SONIC ADVENTURE

Hit boys! Play that awesome song!

Can't hold on much longer

But I will never let go

I know it's a one way track

Tell me now how long this'll last

I'm not gonna think this way

Nor will I count on others

Close my eyes and feel it burn

Now I see what I've gotta do

Open your heart, it's gonna be all right, yeah

Open your heart



Welcome to Sonic Adventure! This when the Sonic Franchise enters the Adventure Era of the Game series. You'll be spending about a month here. No not 10 years, one whole month. Why well just like Sonic himself you won't be spending too much time here. But this is Sonic meaning you have to worry about Eggman. You are going to need this:

1000 SEGA POINTS

And with that good luck!!!

LOCATION:

Well its kind of hard to give you location choices when there only three areas of interest: Station Square, Mystic Ruins, and the Egg Carrier. When you enter this jump you will start in the Hotel in Station Square.



ORIGINS

Before you can go on your way we need to go over a few things first. 1) Your age will be 1d5+10 and your gender will be the same it was in the previous jump. You can 50 CP to change either or 100 to change both. Second each Background as a specific species attached to it. For the sake of understanding we'll call them Mobians. You can also be a human if you wish.

Speedster: Gotta go fast. You're dude with an attitude. You will be a Hedgehog Mobian.

Tech: The Skies call for you and you the knowledge to get there. You will be a Fox Mobian.

Guardian: A protector of an artifact or ruins. You will be a Echidna Mobian.

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

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

Robotic: Boot up complete. E 106 Jumper online. Systems normal and ready. You will be a Robot.

PERKS



General:

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

Boarding skills (50 SP): 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.

Chao Caretaker (50 SP): Chao are baby like creatures that require loads of love and care. You know how to take care of these creatures.

Just Your Average Walking Talking Anthromorphic Animal (100 SP): For some reason people here treat Sonic and His Friends as a regular occurrence and not at all weird or disturbing. With this perk people will treat you as something that is a normal and not all freaky or crazy.

Small Animal Assimilation (200 SP): There are these small creatures called Small Animals. They can be used to generate energy to power machines but Chao can absorb that energy to undergo a metamorphosis that causes them to obtain the traits of these creatures and in doing so improve their abilities in running, swimming, flying, and power. By

eating fruit, they increase their stamina. This ability it now yours. On command you can take the essence of a defeated enemy and absorbing it will grant you traits from that enemy and improvement to your abilities in running, swimming, flying and power. For this jump is it is exclusively small animals. Afterward it will be things like a power core or a some blood. But don't expect a grand improvement over all.

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.

Speedster

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

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

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

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



Tech

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

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

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

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



Guardian

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

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

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

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



Rascal

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

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

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

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



Fisher

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

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

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

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



Robotic

Robotic Voice with Emotions (100 SP, Free for Robotic): Your voice may seem emotionless to people but those closest to you can see the emotions that you are conveying. Good for secretly telling someone your emotions or to warn them of on coming attack without actually mentioning the attack.

Target Locked (200 SP, Discount for Robotic): Your body has a lock-on laser and a laser blaster that you can use to shoot your targets. Your shots will home in on their targets, however one can avoid or block the attack if they are quick enough. Someone like Sonic will be able to dodge

Beyond Programming (400 SP, Discount for Robotic): 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.

Combat Upgrades (600 SP, Discount for Robotic): Normally you are just like any other E series robot. Specifically similar to Gamma. But now you are a strange combination of Gamma and Beta. You have the ability to fly. You arms can switch between being hands and being guns. Eggman has been working a robot like you. The last one of the E series is you. Might as well call you "Omega"



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.

Snow Board (50 SP): Your very own stylized snowboard to call your own. It's design matches your personality. It's also indestructible, so go nuts.

Hotel Room (Free for here, 50 SP to keep): Well seeing you are going to be here a while how about a nice hotel for you to rest in? A regular two bed hotel room. Don't get to excited though

Chao Garden (100 SP): And here it is the! One of the big attractions of this setting: The Chao Garden. This one is designed to your liking but includes the following: One swimming area, a black market, several trees with fruit, and an exit. Also comes with two Chao. These Chao will be counted as companions after this jump so do take good care of them. Now I know what you're thinking: What's so special about this place and these Chao? Simply put the Chao are adorable little creatures that are basically like babies. You can feed the fruit to help them grow and pet them to make them good. But one important that

they can do is that they can absorb the traits from the Small Animals which will in turn improve their stats, which are: Swimming, Flying, Running, Power and Stamina. Stamina is only improve by feeding them fruit. However in your case you can give them any animal or object of power and they'll improve from it. They also can evolve into different forms once they reach a threshold. For more information go here

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

Speedster

Lightspeed Shoes (100 SP, Free for Speedster): 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!

Crystal Ring (200 SP, Discount for Speedster): Normally it takes roughly 3 seconds to charge up for a Light Speed Dash. 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.

Ancient Light (400 SP, Discount for Speedster): 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!



Tech

Jet Anklet (100 SP, Free for Tech): 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 (200 SP, Discount for Tech): This ancient echidna badge grants it wearer the ability to attack continuously without getting tired or dizzy. Using this item with the "Two Tailed Fox" Perk will allow you to unleash a never ending string of a tail attacks on your foes.

Plane (400 SP, Discount for Tech): 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.



Guardian

Shovel Claw (100 SP, Free for Guardian): 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.

Fighting Gloves (200 SP, Discount 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.

Ancient Island (400 SP, Discount for Guardian): A mystic wonder this island. Floating above the world in the skies this island can act as your home. The main draw of it is that it holds it's own version of the Master Emerald.



Rascal

Get away Balloon (100 SP, Free for Rascal): A Balloon that either has a gondola for you to ride in. Whenever you need to get out of an are you call on this balloon. Get in and the balloon will fly you to someplace. It is surprisingly fast

Warrior's Feather (200 SP, Discount for Rascal): 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.

Long Mallet (400 SP, Discount for Rascal): 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



Fisher

Fishing Equipment (100 SP, Free for Fisher): Fishing Rod, Bait, a lure. Its all here. Everything needed for fishing.

Swimming gear (200 SP, Discount for Fisher): Maybe you already know how to swim but better safe than sorry, right? It may simply look a green inflatable inner tube. But somehow it can improve your swimming skills. If you don't know how to swim, this item will help you learn how to swim and with a few days using this you will be able to swim on a basic level.

Fishing Hut (400 SP, Discount for Fisher): A place to rest your head. It may look like a normal cabin in the woods, but if you sleep here you will recover much faster. Also people for some reason people tends to leave this place alone despite knowing where it is. So it could be used to start on your hideout.



Robotic

Laser Blaster (100 SP, Free for Robotic): The shots fired from this gun have a blast radius. So you can use it to damage a cluster of enemies.

Jet Booster (200 SP, Discount for Robotic): 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 SP, Discount for Robotic): X 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.



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 ad besides when I come back I propably 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

E 102 Gamma (100 SP): "System reboot complete. Name: Jumper. Designation: Master. I will go with you to other worlds." You have chosen to take Gamma with you

Other Canon Characters (50 SP): Choose a different character than the ones listed above. Except Eggman, he refuses to join you. I don't know why. He just said no.

SCENARIO



Sonic and Jumper Adventure: The Sonic Adventure storyline was quite fun isn't it? Would you like that to be a part of it? Well go right ahead. This Scenario is simple complete one of the character's story lines with them. Your Reward for completing this Scenario depends on which story you complete. In addition you gain the Character as companion. The rewards are as follows:

Sonic – Supersonic Skills: Sonic's Reaction speed and acrobatics are impressive he also somehow can pick up on skills really quick. And now this quick skill acquisition is now yours. You also get Sonic as your Companion

Tails – Piloting master: You have this innate skill with planes. As if the minute you get into a cockpit you can fly like an ace who has been flying all of their life. You also get Tails is now your Companion

Knuckles – One with Chaos: You can sense esoteric energies. And the location of the source of those energies with pin point accuracy. You also get Knuckles as your Companion

Amy – Damsel Not in Distress: You have gained a danger sense that allows you detect when someone is chasing you. In addition you have skill of escaping capture. You also get Amy as your Companion

Big – Froggy Where are you: When You are looking for someone you have a tendency of stumbling upon where they ended up. You also get Big as Companion

E 102 Gamma – Master Designation Deleted: You have the ability to resist and break out mental condition and programming that has been place upon you. In addition due to your interreference E 102 Gamma didn't perish and is now your Companion

We are all Super (Requires that you have completed "Sonic and Jumper Adventure"): Okay basically you have to do the same thing as the "Sonic and Jumper Adventure" scenario but you have to go through ALL of the storylines. You will be given the means to do so without having to worry about some time paradox. After you do this you will have go through the final story that is super sonic. However with the way things are going now, instead of just Sonic going super you, and the rest Sonic's Friends will be going super and work together to take down Perfect Chaos.

Reward – Super Sonic and Friends: Sonic and all of his pals can go super now…as long as they have chaos emeralds to do so

Reward – Chaos is power: I have no idea what your encounter with Chaos has done but you seemed to have obtained his powers from each of his forms from the game. Including Perfect Chaos.

DRAWBACKS



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 was 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): X 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.

Eggman's Desire (+600 SP): Okay I don't know how but Eggman found out about your nature as a jumper. And has come up with an interesting plan to empower himself if the Chaos plan fails. His attention will be evenly split. Gathering the Chaos Emeralds and Killing you. Or rather absorbing your powers and integrating them into his body safely. A normal Eggman is dangerous enough. A JUMPER Eggman? That's worse. Be on guard.

ENDING

Where do I stop: Had enough adventuring? Well time to head on home

This is my planet: You like it her and want to stay. Well take these additional 1000 SP to spend here

I wanna fly high: Well there's more to see on the jump chain! Better keep jumping.



Notes:

By Sonic Cody12/Sonic Cody123

The reason why I made the time spent here a month because it made sense also it didn't make any sense to make it 10 years. This IS a Sonic jump, so it would make sense that you wouldn't want stay in one place for too long. So basically, you'll be here until the end of Sonic Adventure. Which is about a month