choose wisely

Human (+100 CP): Bog-standard humans

Mobian: Okay technically Sonic's kind isn't called Mobian but this for the sake of clarity

Robot: The mechanical marvels that are robots made by either Eggman or GUN

Black Arms Alien: Black and red aliens that have invaded the world to conquer it,

PERKS



General

PUT EM UP! (Free): Well then you need know how to fight with your bare hands in this game. With this you have decent skills in one martial arts

Vacuum Immunity (100 CP): This is freaky. Sonic and his friends are able to step out into space and yet they have no problems in space, while any human character needs a space suit. So, it could be said that Sonic's Species have some sort of Vacuum immunity and with this so do you.

Super Form (400 CP): 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.

ALIGNMENT PERKS



Hero

Medical Skills (100, Free for Hero): This might not seem like a useful perk for this setting but you can't be too careful. This will give the skills of a highly trained Field Medic and Surgeon.

Controlled potency (200, Discount for Hero): The problem with the power of Chaos Control is that it can be devastating. Using it could lead to collateral damage and friendly fire. Not anymore with this, that is no longer a problem you basically turn off the friendly fire for your attacks. That being said this won't prevent any damages done by an explosion that you have caused, such as a car explosion or gas leak.

Bravehearted Hero (400, Discount for Hero): BEHOLD THE ULTIMATE POWER! The pinnacle of the heroic side of Chaos Control. You have this aura of righteousness and heroism. People will be more willing to trust you. You can use the time-stopping power and Teleporting of Chaos Control without the need for Chaos Emerald and before you ask no you can't teleport while stopping time. Also when you have enough Chaos Energy stored you can enter a state known as Chaos Boost, while in this state, your attacks are more precise and any stray attacks that might harm an ally or civilian would instead heal them.



Evil

Brutal (100, Free for Evil): Mercy is for the weak. When you need to do harm, you do HARM! For now on when you attack with the intent to cause pain those attacks will do more damage.

Complete Devastation (200, Discount for Evil): The enemy is right there! No need to worry about collateral. Oh but don't get this twisted this isn't like the "**Controlled potency"** This works differently. In this case, this works because any of your areas affect attacks deal more damage and have double the size. So an explosion that would normally be 20 ft radius will now have a 40 radius

Blackhearted Evil (400, Discount for Evil): DEATH TO THOSE WHO OPPOSE! pinnacle of the Evil side of Chaos Control. You have this aura of terror and dread. People will be more easily scared by you. You can use the devastating explosion power of Chaos Blast and the powerful projectile attack Chaos Spear without the need for Chaos Emerald. Also when you have enough Chaos Energy stored you can enter a state known as Chaos Boost, while in this state, your attacks are more explosive and have a shockwave effect that doesn't care about collateral damage.



ORIGINS PERKS



Speedster

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

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

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

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



Edgelord

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

Edgy Skills (200, Discount for Avenger): Okay let's face it Shadow is an edge lord. And this game is the reason he is one. But hey there are some benefits to this and this perk will show you those benefits. First of all, you are skilled in all matters of guns. You are skilled with every edgy melee weapon (Katanas, curved knives, and improvised weaponry). And finally, You also have motorcycling skills and look cool while driving.

Energy Sense (400, Discount for Avenger): Chaos Energy is a hard concept to understand. But once you begin to learn about it, you'll also develop the ability to sense it. Specifically when someone has a high amount of Chaos Energy or when there is a Chaos Emerald nearby. You have an ability similar to this. You can detect and sense high levels of exoteric energy and discern the exact location of where that energy is coming from.

Ultimate Lifeform (600, Discount for Avenger): Shadow has been called the Ultimate Lifeform. But what this means is actually not that big of a deal. Sure he's ten times stronger than the average human but it really means is that he is ageless. Unable to age. You are similar to that but in actuality, you age 100 times slower than the average human and you are immune to mundane diseases.



Genius

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

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

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

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



Guardian

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

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

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

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



Rascal

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

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

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

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



Youth

Tambourine Girl (100, Free for Youth): The Tambourine is a tricky instrument to play right? I mean it's simple shake and bang it right? Well not exactly you have to be sure that the sounds fit the beat and rhythm of music. Luckily you know how to do that. Get out there and makes some music.

Chao Caretaker (200, Discount for Youth): 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

Young and Spry (400, Discount for Youth): Well as a youth you are well youthful. This comes with several benefits. First you are able to hop and jump father than other. Two, you optimism is seemingly boundless, making you feel despair would be an impossible feat. Third, you seemed to have loads of energy, able to go on for hours before you actually get tired. And finally, you move faster than other kids. So get out there and hop to it you little scamp.

Chao Power (600, Discount for Youth): 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.



Thief

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

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

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

Secret Agent (600, Discount for Thief): 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.



Robot

Hard to take down (100, Free for Robot): 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

Annihilation! Charge! Fire! (200, Discount for Robot): Okay! We get it. Anyways you aremed to the teeth…well metaphorical teeth in this case. You armed with Machine Guns, Flame Throwers and Rockets all ready for you to use. All attached to your arms that can. You can switch between being hands and those guns guns.

Beyond Programming (400, Discount for Robot): You were made to follow the orders of your creator. But somehow you were able to evolve passed those limitations. You are able to fight against any method control you mentally. Let it be mind control or some sort cybernetic programing. You are able to free yourself of it.

Pinnacle of the E-Series (600, Discount for Robot): Okay normally you would be on the same level as Omega but now you have received an interesting upgrade. Almost like you have been upgraded using the parts and schematics of the rest of the E-series. So anything that Beta, Gamma, Delta and Epsilon can do You can do. And yes this includes the MK2 version of Beta.

Ninja

Basics in Ninjaing (100, Free for Ninja): 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. Also includes the ability to play Shamasen

Hacking Skills (200, Discount for Ninja): Despite that your skills are focused on the ways of the ninja that doesn't mean you are not bad with computers. You have the skills to hack into computer systems All you need is a computer or laptop. In addition, you know how to counter being hacked

Invisibility (400, Discount for Ninja): 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.

Wind Summoning (600, Discount for Ninja): Unlike Sonic, Shadow, or Amy, you can just summon wind with a simple gesture. Granted this won't be as strong as the tornado techniques that those three can do, but you can use this technique faster than they can. These attacks can throw enemies off balance at minimum power and at max tear away armor and rip steel apart. BEHOLD NINJA POWER!



Detective

Detective Skills (100, Free for Team Detective): 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

Screeching Voice (200, Discount for Detective): Your voice has some serious pitch to it. If you yell loud enough you can break glass.

Breath Weapon (400, Discount for Detective): 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 (600, Discount for Detective): 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.



Child

So Much Energy (100 SP, Free for Child): This is normal for a kid. You seemed to never tire out. You could for hours before feeling the tiniest silver of fatigue. Granted this doesn't mean you have infinite stamina mind you. You''ll tire out fir you keep going at full speed for 10 hours. But hey that's still a long while right

Bee! Bee! (200 SP, Discount for Child): 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 (400, Discount for Child): 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.

Right Place at the Right Time (600, Discount for Child): What was Charmy doing in Prison Island? An why was he looking for a CD? Well from Shadow's perspective, Charmy just happened to be in the right place at the right time. You to have this tendency to be lead to areas or locations where your presence would be helpful for your allies. Huh kind of like another kid named Jade.



Black Arms

Imposing Visage (100 SP, Free for Black Arms): The Black Arms are scary or at the very least creepy. You have this aura about you that makes people a bit uneasy around you. This means they won't want to mess with you as much or make you angry.

Biological Anomaly (200 SP, Discount for Black Arms): Okay so Sonic's kind (the animal people) seem to be able to breathe in space but the Black Arms are more confusing then that. They have vacuum immunity, disease immunity, immunity to poisons, longevity (Live for thousands of years) and Cyber Space travel.

Otherworldly Strength (400 SP, Discount for Black Arms): Strong and durable. You are powerful enough to lift tanks and toss them a mile away. You can take about 3 rockets before you take some serious damage.

Doom (600 SP, Discount for Black Arms): You are no mere grunt or elite of the Black Arms you are on the same level as Black Doom. This comes with a variety of powers. This includes levitation, creating illusions so good that it can be considered reality warping, creating illusory copies yourself, summoning flaming meteors that fly towards enemies with devastating force, a vertical energy disc attack that cuts into walls, and something called "swift strike", a horizontal light-blade boomerang that spins and bounces off of solids.



ITEMS



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.

Personal Home (100 SP): A place to rest your head it just a basic house designed in a way to fits your personality

Heal Cannon (200 SP, Discount for Hero): Unlike any other weapon, this weapon heals instead of harm. By firing this at any GUN Soldier, they will no longer shoot Shadow, but salute him instead.

Samurai Sword (200 SP, Discount for Evil): The Samurai Blade resembles a katana, specifically an ōdachi due to its size. Its blade is about two meters long and colored silver, with a golden collar and rayskin grip and a black guard and wrap. The Samurai Blade is a very strong weapon, When swung when out of the reach of an opponent, it will send out a shock wave, harming any enemies in its path without using any ammo.

Those DAMN Seven 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. And don't worry it includes that DAMN fourth Chaos Emerald.

Speedster

Frictionless Clothing (100, Free for Speedster): Seeing that you are going to be moving really fast, it would suck if your clothes were to get damage while you run. That's what this is. A set of garments that is resistant to friction thus preventing them from being torn from the exposure of extreme speed.

Adventurous Upgrades (200, Discount for Speedster): These are all the upgrade items that Sonic had in Sonic Adventure 1 and 2

> *Lightspeed Shoes:* The First Upgrade for Sonic. These special pair of shoes will grant you access to Light Speed Dash. Gather energy until an aura is around you. The charge time to gather the energy is 3 seconds. Then release to gain a sudden burst speed following a trail. In this jump this will allow you dash across a trail of rings. After this jump, you can create you own trail from one gap to another and use the Light Speed Dash. Also the shoes look awesome!
>
> *Fire Anklet:* This ancient look bracelet grants the ability to empwer your attacks with flame. This includes the Flame Summersault an attack that can break metal crates
>
> *Ancient Light:* This strange array of lights grants you the final upgrade that Sonic receives. This grants you the Light Speed Attack. 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!
>
> *Crystal Ring:* Normally it takes roughly 3 seconds to charge up for a Light Speed Attack. Not anymore! Behold the Crystal Ring…although it should really be called a bracelet but whatever. This thing cuts the charge time for the Lightspeed dash to 1 second. Effectively cutting down the charge time to a third of the original charge time. It will do the same thing for any other abilities that have a charge/preparation time. Instead of taking about 5 minute to fire a special beam cannon now it will about 2 minutes to do so. Not bad of a smooth cyan bracelet.
>
> *Bounce Bracelet:* This one is an easy one. This high tech watch-looking bracelet allows you to preform the bounce attack. Basically you form into a ball and slam into the ground and bounce up unharmed. Good for enemies directly below you or bouncing up to get to a higher place.
>
> *Magic Glove:* What a strange looking wrist attachment. But what it does is stranger. Basically when you are standing near a robot enemy you can activate to use the Magic Hand which entrabs the enemy in a small ball that you can throw. Also if the

enemy had a Small Animal or Chaos Drive inside; those get left behind for you to collect. However it only been used against robots but you could theoretically use it against other things.

Advance Plane (400, Discount for Speedster): A seeming normal Biplane but this one ca transform into a modern version of itself. Armed with a Vulcan Cannon, Machine Guns and Homing Missles this thing will serve you well



Edgelord

Air shoes (100, Free for Edgelord): A pair of boots that you can activate that will allow you to skate as if you are using rollerblades

The Motorcycle and GUN Arsenal (200, Discount for Edgelord): A Motorcycle that doesn't need fuel and isn't easily destroyed it can go as fast as a formula race car can.This also include the Weapons that are used by the Military group GUN. It consists of:

Knife: Combat knife used by G.U.N. troopers on the Space Colony ARK in The Doom.

G.U.N. shield: Large bulletproof riot shield used by G.U.N. troopers. Shadow can not use it.

Pistol: Semiautomatic pistol resembling a USP Tactical, used by G.U.N. troopers.

Sub-Machine Gun: Small, MP5-resembling sub-machine gun used by most G.U.N. troopers and small robots.

Assault Rifle: Large assault rifle, resembling both a SIG SG551 and a G3, and is used by G.U.N. troopers and robots.

Gatling Gun: Fast-shooting powerful minigun used by the Big Foot.

Heavy Machine Gun: Long, powerful machine-gun used as stationary cannons and robot weapons. It resembles the Browning M2 .50 Caliber Machine Gun.

Bazooka: Shoots an explosive rocket straight forward, used by G.U.N. troopers and robots.

Tank Cannon: A large green cannon, found behind the locked key doors in Iron Jungle and Prison Island, and a cage in the GUN Fortress-based multiplayer map. Its shots are almost as powerful as a Chaos Blast, though no enemies use this weapon.

Grenade Launcher: Shoots explosive grenades that arch downward. Seems to be based on the Milkor MGL, but without a stock or holo-scope.

RPG: Bazooka-like weapon that uses Lock-on technology to fire homing missiles.

4-Shot RPG: Missile launcher used in the Big Foot, Heavy Dog, and Blue Falcon mechs. Also used as hand-held by numerous Beetles, mechs, and soldiers. It can lock onto 4 separate targets, then fires a rocket at each in quick succession. Similar to the M202 FLASH (Grim Reaper).

8-*Shot RPG:* Larger missile launcher that is used by the Big Foot and Giga Troopers. It can lock onto 8 separate targets, then fires a rocket at each in quick succession.

Laser Rifle: Fires green lasers that bounce off any surfaces. It is only found in Expert Mode in Black Comet

Shadow Rifle (400, Discount for Edgelord): Ah the most powerful weapon in Shadow the Hedgehog. The Shadow Rifle is fires Chaos Spear-esque shots capable of defeating most enemies with a single shot (one exception is Artificial Chaos, which will take two or more shots due to having multiple-tiers of target-able areas). It can deal massive damage against other types of enemies such as vehicles; mid tier enemies will be injured gravely but dead. High tier enemies would be moderately damaged. Super bosses might be able to shrug shots off.



Genius

Tools (100, Free for Genius): Well these are basically your mundane tools for repairing cars and planes. Can even bee used for inventing things

Personal Gadgets (200, Discount for Genius): These are the items and upgrades that Tails had acquired from Sonic Adventure 1 and Sonic Battle

> *Jet Anklet:* An attachment to your shoe that allows you to maneuver better in the air. This clearly is only useful if you have the ability to fly. But other wise it does give you a boost in your jump height.
>
> *Rhythm Badge:* This ancient echidna badge grants it wearer the ability to attack continuously in a spinning motion without getting tired or dizzy..
>
> *Magic hand:* A strange glove device that is attached to a mechanical arm can be used for reaching objects on shelves and for punching enemies
>
> *Arm Blaster:* Well this is basically an identical copy of Megaman's Arm Cannon Blaster So works just like it.

Plane Transforming Mech (400, Discount for Genius): A modified plane. Normally it will look like those old biplanes, rotors and everything but this one can change into a more futuristic-looking one that flies faster and is more aerodynamic. Unlike Tails' plane, both modes have landing gear on them. In addition, it can transform into a mech, a mech about the size of a car, it includes the following.

> *Boosters:* A useful upgrade for your mech. With it your mech obtains the ability to hover. This upgrade can help you to get your mech across gabs
>
> *Big Cannon:* Bazooka, Large Cannon, whatever you want to call it this weapon is strong enough to brake through metal crates that you see in Sonic Adventure 2. This means that the original gun that your mech came with gets an upgrade that will do more damage over all.
>
> *Laser Blaster:* The Missile Launcher that mech is equipped is a good weapon. But it can be better right? Meet the Laser Blaser. This weapon not only does more damage than the Missile Launcher and it also release violent explosions upon contact, thus damaging enemies that are near the target as well.



Guardian

Fighting Gloves (100, Free for Guardian): The Fighting Gloves are a pair of gloves exactly like Knuckles' normal gloves but are colored yellow with green cuffs but you can make them look however you wish. But with them you gain access to the Maximum Heat Attack. Gather Energy until you are glowing red, then release that energy to launch yourself at an enemy or group of enemies. Basically the same as the Light Speed Attack.

Treasure Hunting Gear (200, Discount for Guardian): These are all the upgrade items that Knuckles had from Sonic Adventure 2: Except for the Air Necklace that won't be needed for this setting. I

> *Shovel Claw:* A strange tool that attaches to your hands. With it you can dig through all manner of dirt and gravel…but not metal. Even if you are strong enough to rip apart with your bare hands. You'll only break the Shovel Claw. Granted it will be repaired and good as new within a day but still do not attempt to force the shovel claw to dig through steel.
>
> *Metal breaker:* Let they be bracers for your gloves or heels for your shoes this item's purpose is simple: make your attacks stronger. Strong enough to break the metal container found in this jump.
>
> *Special Eyewear:* This special piece of eyewear Will reveal hidden objects. Now in the game this isn't utilized as much. But in your case, you can see invisible laser grids, find hidden switches, and even find objects that have been buried. As for what type of Eyewear it is, is up to you to decide. Dragon Ball Style Scouter, Sunglasses, etc. By default though they look like a pair of Sunglasses.

Floating Island (400 SP, Discount for Guardian): Your own copy of Angel Island just minus the Master Emerald. Bonus here is that it doesn't need the Master Emerald to stay afloat. After this jump it will be apart of your warehouse or appear somewhere in future jumps



Rascal

Fortune Telling Cards (Free, for Rascal): A set of Tarot cards. You can use these to predict the future…..or as emergency weapons.

Warrior Feather and Big Hammer (200, Discount for Rascal): These are a pair of items that Amy had in Sonic Adventure

> *Warrior Feather:* A feather accessory that can be attached to your clothing or be fashioned into a necklace or headband. It gives you the ability to do the Revolving Hammer Attack. While it doesn't require a hammer, you do is hold your weapon out and spin around like a top. Any foolish to get close will be hit by this attack.
>
> *Big Hammer:* Okay so this is an upgrade to the Piko Piko Hammer. It's longer and has bigger range, hence the name. However just like the "Piko Piko Power" perk, you can summon this hammer whenever you wish. However if you have the "Piko Piko Power" perk this will intergrate with you Piko Piko Hamer and will also make it stronger

Transforming Car (400, Discount for Rascal): Okay this isn't the same transforming car from Sonic Team Racing Transformed. This car is more like the one from Sonic R, except less Power Wheels and looks like an actual car. Basically, when this car ends up hitting a body of water (lake, river, sea, etc.) it will transform so that it can float and move on water. It will revert back to normal when it reaches land



Youth

Chao Treats (100, Free for Youth): A variety of fruit that Chao consumes….they are also edible for other creatures as well. They have been said to be sweet

Omochao Gun (200, Discount for Youth): An odd weapon that resembles the character Omochao from various Sonic games and fires bullets that resemble his head. The bullets can bounce off walls and objects and pass through some enemies. The bullets can bounce from one enemy to another, up to two times.

Chao Garden (400, Discount for Youth): Although the Cho Garden isn't a feature in Shadow the Hedgehog you actually end up in an area that might as well be one. Basically you have a Chao Garden that can house 24 Chao at a time.



Thief

Jewel Collection (100, Free for Youth): Ruby, Sapphire, Topaz, Pearls, Diamonds, and Emeralds (Not Chaos Emeralds just regular emeralds). All these and more. This a whole variety of jewels, gems, and other shiny things for you to enjoy

Agent Gear (200, Discount for Youth): A specialized body suit meant for stealth, a variety of animal-themed floating bombs, hacking devices and mini bombs

Military Base (400, Discount for Youth): A Military bunker that is meant to keep you safe and fed before you go out on another mission.



Robot

Eggpawn Arsenal (100, Free for Robot): These weapons are impressive but there are only 4 of them. An SMG, A bazooka, a lance, and a hammer. And while yes they can keep up with GUN arsenal the number of different is is low. So that's why its cheap

Robotic Upgrades (200, Discount for Robot): These upgrades are standard issue for the original E100 series, Thery are the following.

> *Laser Blaster:* The shots fired from this gun have a blast radius. So you can use it to damage a cluster of enemies.
>
> *Jet Booster:* Somehow this floating disk can allow you to hover, despite not being directly attached to you like how a jetpack would. If you have the ability to fly it will hance your speed and maneuverability in the air

Base (400, Discount for Robot): A base the house all sorts of electronics, tools, and even radars. Everything that you can use to kick start your own ambitions to take over a world. In addition it has snazzy music playing while you are inside. Long Live the Jumper Empire



Ninja

Shamasen (100, Free for Ninja): A Japanese guitar instrument makes some nice sounds…..as long you know how to play it.

Ninja Tools (200, Discount for Ninja): 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.

Computer Room (400, Discount for Ninja): Finally here it is the Computer Room. A room with dozens of Computers and these computers can gain access to any government network in whatever setting you may find yourself in.



Detective

Microphone (100, Free for Detective): A Microphone that works without being plugged in. You can control how loud it can be

Radio (200, Discount for Detective): A two way radio that you can use to keep in touch with your allies with

Office (400, Discount for Detective): 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



Child

Drums(100, Free for Child): A simple drum that you would see in a parade.

Egg Vacuum (200, Discount for Child): A strange device that looked like a chicken. It can suck in Rings, crates, small enemies, pull out certain walls, etc. It can suck in a base of twenty objects (excluding Rings). The more objects it sucks in, the larger the "Egg" at the base of the weapon becomes until it bursts. When that happens it will dispense rings or the appropriate currency for the setting you may find yourself in.

Flower Portals (400, Discount for Child): A set of flower-shaped platforms that can be used to teleport from platform to platform. You can place these Flower Portals to set up a teleportation network.



Black Arms

Strange Hover Platform (100, Free Black Arms): A hovering sisk about the size of a skateboard it just hovers and you can move it but doesn't go as fast as a car and doesn't offer as much defense.

Tank (200, Discount Black Arms): A strange organic-looking Tank. It is said to have a laser cannon. But what we do know is that it is very durable and has an even more durable energy shield.

Black Arms Arsenal (400, Discount Black Arms): The Black Arms are a race of alien conquers and these are the weapons they use

Black Sword: Large purple sword. Sometimes accompanied by a shield.

Dark Hammer: Large blue hammer-like weapons used by some Black Arms Oaks.

Black Shield: Small transparent shield that is very resistant to projectiles. Large stationary shields can be found on the Black Comet, but they are much weaker.

Light Shot: Basic plasma machine gun pistol commonly used by Black Warriors.

Flash Shot: Rapid-fire, double-barreled plasma guns that are a common sight among Black Arms.

Ring Shot: Gun that shoots slow pink energy rings, similar to the shots from the Camerons in Sonic Heroes.

Splitter: Broad gun that fires fast red energy discs. The shots act like laser shots as they can shoot through multiple enemies and bounce off walls.

Worm Shooter: Weapon that locks onto targets, and fires small homing explosive worms at the targets. Used by Black Annelids.

Black Barrel: Powerful bazooka-like weapon that fires exploding energy shots. The same technology is used in the Black Cannons. A more powerful variant of this weapon exists, different in color and slightly in shape.

Cell Cannon: Powerful stationary alien turret that can be used to destroy things such as gunships. They have a Black Barrel on their tip, and fire the same shots. Once destroyed, they leave a Black Barrel for Shadow to pick up.

Refractor: Laser rifle that fires red lasers that bounce off walls. All Black Assassins are armed with this weapon.

Heavy Shot: Machine-gun rifle similar to the light shot, but larger, more powerful, and with a different sound effect. Seen in all three levels in the Black Comet.

Vacuum Pod: Odd weapon that sucks objects into its muzzle and compresses them into small balls that can be fired at enemies, similar to Sonic's magic hand attack from Sonic Adventure 2 Battle. It can also suck in rings without using up ammo. Enemies use this weapon by sucking shadow in to touch them. Flying enemies can not be sucked in, and neither can enemies too large. While stationary, it can be seen slowly breathing.



COMPANIONS



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

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

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

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

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

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

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

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

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

E- 123 Omega (100 SP): "Affirmative" You have chosen to take Omega with you.

DRAWBACKS



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.

I have an announcement! (+0 SP): Uhhhh… Why does Shadow keep talking about pissing on other people? Why is Sonic talking about his criminal charges? AND WHY DID EGGMAN SAY HE PISSED ON THE MOON AND IS CALLING OBAMA AN IDIOT?! Oh…you're in the Snapcube's version of Sonic Adventure 2. Expect things to get weird.

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

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 the some areas are like a maze! Expect to get lost plenty of times before finally getting to your destination.

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

Smarter Baddies (+400 SP): There's no way around it. Eggman's Robots aren't as advance in the intelligence department as Gamma or Metal Sonic. Now that's not the case. They can now plan and anticipate attacks. This also means they can work in tangent with Eggman's schemes and can even create ambushes Be careful

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.

Enemy of GUN (+600 SP): GUN is a military group that is supposed to be making sure that humanity is safe from any threats. For some reason they see you as a threat at large. Basically like Sonic you are going to be on the run from these guys from start of your jump until the end (which is basically the end of this jump any ways)

Black Arms' Rage (+600 SP): Black Arms are an advance alien race come to this planet to conquer it. And you are considered a problem for their goals. They are going to be hunting for you to kill you or worse use you to create more powerful soldiers For some reason they see you as a threat at large. Basically like Sonic you are going to be on the run from these

guys from start of your jump until the end (which is basically the end of this jump any ways)

Shadow's Power (+600 SP): Now you are in trouble because Shadow now wants you dead. Good Luck

Enemy of Sonic Heroes (+1000 SP): ARE YOU CRAZY?! Okay by taking this Sonic his friends view as an enemy to taken down. But unlike Eggman they will be gunning for your demise. They are powerful and makes the military forces look weak by comparison.Are you sure you can handle them? As for why this grants more CP than Shadow's Power well Shadow is but one hedgehog…and well Sonic has been shown to being stronger than him. And more importantly there's like 10 of them.

ENDING

I am where I need to be: Stay Here

Sayanora Anon the Jumper: Go home

Never Look Back Again: Continue your chain

NOTES

Made By Sonic Cody12/Sonic Cody123/Cody Majin

Happy Year of Shadow