

Sonic Forces Jump V 2.0 (Overhaul Edition)

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This is a world that should be familiar for anyone who grew up in the 90’s. Hedgehog vs mad scientist, a tale told many times here. Only things went a little wrong. This is the time the mad scientist won and nobody was able to stop him from conquering the world. Until the Rookie

came in clutch. Or maybe you will steal the thunder? Starting budget 1000 Choice Points. You're gonna need it.

What? Do you need a better explanation? Fine.

The main events of this story began following the events of a routine mission for Shadow the Hedgehog, during the course of which he absolutely demolished a mercenary group. The sole survivor of that attack swore vengeance, and managed to convince Dr. Eggman to give him the opportunity to achieve it. The Mercenary, now under the name of Infinite, had the good doctor imbed the latest power gem that he had found in Infinite. This gem, the Phantom Ruby, had the power to create illusions that were so realistic that they boarded on reality warping, able to physically interact with the world. This allowed Infinite to manifest versions of many threats that Sonic had previously faced and have them all assault Sonic simultaneously, overwhelming and defeating the blue blur. Following his defeat there and subsequent imprisonment on a space colony, Eggman was able to freely expand his Eggman Empire across most of the world. Now only the Resistance stands against him, working tirelessly both to oppose his expansion, and to try and find the captured Sonic and free him.

Race

[While many creatures call this world home, for the purposes of this jump they can be summarized into Three groups. Which one of these are you?]

Pick your gender and age for free.

Human - [You are a bog standard human, well, unless you are a Robotnik. These are the people seen across countless other settings and barring vanishingly rare exceptions, are the same as you would find elsewhere. They're Humans, there isn't much else to say.]

Mobian - [Jokingly described as "Animal People", the Mobians are a group term for the people who share attributes of both humans in that they are bipedal humanoids, but also share rather obvious animal traits as well. In addition they tend to be a rather short race altogether, with few passing 5 feet in height and most being closer to 3 to 4 feett in height. They vary wildly in appearance as they can be of any animal: from mammals, to birds, to insects, and even fish. These are the races that you would primarily know the main Sonic cast to be composed of.]

Robot - [Primarily the works of Dr. Robotnik, also known worldwide as Dr. Eggman, these are artificial creations of his. Mechanical beings that contain inherent weaponry, and some of which are sentient. It is also technically possible that you have a small living animal inside of you as a power source / brain if you are especially old, but the good doctor eventually stopped using such things for some reason or another. If you don't want to have that happen, then don't worry about it. Additionally, in the event you appear as one of his works, but don't want to serve the

Eggman Empire? Don't worry, you would be far from the first creation of his to rebel against him. He is not exactly the best of bosses after all.]

Roles

[With the world in the state it is in, it is sadly impossible to just stay out of the conflict unless you leave the planet entirely. So it is time to pick a side to stand beside. Are you serving the Eggman Empire as one of the conquered or conquerors? Do you join the Resistance to fight on even with such odds against you? Or do you just look out for number one as always in your line of Mercenary work?]

[Where do you stand in this conflict? (Note: Any of these options may be used for the purpose of being a Drop- In)]

Mercenary: [Your loyalties are only to coin and with the highest bidder. As a Mercenary you are with whatever side you choose depending on who pays the most, you can consider this the neutral route if it helps. Both sides would welcome the aid, though both have issues as well, the Resistance is slim on funds to spare, and Eggman is already winning so he won't likely be willing to pay too high a price. It is up to you to do what's best for business.]

Resistance: [You stand side by side with your friends and for freedom and justice. You stand with the Resistance, a movement mostly composed of Mobians that seeks to oppose Dr. Eggman and his newest elite Infinite. You are working alongside the well known heroes of this world to save it in the absence of Sonic.]

Egg Empire: [With the obvious winning team and alongside the greatest mind in this world.You stand with the Eggman Empire and Dr. Eggman’s intentions to conquer the world, so far at this point in time it seems to be the winning side given he already Has conquered most of the world. Only time will tell if he can hold it though.]

Perks

[To rise above the common soldier, you need something about you that stands out. Why should you be promoted, what do you bring to the table?]

General Perks

Tougher than I Look (Free): [You are stronger, faster and overall tougher than your appearance would imply. You don't need to worry about going down with a single shot from a badnik, or about your chosen species being too small to use the standard weapons or too big to be able to maneuver properly in this loop de loop filled world.]

Soundtrack/BGM (-100 CP): [The Sonic series has a ton of songs that have played through it, across games, films, and shows. Now you can hear music from across the entire Sonic series playing wherever you go. You can toggle if only you can hear this or if it's audible to everyone around you.]

Double Boost (-400 CP): [When standing side by side with an ally, you can reach power greater than the sum of your parts. Able to combine and use both your powers at once with greater power than either had before. You can sync up with an ally and during this time both of you can temporarily use each other's powers, at the same level of power as the stronger of the two of you. IE: if you use this with Sonic, and you have elemental powers. You are temporarily as fast as him and your elemental powers are both boosted and shared.]

Unusual Abilities (-100 CP to -600 CP, Can be taken multiple times, Race Exclusive): [Lots of people, mostly mobians admittedly, have odd abilities. Telekinesis, pyrokinesis, super strength, speed, exotic energy manipulation. Below are some rough examples of the power each tier gives to the various Races. The price for this Perk is variable, and the options for it are explained below:

Mobian:

- **Enhanced Physiology** (-100 CP, Mobian Only): [You are simply tougher, faster, and stronger than others of your kind. Twice as much in fact. This, alongside the “Tougher than I Look” Perk, can be considered the minimum needed to actually fight on the frontlines for the Resistance.]
- **Exaggerated Physiology** (-200 CP, Mobian Only): [You are now in possession of an ability tied to your altered species, but exaggeratedly so. IE: Tails flying because he can spin his tails like a propeller or Cream flying using her large ears as wings. Or for a non-flight example, Espio being able to use his tongue like a sticky whip or even Sonic’s use of hedgehog spines and IRL curling up for defense to become his signature spin dash.]
- **Lesser Abilities** (-300 CP, Mobian Only): [This is where abilities like Amy’s fortune telling or card tricks belong. And where weaker elemental effects would be found. Most Wisps can possess this level of power and grant similar through the use of Wispons. But if you want to have powers like that without having to worry about the ghostly critter in your gun potentially arguing with you. This is it.]
- **Greater Abilities** (-400 CP, Mobian Only): [Now we are getting to the big leagues. This is the level of power that is typically seen in secondary characters such as Knuckles and

Amy's strength. Or if you want a non muscle based example, Silver's Tk would fit here as well. His time travel though does not.]

- **Broken Abilities** (-600 CP, Mobian Only): [This is where the scale just breaks. It is where abilities like sonic's speed or access to Chaos like what Shadow has is. This is where you stop being a person with powers and are more a force all on your own.{

Robot:

- **Mark-2** (-100 CP, Robot Only): [More than a standard motorbug or base level badnik that gets churned out by the score. You are more like an upgraded Eggpawn. Nothing too threatening on its own yet, but an upgrade over the non-modified mirrors to yourself you see around you.]
- **Updated and Upgraded** (-200 CP, Robot Only): [Now you are a more specialized unit. You come equipped with armor that not even sonic can destroy! (on his first hit, at least) as well as an inbuilt weapon and some degree of skill in using it.]
- **Elite Unit** (-300 CP, Robot Only): [This is the level of power that Minibosses tend to have, enough to make the enemies focus on you to deal damage before you inflict the same on them. You also have options for both a range weapon, a melee, and a means of some form of assisted movement. An inbuilt jetpack to help move up briefly or a short boost?]
- **E-Series Equivalent** (-400 CP, Robot Only): [Now we are getting to the big leagues. You are equipped with short range jet boosts to allow for movement in any direction, heavy armor allowing you to take hits even from the likes of Knuckles or Amy or even Sonic. Or you could be a more Specialty model, possessing a similar scale of abilities and threat but for a more narrowed focus.
- **Metal Unit** (-600 CP, Robot Only): Speaking of the blue blur, it seems Metal Sonic may have competition now. You are a Masterpiece akin to the finest works of Dr. Eggman, you are incredibly fast, extremely durable, and possess some form of unique ability for yourself. This could be from Metal Sonic's raw stats to something like Emerl's copy ability.]

Human:

- **A Matter of Scale** (-100 CP, Human Only): [Mobians are not the only intelligent form of life on this world, as entire nations of Humans exist scattered around. While a Human and Mobian of similar sizes will be roughly equal in terms of strength, an average Mobian is roughly half the size of a Human. This, coupled with the fact that Human equipment is designed to leverage this fact, means that even an average Human can do a serviceable job substituting for Mobian heavy weapon squads. Though this does mean that you will have some difficulty fitting into areas designed with Mobian standards in mind.]
- **Armed and Dangerous** (-200 CP, Human Only): [AGAIN! You are now trained in how to use your strength to its fullest. In addition to that, the training you have undergone increases the strength and stamina you have now.]

- **Elite Agent [Insert-Jewel-Name-Here]** (-300 CP, Human Only): [Unlike Topaz, you are not assigned to a certain bat. However, like Topaz, you are trained as an elite, able to keep pace with named characters through a combination of skill and fortitude.]
- **Human Limit** (-400 CP, Human Only): [There is what people commonly believe that humans are capable of, and then there is this. Many people have shown themselves to be capable of feats far beyond what their stature would imply or perhaps, they show what a lifetime's dedication can bring? Regardless of how you appear, you are able to perform at the level of world record breakers in their fields. From strongmen, to olympians, you stand at the limit.]
- **Robotnik Brilliance** (-600 CP, Human Only): [You are past the concept of a thing such as Human Limitations. Your brilliance is beyond such petty beliefs. You could be a genius of invention enough to call yourself peer to Eggman, maybe you work ancient magics the likes of which have not been seen for centuries? Or perhaps you are simply a physical freak able to break badniks with all the difficulty of tearing paper?]

Mercenary

Jumper Acquisitions (-100 CP, Free for Mercenary): [You have the skills needed for your profession, especially the skills needed to do heists of all sorts, from smash and grab to corporate espionage. You know enough to attempt the job and have a decent chance of success. Even if this alone would leave you as being far from the top in your field.]

Called in Some Favors (-200 CP, Discount for Mercenary): [You know someone, or know a guy who knows someone with the skills needed. You have a knack for both making contacts, if not friends, and know how to get the right guy for the right job. Additionally, you will start both this Jump and any later ones with a list of contacts you can call upon.]

Get what you Paid For (-400 CP, Discount for Mercenary): [You both give and receive a boost to either your powers or those of someone you hired, depending on if you were hired or did the hiring. The effect of this is proportional to the amount of money invested. A small amount of funds won't grant much, but if you're paid a true fortune, you may even be able to take on someone like Sonic.]

Sole Survivor (-600 CP, Discount for Mercenary): [You should have double tapped. If something happens that wipes out your mercenary band or allies, you are guaranteed to survive at least until the very end. You won't take fatal damage until you are the last man standing, no matter the amount of force brought against you and your team. Although, it very well may look like you've died if things went especially bad.]

Resistance

In the Nick of Time (-100 CP, Free for Resistance): [You have the sense of timing of a hero in the making. You get a knack for near misses when others would have been hurt, and arriving just in time to save the day.]

Rally the Troops (-200 CP, Discount for Resistance): [When you send out a call for action against a common foe, you'd be surprised how many are willing to listen. You are able to pull people from all walks of life to a common cause and able to turn even vague plans into something coherent and viable for battle with this. Just don't try surfing any Big Waves.]

You're a Natural, Kid! (-400 CP, Discount for Resistance) [You have a knack for combat and it shows. You are able to adapt to the flow of battle and keep tabs on everyone involved in the conflict, allies and enemies alike, and know where they are and how it's going with a glance.]

Rookie No More (-600 CP, Discount for Resistance) [You have a sense for battle on a scale that is so large it's hard to believe this is your first conflict. You can track and anticipate enemy movements, pushes, and what they are able to send to fight with as well as knowing just who to put where to best maximize your chances of winning. Do you have a man on the inside or something? It's like you know what they are going to do before they do!]

Egg Empire

All in the Aesthetic (-100 CP, Free for Egg Empire): [You have the ability to make even the most dangerous of things look silly and cute, but don't be fooled. These are still deadly machines of war. Even if they do look like a child's toy. It doesn't have to be childish and silly, you can make your inventions fit any aesthetic you choose and not inhibit their performance at all.]

Themed Park (-200 CP, Discount for Egg Empire): [You are able to make any thematically built machines and robots, or redesign existing outfits and equipment, to fit the location you are in or where they are going to be deployed, no need to worry about if the designs are going to conflict with the purpose. You can cram all the needed machines into the space you choose. Though the shell needs to have some unified theme to stick to.]

When I'm Good and Ready (-400 CP, Discount for Egg Empire): [You have a disturbing talent for hiding your inventions and plans until you are ready to begin. Nobody is able to find you if

you don’t Want to be found or are mid way in a project. It's to the point you could even build a complete space station without being seen somehow.]

Egg-ucation Graduate(-600 CP, Discount for Egg Empire) [The sheer variety of projects and creations and technology crafted by Dr. Eggman is enough to boggle the minds of lesser men, but now you are one of the few who actually Understands. You now join a terrifying small list of people able to understand Eggman tech, and have received an education on what all he has invented up to this point, and how it all works.]

Items

[Regardless of what side you are on or what you are, it is important to enter the battlefield well equipped. Make sure to gear up well for the battles ahead with whatever you have been budgeted for.]

General Items

Rings (-50 CP): [This is a pile of 50 Power Rings, as long as you have at least one you can lose them to protect yourself from an injury. You can find these in Jump but this applies a starting amount each Jump. Try not to lose them, when not “bound” to someone they fade away in a few seconds.]

Costume Unlocks (-50 CP): [These have no real effect beyond being the materials would normally do. But all costumes you get this jump will become fiat backed and able to fit any alt form.]

Item Box Power Ups (-100 CP): [Dotted around the world in seemingly random places are boxes, when broken these boxes will apply a temporary buff to you. The side of the box will always give a clue as to what's inside.]

Phantom Ruby Prototype (-200 CP): [This is a hand sized synthetic ruby able to project small scale hard light holograms. Its main use is in the disruption of other illusions. This will shatter once it runs out of power, but will be replaced once per jump.]

Mercenary Items

Supply Drop (-100 CP, Free for Mercenary): [All Merc work needs the tools of the trade. And now you have it. You come with guns and ammo aplenty, albeit it's all non magical or enchanted beyond what can be acquired on market, all disposable but a decent amount to start you and your squad if you run dry on a job.]

Call in the Squad. (-200 CP, Discount for Mercenary): [You can, once per jump, hire a crew of allies that will obey you and understand what you plan, as long as they are still paid. Their powers and skills will compliment yours although they will only use powers and tech native to the jump used in. They will leave when the money stops.]

Business Contacts (-400 CP, Discount for Mercenary): [This book contains a list of jobs that are currently available for someone of your talents. Each job listing who the client is (unless they pay extra for anonymity), what they want done, where, and by when. As well as the fee charged for the work and any additional details that can be used to give yourself a bonus. As an additional bonus, this also gives you some intel on any opposing forces that may lie in wait for you during the job. Don't worry about trying to coordinate things, once you mark a job as Accepted, the client will know.]

Backup Plan (-600 CP, Discount for Mercenary): [Despite how easy some mercs make it look, it is a sad fact that not every job is gonna go well. And when that sad eventuality does come to pass? That is when this comes in handy. What is it? I don't know and neither do you, it is a black box with a glass cover shielding a button. Once you flip the lid and press it, you have 30 seconds to grab what you can. Because things get loud after that. Some form of vehicle will crash into your location, and collect you and any allies you have that are still alive(along with whatever you are holding) and evacuate you from the location. But this button cannot be pressed more than 1 time per year. Best save it for when you really need it, because they will not slow down or stop for anything and there is no hiding once you hit it. The evac will take you to your last known, actually safe, safe haven for you to recover in.]

Resistance Items

Traversal Toolkit (-100 CP, Free for Resistance): [Consisting of a Wire Traversal Tool, letting you live out your Spider-man fantasies, a jetpack in case that snaps, and an Extreme Gear for high speed single person movement. This kit is meant to be all you need to reach the mission area, and evac if things go south as well. Good luck soldier!]

Variable Wispon Replica (-200 CP, Discount for Resistance): [Wispons are an odd type of weapon using Hyper Go On energy, normally generated exclusively by Wisps; post jump this weapon will be able to store the various wisps used inside safely, so don't worry about the little

guys. It is a Wispon that can be any type you choose, from Burst Wispons with flamethrowers and rocket jumps to Lightning Wispons that sling electric whips and can pull you along to metal objects and surfaces.]

Squad Transport (-400 CP, Discount for Resistance): [In a previous tier, you saw the toolkit needed for personal transport, now it is time to upscale. This is a vehicle of your choosing, could be an atv, a submarine, a helicopter, whatever you choose doesn't matter. What does matter is that whichever you choose, will be able to store and transport as many people and as much gear as needed for a mission for wherever it goes. Never worry about overcrowding the vehicle on a mission again. Nor worry about things like squad size limits either.]

Resistance Base (-600 CP, Discount for Resistance): [The Resistance Needs You! To build them a house to resist from. Thankfully you have this, a hidden base of your own to launch your guerilla tactics crusade against evil from, this base is nigh undetectable on its own, the only way it will be found is from treachery, or from a lack of any places Left to hide. The base comes staffed and equipped with the necessities that many don't think of: such as food, logistical supplies, all the little things you need. And never seems to run out. You do not need to worry about running out of food or water or keeping the lights on, so focus on the fight instead.]

Egg Empire Items

Badnik Horde (-100 CP, Discount for Egg Empire): [A Remote that Summons a horde of 20 to 30 Badniks on demand, though will not get any elite units with just this. It can be used once per week, after all it takes time to transport new units to your ownership.]

Elite Unit Drop-In Cutscene (-200 CP, Discount for Egg Empire): [What's that? Just a batch of badniks isn't good enough? Then get this upgrade to the remote range and power, allowing you to call in 3 Elite units as well. Each of these is much stronger than a base badnik, and smart enough to prioritize targets. Though, I would not expect conversation out of them. They are not that smart.]

Death Egg Robot (-400 CP, Discount for Egg Empire): [In a world like this, it is only fitting that you also get access to the big boys toys as well. This by default allows you to summon a Death Egg Robot, one of Eggman's classic giant machines, but if you specify it can be used to call other similar giant mecha to your side in a flash. It is called by remote.]

Phantom Ruby Duplicate (-600 CP, Discount for Egg Empire): [A copy of the Phantom Ruby, this is capable of Large Scale solid illusions. These illusions are able to act, sound, and even possess abilities akin to what the genuine articles possess, albeit at a lower scale. Unlike the prototype this gem is able to recharge when its energy is exhausted.]

Companions

[Fitting for the event that showed more characters on screen than ever before, there are many colorful characters here and in all factions. You will scarcely see a mission where you actually are all on your own. As a result, choose who you're gonna squad with.]

Import (-100 CP): [Import or create any 1 Companion in. They receive 800 Choice Points to use in Perk and Item Selection. They can choose any Role, or Race to start with and have the matching discounts.]

Mass Import (-300 CP): [Import or create up to 8 Companions in. They receive 800 Choice Points to use in Perk and Item Selection. They can choose any Role, or Race to start with and have the matching discounts.]

Rookie (-100 CP): [The Player Character, they start with the first 2 tiers of Resistance Perk and Item. And have the potential to earn the rest of the Resistance Perk tree by jump end. Starting as seemingly just a random civilian, they are incredibly lucky, and if you don't take the spotlight, they will complete the missions from the canon game and rescue Sonic.]

IDW Canon (-200 CP): [Select any IDW tie in comic character. You will be guaranteed to run into them several times, each time with an opportunity to put your best foot forward and make a good impression. If you can convince them to tag along, they will be recruited as a Companion. They will come with the first 3 perks of their respective faction’s perk tree and the 2 tiers of Items to match as well as any canon powers or Items they had. This can be taken multiple times if you wish.]

Infinite the Jackal (-800 CP): [He comes with the entirety of the Mercenary Perk Tree, As well as his signature Phantom Ruby. Whether you helped him achieve his revenge against Shadow, or convinced him to abandon that pursuit, he will be a powerful ally. Though he would normally need to find a way to supplement the power costs of the Phantom Ruby in order to use it at full power, if taken as a companion it will simply recharge on its own as a bonus.]

Drawbacks

[You know, given how the fate of the world is at stake here, trying to make things even more difficult for yourself feels arrogant. But if you think you have the skills to make it happen, then I suppose you do you then. Here are some handicaps you can take to earn a little extra.]

Lastly, as a general reminder: Drawbacks trump Perks, as a rule. If you take a Drawback, that is occurring and you cannot get out of it. That's what it means to take a Drawback, after all.

Untalented (+100 CP): [Most members of any faction in this conflict are expected to have at least the minimal level of training and skill needed to fight. And now the minimum is the best you have. You possess no talent for the high speed, high acrobactics required for this conflict and favored by those in this world. I hope you were not planning to be a stand out in combat, maybe stick to the mechanic shop or office work?]

Fashion Failure (+100 CP): [Fashion and clothing for Mobians is odd. It tends to run the gamut from near complete nudity to full 3 piece suits, but one thing you cannot deny is that they look good and look distinct. And you meanwhile, well, you certainly look distinct. People could not miss your presence if they wanted to, and given the eye strain you tend to cause with your abysmal outfit? They certainly do want to.]

You're Too Slow (+100 CP): [A thing people forget is that Eggman expects Sonic the Hedgehog to show up to foil his schemes. He plans for it and he builds his defenses, bases, and badniks around anticipating and fighting someone with super speed, which you do not have. You can be super strong, super tough, or even fly! But you cannot be super *Fast*, or at least not fast enough anymore, which is a problem when the tech that can semi accurately aim at Sonic now is aimed at you. Good luck, and remember to duck.]

Not in the Budget (+100 CP): [No access to Warehouse or out of jump Items. You can only make use of Items purchased here.]

I Stand Alone? (+200 CP): [No out of jump companions. Only people recruited via this jump may join you. And that is up to you to actually convince them.]

Montage! (+200 CP): [Well then, I hope you were not planning to just appear with all these fancy powers and skills you bought, no no no. While you have the potential for them, now you need to train them all up. Thankfully it won't take you long to get up to the strength you paid for, but will you do so in time to change things? That's up to you.]

Always Someone Better (+200 CP): [I Hope you were not planning on replacing the Rookie as the hero of this story, because now you really can't. No matter how grand an accomplishment you make during this jump, it will always be overshadowed by someone else.]

Truly a Rookie (+400 CP): [No out of jump powers allowed. You are restricted Just to what you bought here and your Bodymod]

Locked outta the Loop (+400 CP): [Most jumpers come into the jump with a fair amount of knowledge you can only get out of the universe. Or by being an enemy plant. Now the curiosity they would normally dismiss they now worry about. You will have to earn their trust the hard way or else be considered an enemy spy.]

Suspiciously Skilled (+400 CP): [Much like the previous drawback, this one leads to suspicion. Mainly in that surely someone as skilled or with powers like yours would have been heard of before now.]

Manic For Mania (+400 CP): [A fact that most people forget is that Sonic Force ties into the story of Sonic Mania, and bridges the gap in time from the classic Sonic to the Modern Sonic. Now, you also bridge this gap, using what you have bought here, you now need to go to the past and help complete the events of Sonic Mania as well as the events of Forces to complete this Jump.]

Eggman's New Target (+600 CP): [With Sonic captured, Eggman thought his past great challenge was conquered. And then he saw you. Normally Eggman would treat the Resistance as entertainment until they pull the rug out from beneath with the events of the game. But somehow he has become aware of your universe hopping nature. And now sees you for the potential threat you are. Be ready, he's going to come at you just as hard as he would Sonic.]

Not Even My Shadow Is By My Side (+600 CP): [Welp, I don't know what you have done, but the ultimate instigator of this entire mess, Shadow the Hedgehog, is now after you. Good luck trying to convince that edgelord to spare you. And even better luck trying to beat a time stopping teleporting high speed hedgehog with chaos powers. You are going to need it.]

S(peedrun) Ranks Only (+600 CP): [Now this is interesting. While, for the duration of the game's events, you no longer need to worry about dying, you now have a new challenge (you are on your own afterwards though). You get all the time in the world to practice each level and hone your skills, because no matter what, you will be repeating each Level's events again and again. Until you achieve an S rank. What's an S rank? You will have in the corner of your eye, a little grade that counts your score up with how you behave during each Level. You will essentially need to do everything as quickly and flawlessly as possible for you to be able to move on. Good luck, here is to hoping it doesn't take you too long to do, because these looped repeats do not count towards your 10 year timer.]

Endings

[Well after the battles fought here, It’s time to decide how you will be spending your time post conflict. Are you planning to retire? Lend a hand cleaning up the mess this world became? Turn towards new adventures? Whichever you choose, it's time to make the call.]

Go Home - [You’ve had your fill of conflict huh? Yeah i dont blame you. War isn't pretty and this whole world is chaotic. Enjoy your retirement.]

Stay Here - [Im glad to see you are staying behind, the Resistance, soon to be the Restoration, could use a few more hands.]

Move On - [Just like Sonic huh? Always onto the next adventure. Well off you go! Good luck on your next adventure!]

Notes

Regarding companions, anyone you willingly invite to and convince to follow you can be a companion if they are in the warehouse at jump end. Buying a companion with points just guarantees you will meet them and they will have a favorable impression of you at start. The rest is on you.

Many thanks to Xaldreca and Inanos for playtesting this update and their extensive help with brainstorming. And even more gratitude to Xaldreca for being willing to Edit this mess. Thanks guys.