Sonic the Hedgehog: Starved

A **Sonic the Hedgehog** Jump by SpiritualStill

Version 1.0



Hello, Jumper, and welcome to the world of Mobius! Well, *a* world of Mobius, at any rate, and certainly among the darkest you might encounter. This world took a turn after Doctor Ivo "Eggman" Robotnik was defeated, and uncovered a dead Flicky. On a whim, he cooked up the Flicky, and ate it. The moment he did so, he developed a strong and insatiable urge to eat more and more Mobians, becoming a psychological obsession driving him to plan to eat all Mobians in the world.

Our story begins not long after this event. In two months, Dr. Eggman, who cares little for power beyond it helping sate his appetite, will seize control of Little Planet, both to consume the animals on it, and to lay a trap for Sonic the Hedgehog. The Jump itself ends following the confrontation of Eggman and Tails, with the ending being up to your perception. Take these to help:

+1000 Culinary Points (CP)

Origin Selection

You are free to choose any age, sex, and gender that you please, so long as it fits within the setting. Similarly, you are free to start anywhere on Mobius that you please, though some places may be better or worse.

Any perks and items that you select down an origin line receive a 50% discount. Perks that cost **100 CP** and Items that cost **50 CP** are Free instead.

Race Options

You may select only one option.

Human [Free]
One of the dominant species present on Mobius, and the one Eggman belongs to. At the very least, you won't automatically have a craving for the flesh of Mobians, but you are unfortunately a largely normal person.

Mobian [100 CP]
The other dominant species of Mobius, though this is less of a species and more of a collective. You are among the anthropomorphic animals, such as the fox, hedgehog, echidna, or some other group. You have some superhuman capabilities, though you will unfortunately be targeted by Starved Eggman.

Automaton [200 CP]
Well then, it seems that Furnace has a sibling. You are an extremely powerful robotic lifeform created by Eggman for his grim feast, though whether you are a literal flying oven like Furnace depends on you. As a rule, you are generally quite fast, and capable of killing most Mobians easily.

Alignment Options

Select only one.

Freedom Fighter [Free]
Eggman's terror should always be stopped whenever it appears, and that is now more grave than ever. You are an ally of Sonic, and are in direct opposition to Eggman.

Eggman Empire [Free; Mobian Excluded]
You know what they say: the more the merrier! It's rather crucial of Starved's lore that he is actually quite friendly with humans, and perhaps sees a valuable ally and kindred spirit in you.

Perks

Undiscounted Perks

Dark Future [Free]
This timeline's twist began with a mere twist of fortune - Sonic failing to save a single Flicky. Does a part of you wonder how such a twist could influence other worlds? With this **Narrative Perk**, you are capable of turning the genre of any world into a creepypasta-styled horror show.

Freedom Fighter Perks

Looks Like Ro-butt-nik's Been Working Overtime [100 CP]
For all of the shit that he's seen, Sonic here is unusually chipper and not even remotely taking things seriously. Like him, you lack a significant fear or negative emotional response, able to crack jokes even in dire times. Unlike him, you still take things seriously, and will never genuinely downplay the danger of an enemy.

I Gotta Live, Fight Another Day! [100 CP]
As you might know, most people typically don't want to die, and will generally try to avoid doing so. When your life is in danger, you find that your parameters and competency boost in proportion to it, with your abilities staring death in the face skyrocketing.

I'll Take Those Odds! [100 CP]
A 99.99% chance of death is nothing to a hero! With you, the odds have a strange case of collapsing in your favor. Whether it be the universe's greatest computer, or a time loop, or fate, you are capable of causing them to suddenly fail at the most inopportune time.

Strategize All You Want [200 CP]
You are winning this race! Sonic fell in battle because Furnace devised a (admittedly very dubious) plot to kill him. You won't have to deal with that problem ever, because it's entirely impossible to make any real concerted plan to defeat you.

Vengeance is the Only Operation [200 CP]
It's unclear if Tails managed to truly defeat Eggman, but he certainly went to get revenge, whether he died or not. When you seek revenge for wrongs enacted against yourself and others, you become stronger and braver. The more and greater reasons for wanting revenge that you have, the greater this boost actually becomes.

Let's Have a Knife Fight [400 CP]
Why did Starved want a one-vs-one knife against Tails? Possibly arrogance, and because it's dramatic. Even if it doesn't make any sense whatsoever, your enemies, even if they

realistically have you dead to rights, are more than willing to have a solo match against you, even going as far as to help even the odds.

Following in Faded Steps of My Hero [400 CP]
In the most optimistic possibility, Tails succeeded in killing Eggman, and fulfilled his revenge, continuing to follow in Sonic as a hero. When choosing to follow in the footsteps of someone, you inherit all of their knowledge, and genuinely their possessions and wisdom. If you follow in the footsteps of the dead, you also get warnings whenever you are about to make a severe mistake that they did.

The Blue Blur [600 CP]
If you're strong, you can fly, and reach the other side of the rainbow. It seems that Sonic might not be the fastest thing alive, as you share his incredible speed, reaction speeds, and platforming capabilities. At the current moment, you share the level of capabilities that Sonic would have at the start of Sonic CD, but should you push yourself further and further, you can continue to grow stronger.

Eggman Empire Perks

PRIME DIRECTION: CAPTURE HEDGEHOG [100 CP]

TERMINATE BY ALL MEANS NECESSARY. You are frightening, almost robotically fixated on whatever your mission is. No matter the situation, you will never lose sight of your mission, and no setbacks, failures, or delays will leave you demoralized.

I Shall Roast and Devour You! [100 CP]

Starved Eggman here is not exactly a cannibal, but he absolutely is a cannibal in spirit, eating sapient lifeforms and degenerating into an absolute nightmare to behold. You are now capable of consuming practically anything down to the bones, and so long as it's theoretically edible, you can do so. Even if it has prions, or trichinosis, or some other vile parasite or disease, you can eat it without any sort of backlash, such as the sorts of things that happened to Starved.

Don't Let the Guilt Corrupt Your Mind [100 CP]

Does Eggman feel any guilt at his actions? Any at all? We'll probably never know, but even if he did, he was certainly able to bury it deep enough to not outwardly affect him. You are fully capable of suppressing any sort of hindering emotion of yours, should it impede your goals in any way.

ALTERNATIVE DETAINMENT NOW APPLIED [200 CP]

Furnace, though a brutal killing machine, is actually capable of non-lethally targeting opponents, even if they don't live long afterwards. You are fully capable of regulating how much power you have, and you can make it so that, no matter how much power you output, it won't kill a target.

CALCULATING SPEED OF TARGET [200 CP]

What actually makes Furnace a real threat to Sonic isn't its ominous chassis. No, it's the fact that it tracks him, is no-nonsense, and uses every advantage at its disposal. When fighting someone, you immediately lock onto and identify every minute detail of their combat style and behavior, automatically matching to counter them to the best of your ability.

NOW PREPARING FOR HEDGEHOG DEFEAT [400 CP]

Let's be real for a moment, there is literally no chance Furnace's plot to kill Sonic should have worked. He would have had to have not seen or smelt Furnace going past him, and would have had to have spent the entire time on Stardust Speedway staring at without having once looked ahead. This worked purely because of plot, and while bad writing, it's certainly convenient. You find that your opponents are rather conveniently *bad* at paying

attention to what you are doing. Maybe they are supremely confident in themselves and talk over you, or don't even look in front of them just to spite you.

Why Are You Scared? [400 CP]
Assuming Eggman successfully devours Tails at the end, he would only be able to do so by manipulating Tails' volatile emotional state around Sonic and his cowardice. You are extremely good at poking and exacerbating the weak points of your opponents, and generally manipulating others emotionally.

Ravenous Genius [600 CP]
Eggman here is a completely insane, ravenous madman. However, he still is Eggman, and so what makes him truly dangerous is his immense genius. Your intellect matches that of Eggman during the events of Sonic CD. Eggman is a genius engineer, historian, archeologist and roboticist, able to create an army of robots using leaves or Flickies, chaining a mystical mini planet, and has knowledge of esoteric artifacts in the world.

Items

Unless otherwise stated, should your items be lost or destroyed, they will return to your Warehouse within twenty-four hours.

Undiscounted Items

Snickers [50 CP]

You're not you when you're hungry. You receive three snickers, and upon eating one, all of your nutritional and hunger requirements are dealt with for the next six hours. The Snickers are restored every twenty-four hours.

Time Stones [600 CP]

The jeweled artifacts, central to the plot of Sonic CD, and used by Starved Eggman to endlessly enjoy his victory over Sonic. These seven gemstones, located on Little Planet, grant one the ability to manipulate the flow of time. A single one of the stones can convert deserts into jungles, undo pollution, and warp planets across the space-time continuum, reverting them to a future or past version of itself. When all seven are brought together, you even get command over time. Though you can use them for any minor miracle you want, any significant attempts to manipulate time is only doable seven times per Jump or every ten years - whichever comes first.

For clarification, if you use the TimeStone to go back or forth in time, only a singular charge is used for the trip to your planned time, and your original time. No, this does not mean you can chain multiple trips together to circumvent this.

Freedom Fighter Items

Tail's Knife [50 CP]
A humble kitchen knife that tails uses for stabbing…because reasons. Anyway, this knife is indestructible, and as one holds it, they are guided to striking the vitals and weakest points of an opponent.

Napalm Bombs [100 CP]
Ah yes, Tails loves the smell of napalm in the morning. Now that you are no longer a fraud, you can toss these bad boys to create pillars of devastatingly hot fire, which can tear down any obstacle, and likely melt anything weak enough. You've got a bag of about twenty of these that replenish every twenty-four hours.

Precious Rings [200 CP]
A strange sort of object shaped like a ring, made of pure energy. While holding these rings, , you are fully protected from taking damage, merely dropping some of them. These will allow you to take up to three serious blows, and will replenish themselves every twenty-four hours. These are not at all used if you sustain no sort of damage from an attack, either due to being too strong for it, or being outright invulnerable.

Chaos Emeralds [400 CP]
Starved Eggman no longer cared for the Chaos Emeralds, due to not having any interest in conquering the world anymore. That's unfortunate for him, because you now have access to the Chaos Emeralds. Holding a limitless amount of power, they can be used to power great weapons or artifacts, and when gathered together, allows for you to access a super form.

Eggman Empire Items

Flying Machine [50 CP]
Eggman is known to fly around on this thing. This strange vehicle, beyond having good armor and a nigh-invisible bulletproof shield, is very fast, and is outright equipped with a devastating laser.

Furnace [100 CP]
Who wouldn't want a murder robot? This mechanical weapon, unlike Metal Sonic, is pretty much entirely soulless, with no personality of its own. However, it is fully loyal to you, and cares only for your mission. You can decide if you want him to actually be a furnace.

Chained Planet [200 CP]
As in the original Sonic CD, Starved Eggman takes over Little Planet - and now you are in possession of it. Though you don't have access to the Time Stones, you have the mystical flora and the animals (there are apparently animals in this continuity) of the planet, and have the option of having it be barely or wholly terraformed to suit your designs.

The Jump Empire [400 CP]
Eggman wouldn't be nearly as intimidating without this. The Egg Empire, or at least some equivalent of it, is now yours. You have a veritable army of robots, flying ships, several manufacturing plants, and at least one casino

Companions

Import/Create Companion

For every **50 CP**, you may either create or bring along any companion you want, with them getting **+600 CP**.

For **200 CP**, you may import as many companions as you want, or create up to eight companions. Each companion receives **+600 CP** to spend.

Recruitment Drive [100 CP]

If you can convince them, you are able to recruit any canon characters that you want.

Drawbacks

Here For the Plot [+0 CP]
Who wants to stay here for ten years? You may leave as soon as the plot is finished

Supplement Mode [+0 CP]
You may choose to have this mode either supplement any other jumpdoc, or have it supplemented by any other doc that you please.

Prolonged Stay [+100 CP]
Stay a while longer, why don't you? For an extra **+100 CP**, you stay in this Jump for an extra five years. You may take this as many times as you want.

Do I Smell...Smoke? [+100 CP]
What is that smell, Jumper? Well, what it is depends on what you are - as an organic being, you might just smell like shit. As a mechanical lifeform, you smell like smoke from cooked flesh. It's not particularly pleasant, and anything with olfactory abilities will be able to smell you. You can clean thoroughly in the shower or some device, but it will set it much quicker than normal odor.

Your Addiction Has Left You a Sorry Sight [+100 CP]
To say you look like a nightmare is putting it mildly. Like Starved, you look like the average Sonic.exe character. This doesn't exactly negatively affect you, but you can sure guess that anyone who looks at you will be viscerally disgusted.

I AM SUPERIOR TO ALL ORGANIC PREY [+200 CP]
Talk about being arrogant, even for a machine! You have an extremely high amount of confidence in yourself. Not to suicidal levels or anything, but you'll immediately go into any situation thinking that you are the best.

YOU STYLE YOURSELF A CHAMPION [+200 CP]
Sonic's death came about not because he was weaker than Furnace or Eggman - it was because he was an arrogant child. Like Sonic, you have severe overconfidence issues, and you really need to focus and lock in if you want to survive.

These Internal Primal Needs [+300 CP]
Might you be alright, Jumper? You seem rather...hungry. It seems that you've been inflicted with the same sort of hunger as Eggman. It should be noted that you are not compelled to eat them, and you can survive off of normal food. However, if you come across Mobians, you will feel a strong urge to eat them

Perk Lockout [+400 CP]
Any perks from out of this Jump are sealed for the duration of this one, unless part of your Body Mod.

Property Lockout [+400 CP]
Any items or properties from out of this Jump are sealed for the duration of this one, unless somehow part of your Body Mod.

Memory Lockout [+400 CP]
Any memories from out of this Jump are sealed for the duration of it, and as far as you can tell, you have always been a person from this world.

Final Choice

Your journey in this Jump is over, and now it's time to decide your next move.

Go Home: Do you feel nostalgic for home? You return to your home world with everything you've brought with you so far.

Stay Here: Were your adventures here that impactful? You now stay in this Jump, with everything that you've gained.

Move On: There's always something new to experience. You move to your next Jump.

Notes

In addition to the *Starved* Creepypasta, this is heavily based on the FNF Adaptations in *Prey* and *Fight or Flight*.

Prey Lyrics: https://youtu.be/KxEX5fKaIRU

Fight or Flight Lyrics: https://youtu.be/uLJ4fhYCEMw