

Welcome to- WAIT A MINTUE! What am I doing?! I can't just give you the Title screen and then just get into the jump…. NOT FOR THIS SETTING!!!

HIT IT!

Blue streak (Blue streak)

Blue streak, speeds by!

Sonic the Hedgehog!

Too fast for the naked eye

Sonic the Hedgehog!

Sonic!

He can really move!

Sonic!

He's got an attitude!

Sonic!

He's the fastest thing alive!

Look out when he storms through!

Sonic the Hedgehog!

Don't doubt what he can do!

Sonic the Hedgehog!

Sonic!

He can really move!

Sonic!

He's got an attitude!

Sonic!

He's the fastest thing alive!

He's the fastest thing alive!

He's the fastest thing alive!



Aah! Much better. Anyways welcome to Sonic The Hedgehog the animated series. Or as its commonly known as Sonic SATAM. IF you want to know how Archie Sonic got started…look no further. Unlike the previous show this one is more serious. Robotnik has successfully taken over the world and its FP to Sonic and the Freedom Fighters to overthrow him. You will start at the beginning of the series and in Knothole. But Before you go takes this with you it will help

1000 Freedom Points

Origins

Age and Gender are yours to decide. As for which side you are on. You are on the Freedom Fighters' side. Your origin will decide your role in the fight and your background.

Leader: You are helping Sally in the battle against Robotnik. Maybe you are her sibling, maybe you are from a different kingdom, maybe you are a former council member. Whatever the reason your skill is in leadership.

Speedster: Sonic is a free spirited individual. His reason is simple…kicking Robotnik's butt and helping people. That your reason for joining you had a normal life until Robotnik took that away from you.

Cyborg: You were going to be robotized but you somehow got away. Now you seek to undo the robotization and get revenge on Robotnik for your current condition.

Youth: You're young but have potential that another reason why you joined the freedom fighters

Inventor: Well you just want Robotnik gone. So you can just live your life and invent things in peace. Now you actually are the least suited for combat out all the origins listed here.

Perk

Discounted perks 50% off as a reminder

General

90s appeal (Free): You look like you are something out of a 90s cartoon. You have the look of cool and rebellious attitude. Similar to the hedgehog himself.

Weapons expert (100 FP): You are an expert at all weapons shown in the show. From the most primitive spear to the advance laser guns. You know how to use them all.

Leader

Stealth (100 FP, Free for Leader): You are basically group of kids going against a madman who has taken over the world. You can't just face his forces like some action hero. That what this perk is for. You are stealthier than the average person. Able to sneak on past a large patrol of guards with very little trouble

Tactics Expert (200 FP, Discount for Leader): X Wars are not won through just superior tech and numbers. Strategy plays a big part in it and that is something that you excel at. When it comes to planning you can take into account all variables and come up with something that uses all bits of information. Heck with your skills you can even win a battle against a technologically superior force.

Expert Acrobatic (400 FP, Discount for Leader): Some bases have security laser, narrow ledges and other hard to reach places. To get through these bases, you need balance, flexibility, grace. You need to be acrobatic and you are one hell of an acrobat. You are able to flip, cartwheel, and spin in the air. Making it seem like you're an aerial ballerina. Use this ability to impress others or to confuse your foes with where you are going to jump to next.

Hacker (600 FP, Discount for Leader): Seeing that Robotnik relies on computers and robotics to get ahead, it would be wise to know how to get into his systems. You know how to hack into any system no matter how complex.



Speedster

Let's juice! (100 FP, Free for Speedster): You are a fountain of catchphrase aren't you. It seems like you have a one liner for everything. There might be a one liner for every situation but knowing how to use them is the trick. That's what this perk is for. Not only coming up with One liners but also using them properly.

Trustworthy Face (200 FP, Discount for Speedster): Well, if there's one thing that might make things difficult in your jump chain is gaining trust. For some reason or another people might expect something from you. Like you are going to lead them to a trap or backstab them. Not with this. With this perk people will trust you more. This can be used for blending in with the crowd, getting the people to trust you more, or for infiltrations

Super Speed (400 FP, Discount for Speedster): Well, it wouldn't be a Sonic setting without the ability to move at Sonic Speeds. You can do that now. This also comes with two additional boons. First you are durable enough to take hits from lightning with little damage, this will be helpful to prevent you from getting to messed FP when you run into a wall. Second you gain the Super Sonic Triple Spin. The Super Sonic Triple Spin is a maneuver where Sonic curls FP into a spiky ball and begins to spin around rapidly, using his quills as blades. The ability has a wide range of uses, ranging from battling robots, ripping plants apart, or burrowing underground. And now this ability is now yours. Its amazing how you don't puke while doing this.

De-Robotize (600 FP, Discount for Speedster): Robotization is a terrible thing. Forcefully being turned into a mechanical servant. Normally it requires the help of a power ring to accomplish such a thing. But with this perk you need no such thing. With some concentration and a bit of energy you can de robotize a victim of this fate. But this perk doesn't just cover robotization. IT will also include other forced transformations. Mutations, Lycanthropy, Vampirism, etc. You can undo them with this power.



Cyborg

Still got my heart and Soul (100 FP, Free for Cyborg): You know for being partially robotized you seem a bit chipper than most would. Well, that's good keeps up moral. With this you can find a bright side to everything and it becomes harder for you to be depressed. It will take something truly traumatizing to shatter this sunny disposition

You are like a Sister (200 FP, Discount for Cyborg): Sometimes you need more than instruction and plans to win a battle. You need empathy and compassion too. This perk helps you figure out what is upsetting them and help them through those problems. Become a big sister to your allies and the increased morale will help with the war effort

Marital Artist (400 FP, Discount for Cyborg): Cybernetics alone may not be enough for you to win a fight, sometimes you need actual fighting skills. With this perk select 3 martials arts that you wish to be a master of. Use this fighting prowess to defeat your foes with more finesse

Cybernetic Enhancements (600 FP, Discount for Cyborg): These new Robotic new limbs are definitely something. They have made super strong, they can stretch out, and can shoot lasers. Best of all they are some what Biomechanical meaning as you get stronger so do they. Even develop new abilities for you to uses like flight or a super jump.



Youth

Cute Kid (100 FP, Discount for Youth): 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.

That's not Sally (200 FP, Discount for Youth): People can infiltrate an organization by disguising themselves and mimicking a voice. It can fool others but not you. The most subtle of hints is all you need to figure out if someone is an imposter. Useful if someone is going to send an infiltration bot do gather information.

Twin Tailed Fox (400 FP, Discount for Youth): 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 Prodigy (600 FP, Discount for Youth): You are young yet you can pick up on things pretty quickly. You learn things faster than others. What would take a normal person a couple of months to learn, it would only take you a few lessons to get it down to a science. Being a fast learner has its advantages out side of things like mathematics and engineering. You can even learn a martial in a fraction of the time it takes for a normal person to learn. If it can be taught you can learn in record time.



Inventor

Kindhearted Goof (100 FP, Free for Inventor): You are a bit goofy and kind. There fore people understand that you have no malcontent. You have this knack for cheering people up.

Eye for Details (200 FP, Discount for Inventor): The very subtle mistakes can prevent a machine or vehicle from working. You have an eye for seeing the slightest errors and problem with a machine. Helps keeping you tech in working order and not having to worry about all your machine and vehicles breaking down during a mission.

Pilot (400 FP, Discount for Inventor): 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.

Mechanic Expert (600 FP, Discount for Inventor): Seeing that Robotnik has a lockdown on all factories. Its gonna be impossible to just take control over a factory. But that's okay you are a mechanic. You have the knowledge and intelligence to create complex machinery with scraps and things for junkyards. Things like a translator, a buster gun and more importantly a transforming plane. Robotnik will be surprised when he sees a fully operational plane made from obsolete robot parts and other things that should be used in a plane



Items

General

Backpack (Free): A backpack that is similar to the Backpack from the Pokémon games. That is to say it is basically a bag of holding able to hold more items via a personal pocket dimension

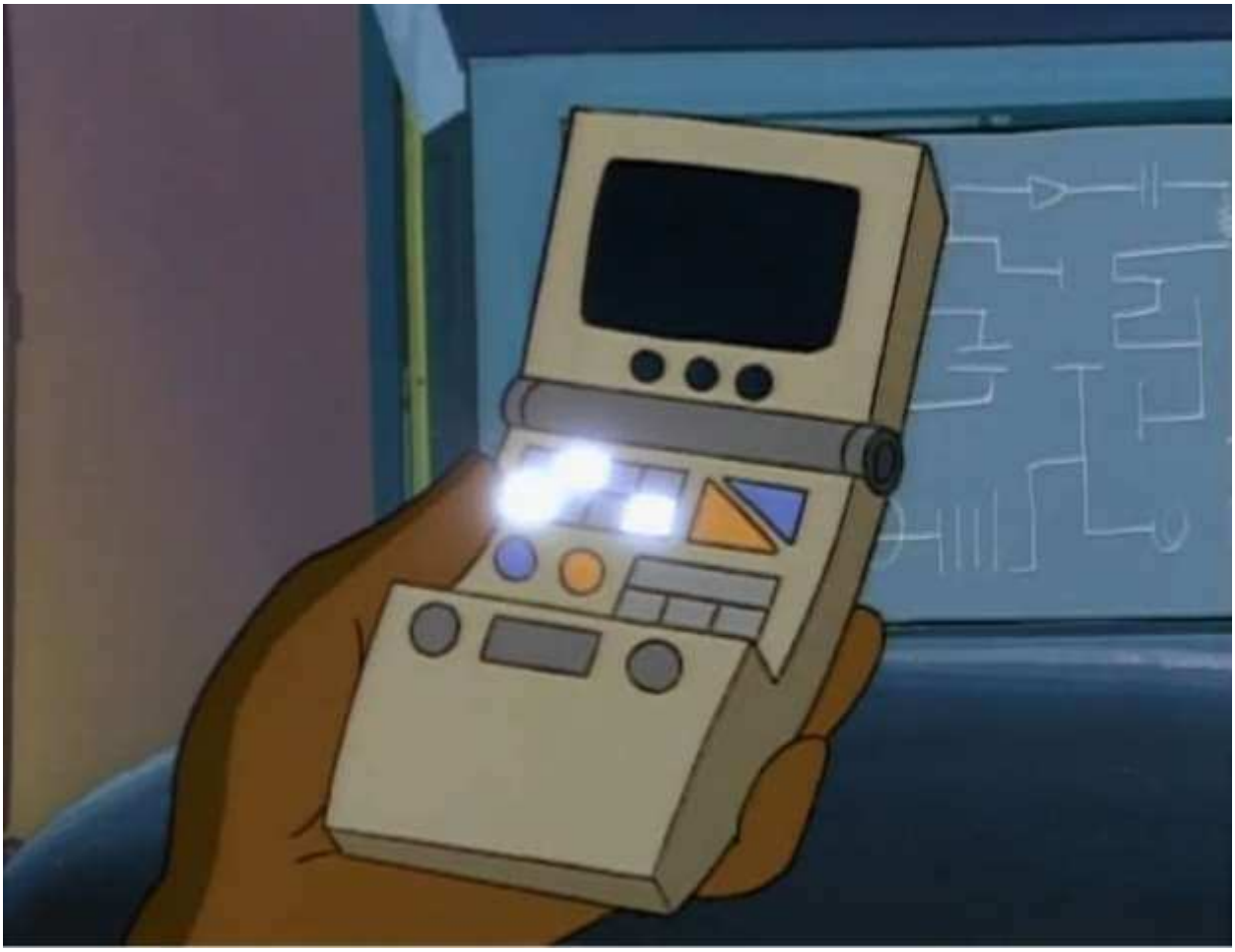
Hideout (100 FP): A large village/base that is well hidden. That only you and your allies know its location and how to get in without setting off some alarm or trap.

Leader

Stylish Vest (100 FP, Free for Leader): A comfortable brightly colored vest that helps give you an iconic look

Rope (200 FP, Discount for Leader): An end less supply of bundles of rope. Can be used to make grappling hooks for you to swing with. Can also be used to tie up captives. Or for more….personal uses

Handheld Computer (400 FP, Discount for Leader): A advance hand held device that will help you to hack into all sorts of computers, security systems and machines. A valuable asset to those who like to mess with the mainframe of their opponent's computer database



Speedster

Infinite Chili Dogs (100 FP, Free for Speedster): A supply of respawning Chili Dogs.

Frictionless Shoes (200 FP, Discount for Speedster): Shoes that won't get damage from running at supersonic speeds

Power Ring Pool (400 FP, Discount for Speedster): A lake that provides Power Rings. As for what power rings do. They empower to great deal. Even grant you and others the powers that Sonic has. Even can be used to de-robotized people.



Cyborg

Leotard (100 FP, Free for Cyborg): A brightly colored leotard. Mostly to keep your non mechanical part of your body warm

Cybernetic Maintenance Equipment (200 FP, Discount for Cyborg): Well just like how you keep you normal body parts clean and healthy. This set of equipment is to be used to make sure your cybernetic body parts are working and functionally as they should with no malfunctions.

Robotizer Parts (400 FP, Discount for Cyborg): X Pieces of the very machine that turned you into a cyborg. But you are not going to be able to make a functional Robotizer with these parts. No you are going to make its opposite a De-Robotizer in order undo the robotization of people who have been victims of Robotization. Its too late for you to be 100% Organic again but maybe you can help restore others back to their normal organic selves…Or turn robots into organic beings. Choice is your really



Youth

Storybooks (100 FP, Free for Youth): A collection of Storybooks that contains a bunch of bedtime stories to help you sleep at night

Tail Care Products (200 FP, Discount for Youth): Product to make sure that your tails are nice, clean and fluffy.

Stuff from an Alternate Timeline (400 FP, Discount for Youth): Wait a minute. Jet Anklet? Rhythm Badge? What are these things doing here?! Well congrats jumper you somehow got the upgrades from Sonic Adventure. The Jet Anklet allows you to fly faster and the Rhythm badges allows you attack continuously with your tails.

Inventor

Mechanic Clothes (100 FP, Free for Inventor): Overalls, Gloves, and a baseball cap. Just some clothes that will help you keep warm and is immune to being stained by oil and grease

Tools (200 FP, Discount for Inventor): Some tool for engineering and repairing stuff. Can also be used as an emergency weapon.

Plane (400 FP, Discount for inventor): A modified plane. It looks like those old biplanes, rotor and everything but it is a bit more durable and faster than those planes.

Companion



Import (50-200 FP): 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 FP): 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

Classic Amy Rose (100 FP): This is peculiar. This strange pink hedgehog has been wondering around looking for Sonic. But she would be safer with you. If you complete the "Liberate Mobius!" Scenario you get her free.

NICOLE Revitalized (100 FP): This lynx is what Nicole used to be but normally she would have been turned into the computerized AI that we see in the series. But by purchasing this she will be alive and well; in her original organic body. If you complete the "Liberate Mobius!" Scenario you get her free.

Canon Characters (50 FP): This is to purchase anyone, 50 FP per person. The only exceptions are Sonic, the freedom fighters and Robotnik and his forces.

Scenario



Liberate Mobius: Mobius has been under Robotnik's rule for far too long. We must be rid of him, his evil and his forces…yes this includes Snively. Sure in the show Robotnik was destroyed but Snively survived and planned on picking up where Robotnik left off. BUT NOT THIS TIME! Your goal is simply defeat Robotnik AND Snively. Freeing Mobius once and for all.

Reward: Sonic and the Freedom Fighters can't join you on the Jump chain normally. That is unless you do this Scenario where in which all members will be joining you on the Jump chain. Especially if you mention that they are other Robotniks out there and as stated Classic Amy will also be joining considering that she decided to help and seeing that Sonic will be coming with you on your jump chain. Nicole will be joining you too for free, She and Sally are best friends after all. Also, you'll be given a special perk. **Rebellion Champion.** This perk makes it so that your plans, tactics and attack are so much more effective against evil tyrants and evil dictators. However, you have an optionally additional mission: find a way to free Sally father from the void and find a way for him to survive without the magic from the void. This will reward you with King Acorn and the Perk **Void Conqueror**. With it you can rescue those who are trapped in an alternate dimension. In addition, you can use the magic of the voice to empower yourself twice fold.

Drawbacks

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

Easily Fooled (+200 FP): 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 FP): 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 FP to Usain Bolt's speed (Available in the body mod) But no faster than that.

That's No Good! (+ 200 FP): Okay good news Robotnik is not as smart…bad news he has cartoon physics….as does his allies to an extent. But don't be fooled he is still a threat that should be taken seriously.

More Resilient Foes (+400 FP): Normally all it would take to defeat Robotnik's robots would be one blast from one of the Medallions weapons now it will take more. This can prove to be a problem during more intense battles

Smarter Baddies (+400 FP): There's no way around it. Robotnik's Robots aren't as advance in the intelligence department as some of Eggman's Robots from the games. Now that's not the case. They can now plan and anticipate attacks. Worse yet the two mercenaries that Robotnik sends to capture Sonic and his siblings are more competent

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

No Outside Info (+500 FP): 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.

GET ME THAT JUMPER! SO, SAYS ROBOTNIK!!! (+1000 FP): Robotnik knows about you and he wants you dead! Considering that he rules the world, he has PLENTY of resources to do that. So be prepared to be facing more robots that the Freedom Fighters and more mercenaries will be gunning for you

Triplets Born (+1000 FP): Sonic has siblings?! His mother is alive? And whats with that Necklace? This can only mean one thing the events of Sonic Underground are taking place in this jump. Well now Robotnik has Mobians loyal to him helping him. This will make things hard to do because now we have mercenaries to deal with

Ending

Go Home: Time head back home you had enough jumping adventure.

Stay Here: You might have gotten attached to this place. Then you might as well stay

Continue Onward: Well there's more to see on the jump chain! Better keep jumping.

Notes

By Sonic Cody 12/Sonic Cody123/Cody Majin

I based the Scenario on the fact that all three 90's Sonic Cartoons have some form of freedom fighting involved. So why not combine them? Also I know that Classic Amy doesn't appear in any of the Cartoons but it just felt right to include her.

Changelog

11/7/2022: Jump finished

1/8/2022: Fixed some errors

Special Scenario



DOWN WITH ROBOTNIK! (requires the Drawbacks “That’s No Good” and “Triplets Born”)

The Adventures of Sonic the Hedgehog, Sonic Satam, Sonic Underground. For some reason these realities merged causing significant changes the timeline and now we have double the Robotnik. Good news is that the Freedom Fighters are a bit bigger but still this is not good. There are three simple goals: Reunite The siblings with there mother, Join FP with the Freedom Fighters, and defeat Robotnik. Note I said *Simple* not *Easy*! Robotnik will be throwing everything at you and the resistance. But if you can complete these three goals Robotnik will be no more! The reward is also amazing. Sonic and his family will be joining you, second the Freedom Fighter will be joining you, third you get the perk **Mobian Rebel Hero.** This perk makes you plans against tyrants, dictators and evil rulers much more effective. You’re very presence will raise the moral of your allies and fellow resistance fighters, as well as increasing the overall abilities making them twice as Strong, Durable, And Fast than usual. Have this perk and be near Sonic and watch him achieve light speed. In addition, you get every member of the freedom fighters.

Sally, Rotor, Bunnie, Antione, Sonia, Sonic, Manic, Queen Aleena, Tails, Knuckles, and even the classic style Amy Rose, Everyone! If you wish they can take an appearance that would allow them to fit in with the modern style of Sonic the Hedgehog. In addition, if you wish, you can make it that every Sonic Jump you enter from now on will have these character take the roles of the usual character that exist in that jump. What this means is that the Sonic you have earned from this jump may appear in the place of any Sonic that may exist in any Sonic Jump you go to in the future. The same applies to the other characters.

Special Note

If you happen to do the above Scenario and enter the Adventures of Sonic the Hedgehog or Sonic Underground Later in the chain The companions WILL be integrated with counterpart from that show. For example the Tails you earned from the above Scenario will be imported as the Tails from the Adventures of Sonic the Hedgehog. In addition you can use the jump to SFPplement jumps that let you enter the Adventures of Sonic the Hedgehog and Sonic Underground if you plan on taking the above Scenario there but the points from this jump can ONLY be spent in this jump.