

It’s Sonic’s birthday, and the heroic hedgehog is taking a stroll through Green Hill Zone, when suddenly, a monster emerges, and drags him and his buddy Tails into a mysterious world–

Actually, fast forward real quick.

It’s Sonic’s birthday, and the heroic hedgehog’s friends are throwing him a surprise party! Everyone’s having a great time… until, suddenly, a monster emerges, and drags him and his friends into a mysterious world–

Actually, rewind a teensy bit, and scene change.

It’s Sonic’s birthday, and Shadow the Hedgehog is aboard the Space Colony ARK, having recently sensed something strange going on up there. He finds the source – Black Doom, an old enemy he thought destroyed – but his chase is halted by… the emergence of a monster, who drags him into a mysterious world.

It is in this mysterious world – White Space – that you will be arriving.

Have **1000 Generation Points!**

Can you help Sonic and his friends escape White Space?

Origin

Your age can be whatever you feel like, as can your gender.

Classic Hero
You're similar to the young and silent Sonic the Hedgehog who arrived here from the relative past. You're inexperienced, and weirdly two-dimensional? At least in thought process. Sometimes, though, that perspective can be helpful.

Modern Hero
You're more on par with the older and wiser Sonic who arrived here from the relative future. You've got a fair bit more horsepower under the hood, and arguably a deeper bag of tricks. That said, that experience has perhaps brought a mouthy and snarky arrogance with it.

Dark Hero
You're akin to Shadow the Hedgehog, the powerful rival to Sonic, who has his own adventures in White Space. You're ferocious and adaptable, but have care - your wrath can be turned back on you, and gifts given to you might end up poisoned.

Friend
You probably aren't on the front lines of this adventure, but you have more than a few ways to support or challenge those who are.

Villain
You align more with the villains of this universe, both those who caused this mess and those who were defeated before.

Perks

Perks can receive Discounts based on your Origin, and sometimes due to certain Drawbacks. Discounts stack. If your combined Discounts bring the price of the Perk to 99GP or less, it becomes free.

General/Multi-Origin Perks

Generational Speed (100/600GP)
(Discounts: Classic Hero, Modern Hero, Dark Hero)
You're incredibly fast, fast enough to have an effect on the timestream represented by White Space. You can restore the distorted, pale chunks of White Space to the color and vibrancy of their original state. In future Jumps, you'll likewise be able to revert changes damage to the timestream or heal damage to spacetime by simply running fast enough through the rough location and time period involved.

For 600GP, you are deeply in touch with your own history. Paradoxes and other spacetime anomalies that would otherwise destroy or modify you will instead send you to a White Space-like area with access to the offending time period the paradox originates from. Upon fixing the problem, you will return to the time and place you were in when the event affected you.

Spin Dash (100GP)
(Discounts: Classic Hero, Friend)
You know the classic standby used time and again by Sonic and his friends throughout his many adventures. Curl up, rev up, and let loose! You can get some crazy speed or insane air depending on how and where you fire this off. You're also able to curl into a whirling ball while leaping into the air, which can do some significant damage on contact. Keep in mind this sphere form won't guard you against counterattacks, though!

Rushing Boost (100GP)
(Discounts: Modern Hero, Dark Hero)
The future is now, and you're going to keep running forward. You can push your speed to greater heights, nearly twice your usual top speed, by expending "boost energy." This energy shrouds you in an aura that tears apart weaker foes with relative ease.

Doom Morph (600GP)
(Discounts: Dark Hero, Villain, and/or use of the Drawback "Doomed Puppet")
You now wield the innate power of the Black Arms, the aliens that once attempted to conquer the planet. Your energy reserves grow accordingly, and any shapeshifting or biological talents you already possess can be doubled in power, durability, and speed of use through

the use of Doom Morph. Black liquids and red lightning tends to taint powers enhanced by this energy, however, making it an ill fit for stealth. You can shape this warped flesh into a variety of forms, though without certain **Capstone Boosted** Perks below you'll need significant training to make any practical use of the tendrils that emerge from you. At the very least, you can deploy them to latch onto things and swing from them. With some effort, you can figure out how to turn entirely into a squidlike mass of flesh which is surprisingly mobile, able to stick to walls and travel through sludge, pollution, and corruption of myriad kinds with little to no issue.

Classic Hero Perks



Follow My Way (100GP)
You quite enjoy running to the “right,” don’t you? Well, perhaps that’s not quite accurate. You can sense a winding, sometimes even spiraling path that will guide you to the goalposts you aim for, and can stay unerringly on that path so long as you keep moving onwards. Long as you know what you’re looking for – a literal goalpost with your enemy’s face on it, a metal canister that is stuffed with innocent animals, or a mysterious giant ring – you should be able to find it somewhere along the path ahead, so just keep going! While using this ability, you can choose to change your personal POV to a place roughly to the left or right of you and a fair ways out, allowing you to perceive your path as you would a side-scrolling game.

Drop Dash (200GP)
It’s fairly normal for platformers to have some degree of resistance against fall damage, but you take it to a whole new level. When falling, you can build up a charge using the speed of your fall, and convert it into forward momentum, hitting the ground running as fast as you were falling. This effect is heightened if you’re in a rollable form, such as Spin Dash’s ball form.

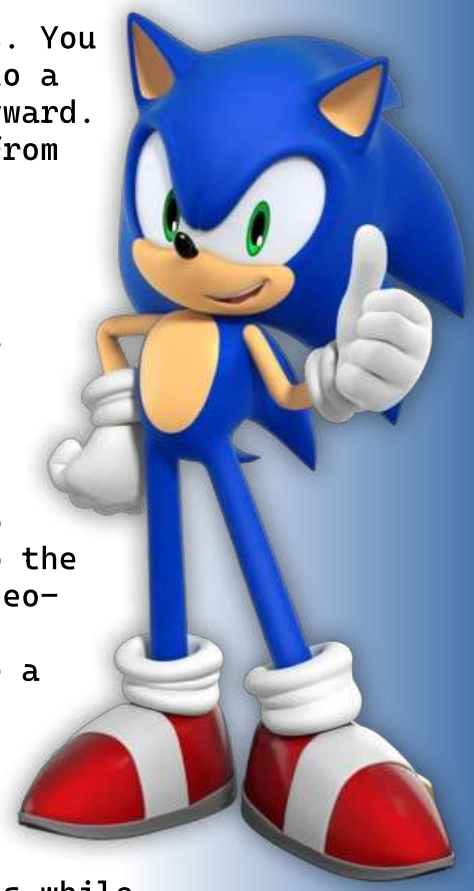
Insta-Shield (400GP)
Classic Sonic has this unusual technique, which releases a short-term burst of energy from his ball form to strike at foes without having to make contact with them, guarding him from counterattacks. You’ve managed to replicate this effect, and can even apply it to other powers that emanate from your body, extending their reach by about 25%.

Breath Holder (600GP)
How is it that so many of Sonic’s friends didn’t pick up swimming lessons early in their careers? Ah well. Despite that, they all seemed to master some degree of holding their breath and holding out until the absolute end, a trait you’ve picked up as well. You remain calm and collected in unbreathable environments or situations, and won’t lose consciousness or control of your body until you would normally die from a lack of air. You’re also able to tell exactly how much time you have until that point, and if you can get back into a breathable environment before you’re out of time, a single gulpful of air will see you returned to normal as if you hadn’t been drowning or

suffocating just a second earlier. Strangely, you seem to do even better in complete vacuums like outer space, becoming fully capable of breathing in such vacuums as if they were normal environments.

Pushing to Tomorrow (800GP)
With youth comes enthusiasm and ease of learning. You pick up and learn new skills at an astonishing rate, mastering abilities nearly 200% faster than you would have before. You're also hard to keep down – your optimism borders on the insane… or perhaps just the absolute knowledge that your future's going to be great.

Modern Hero Perks



Homing Attack (100GP)
The modern way to make sure you take down your foes. You can launch yourself forward in midair, crashing into a foe at speed enough that your rebound sends you skyward. You can chain these together, effectively leaping from one enemy to another. Arguably? Easier than just jumping on them.

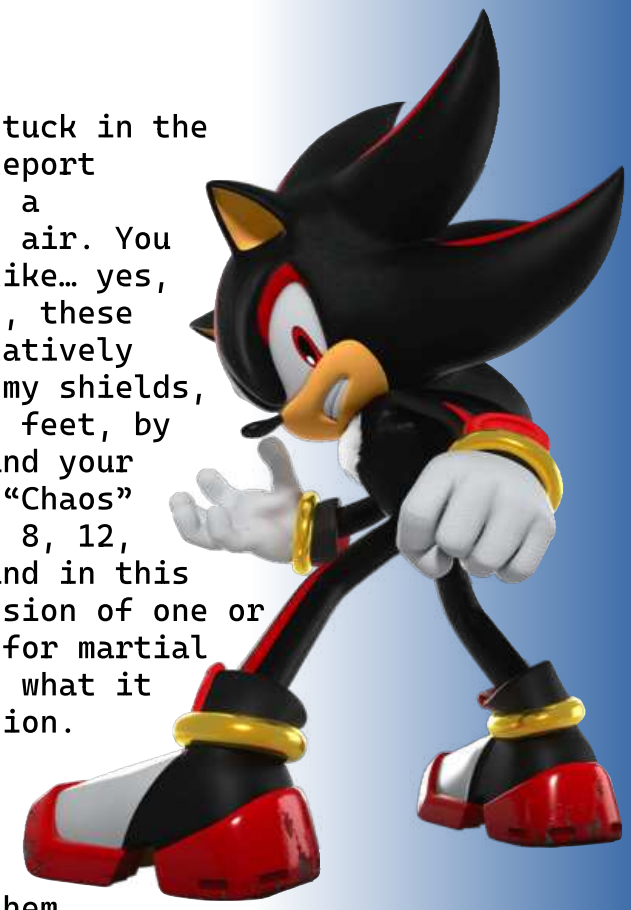
Light Speed Dash (200GP)
Ohhh, now why are those rings just floating in that unusual chain? Well, it's so you can use this neat technique. You can travel along any line of golden Rings at lightspeed (or, if you can already hit lightspeed passively, you'll instead travel at 10x your normal speed), ignoring the laws of physics to do so. In future Jumps, you'll find that you can do the same with any lines of currency or other common video-game-verse collectible, such as coins or floating gemstones or whatever… or if you can somehow create a line of the same kind of small objects, you can traverse along those instead.

Trick Mastery (400GP)
Okay, now you're just showing off! Buuut maybe there's something to it. Performing flips and stunts while airborne grants you energy of some kind. By default, it will go to the "boost energy" Modern Sonic and Shadow utilize, but Post-Jump you can also use it to give you small boosts to any kind of internal energy reserves you possess – MP, TP, mana, stamina, drive gauge, battery charge, whatever pushes you up to speed.

Quick Step (600GP)
As you've gotten faster, you may have found your actual physical speed outstripping your mental ability to keep up. This was hard enough when you were only moving in two dimensions, now you gotta track three!? Thankfully, it turns out you're more than up to the task. Your reaction time has received a massive boost. You can weave between obstacles in an alleyway while moving at mach five with the same ease as if you were taking a leisurely walk down the street.

Better Than Yesterday (800GP)
With age comes experience, and you've got a lot of past behind you. The older you are, the stronger your base stats become. This goes both for your physical, in-Jump age, peaking as you become elderly in a way that defies age's usual sapping of strength, and for your overall age, which serves as a slow, gradual, endless rise in base power.

Dark Hero Perks



Chaos Snap (100GP)
Homing Attack? A pathetic option for those stuck in the early aughts. This ability allows one to teleport directly to their enemy and strike them with a powerful attack that will repel you into the air. You can of course chain these together, if you like… yes, yes, like that other move. Unlike it, though, these teleports also allow you to pass through relatively thin obstructions – laser grids, fences, enemy shields, and the like. Your upper range is about five feet, by default, but can be trained to go further, and your base range grows by 50% for each additional "Chaos" Perk bought in a Sonic Jump, rounding up (5, 8, 12, and 18 feet using only the "Chaos" Perks found in this Jump), and your range doubles when in possession of one or more Chaos Emeralds. You also have a talent for martial arts that means that even in midair you have what it takes to land several blows in quick succession.

With **Doom Morph**, you become capable of enhancing your muscles and unleashing the **Doom Blast** – knocking foes into the air and following up with a savage blow that sends them flying with force to shatter walls. Its true power, however, is the fact that it leaves a temporary marker upon your victim for a handful of seconds – a marker you may use as a beacon for any attacks that, say, home in on or teleport to a target. These beacons are especially suited to being used with Chaos Snap, with effectively unlimited range, but for all others your Doom Blast's marker can be accessed from twice their usual range.

Chaos Spear (200GP)
The power flowing through you can be launched as small blades of electricity at your foes. This energy can stun foes, deflect projectiles, or power electronics. You can charge them up, too, and fire them into the ground to create hazards for your enemy to foolishly run into. With practice you can conjure multiple of these lances, and have them fly in unusual patterns or trajectories, even having them swarm and stab the foe from multiple angles.

With the application of **Doom Morph**, the Chaos Spear becomes the **Doom Spears**, infused with your very blood, and your rate of fire and ability to shape this electric energy grows to exceptional levels. You can fire off five times as many Doom Spears at a time as you could Chaos Spears.

Rhythm and Balance (400GP)
You happen to be pretty cool, don't you? Rather athletic, even. You are an expert at skating, riding boards on land and sea alike, and grinding on rails. You could even hold your own sliding down the side of a falling building. You're capable of adapting to rapidly changing circumstances, as well - even as reality folds and bends over itself to keep sending you to a certain highway, you can keep cool and focused.

Should you also wield **Doom Morph**, you can mold your power into a valuable tool to get around - the **Doom Surf**. This manta-ray-like creation, extruded from your very flesh, is resilient, buoyant, and self-propelling, allowing you to surf over water and other liquids and near-liquids, including even lava. With some practice, you may even get it to glide through the air.

Chaos Hover (600GP)
With this power, you'll overcome all obstacles! You can glide in the air with wings of raw Chaos Energy. Their electric charge allows you to strike at nearby foes, but they're not physical, and are only barely able to maintain your altitude. This puts a drain on your stamina and energy reserves similar to a Super Form (even taking Ring Energy in similar amounts, if you can harness that), but doesn't actually require any Chaos Emeralds at all.

With **Doom Morph**, however, you can give form to these formless wings, creating **Doom Wing** allowing you to properly fly with them. It still costs about the same amount of energy to maintain Doom Wing as Chaos Hover, but unlike the energy forms, these can also be used to properly block attacks - though they can take damage, they can also regenerate.

Chaos Control (800GP)
Your power to command Chaos Energy has reached a zenith. You may outright halt time with your power. With a single Chaos Emerald, you can usually manage about 5 seconds worth of time stop, which is quite a bit with the kinds of speeds that Shadow and Sonic have managed. There are moments where you can push that time for longer - distortions that create tunnels in space are visible to you, and using Chaos Control near them causes you to ride them to their other side, ignoring your usual limits. You can extend your time limit by 50% for each additional "Chaos" Perk bought in a Sonic Jump, rounding up (5, 8, 12, and 18 seconds using only the "Chaos" Perks found in this Jump). This Perk synergizes especially well with other "Chaos Control" Perks, gaining the useful traits of each, taking the longest-lasting one and applying this same growth logic to them. For example, if you have SA2's Chaos Control, you lose the need for a Chaos Emerald. Or if you find a version of Chaos Control that lasts 10 seconds, its duration becomes the baseline on which the 50% boosts apply, pushing

its duration to 15 seconds with just those two versions of Chaos Control.

If you have more than one Chaos Emerald, you double the duration of your Chaos Control for each Chaos Emerald you carry, from 5 seconds to 10 seconds with two Emeralds, to 20 seconds with three, to 40 seconds with four, to 60 seconds with five, to 120 seconds with six, and 240 seconds with all seven.

Friend Perks



I Wanna Fly High (100GP)
With wings, big flappy ears, hoverjets, spinning your tail(s) or a weapon about like a propeller, or some other mechanism, you have the ability to fly through the air. This is about twice as exhausting as running is. If you can already fly through some means, this allows you to "sprint" with your flight, going about 10% faster for a few seconds. If you have **Generational Genius**, any and all skills you have in personal flight transfer over to your skills in piloting flying machines.

Generational Genius (200GP/800GP)
(Additional Discount for use of the Drawback "I am a Genius, After All")
Sometimes, what you can naturally do with your body isn't quite enough. That's why you're great at using your brain. Your problem-solving skills are extraordinary, and you're very quick on the uptake when it comes to new phenomena, able to figure out exactly what the heck is going on and make theories as new information comes to light.

If you're willing to spend 800GP on this Perk, you're also quite capable of mastering multiple disciplines in the name of your own curiosity, and finding ways to make them connect. Archaeology, robotics, alien genetics, medicine, closed systems, the nature of spacetime… You'd think these all disconnected, but Gerald Robotnik was able to spread his attention amongst all of these. You're likewise able to connect these kinds of dots, potentially allowing education and intelligence Perks that normally would have nothing to do with one another to boost each other up.

Fishing For Adventure (200GP)
Somehow, you keep ending up in the strangest places, places that should be impossible for just anyone to find, just by wandering or following your passions. Often, these strange interludes find you in position to assist someone important… or at least, keep them company. You're also fairly good at one laid back, outdoorsy skill, such as fishing or camping, and following that particular passion tends to activate this Perk more often than anything else.

Eye For Treasure (200GP)
Red Rings, Chaos Emeralds, keys, Chao, even spare nuts and bolts… there's a lot of hidden stuff across these chunks of spacetime, and you happen to be quite skilled at finding it all. You have a sense for interesting treasures, almost like you have internal radar. Even if you yourself can't reach the goods, you're pretty good at informing others of ways *they* might make the big score.



You're also surprisingly good at digging, and when a treasure is hidden underground, you can get a sense for the shape of it even before you go burrowing in. Hey, not every treasure is gonna just be sitting out in the open. Some folks like to bury their loot, and you're not gonna let a good treasure escape underground.

Never Miss A Beat (200GP)
You're a musical prodigy, capable of mixing beats and keeping rhythm with the pros. You're even able to manifest your singing as physical "beats" that can be flung at enemies. They can hit these back at you, so be careful about it, but the more you bounce your beat between you and your target the faster it gets, the more powerful the final burst of music will be when the beat finally drops. For some reason, you're also able to produce a bit of bubble gum on demand.

Rough Like A Rose (400GP)
Good grief, are those bracelets you're always wearing actually big weights!? You're incredibly strong, and capable of leveraging that strength either with your bare hands or with a weapon. You can also use your strength to support your friends – you've developed a technique that allows you to throw or strike an ally, sending them flying like you hit them with up to your full strength, without harming them at all. Be this through creating shockwaves with a hammer that launch your ally skyward or chucking your ally with your bare hands or something else entirely, you have a reliable means to send your friends to high places!

Way of the Chameleon (400GP)
You're a natural at all this ninja stuff. Able to stick to walls indefinitely, good at throwing sharp objects about, producing and swinging from grappling hooks, and… of course, capable of becoming entirely invisible. You can even pull allies along, allowing them to share in your invisibility. You and those you cloak with this effect can see each other just fine, but you're able to trick anything and anyone else. You're even able to pass through lasers and other light-

based attacks, using this… as long as you're not moving directly from complete darkness to complete light, or vice versa. Also keep in mind that acting aggressively breaks this effect. Use this stealth wisely, and bide your time…

Elemental Rush (400GP)
You're able to envelop yourself in a single element of your choice, and can use a single special technique related to that element. Creating and commanding fire to attack enemies and dispel infernos like Blaze, conjuring wind that others can walk upon like Charmy, or utilizing some other element, such as water or earth or something else entirely, are all options here. In addition, this element can naturally form when you're pushing your speed to and past its limits – abilities like the Spin Dash, Homing Attack, Boost, etc., are examples of techniques that naturally produce this elemental effect.



Helping Horde (400GP)
Once a day, you may conjure up to five small creatures known as Chao. They will always arrive with something of moderate use – within this Jump, they'll each bring a single Ring to replace any you've lost on demand, and this support will be reflected in future jumps, as they'll bring in small medical and protective items to guard you and your friends.

Project Shadow (600GP)
(Additional Discount for use of the Drawback "Back To The Past")
You know why they called it that, right? Because a shadow can tell you where the light is. You have an indomitable will and hope that shines through even the darkest of times, resisting despair, anger, and rage. You have a talent for touching people's hearts and changing the course of their lives, even with precious little time available to you. You can calm even the angriest soul with gentle admonishment, and you'll find that with a little effort, the last words you say to a dear friend before separating from them will be the most impactful, sticking with them for the rest of their lives.

Dark Arsenal (800GP)
Be it through government connections, Eggman-made fabricators, or some other means, you're capable of pulling a lot of explosives out of nowhere. By default, you can produce an unlimited number of sticky mines and slow-flying missiles, but if you have other explosives and mechanical projectiles, you're able to spawn forth about three to five of them every ten seconds. You're also able to weaponize any seduction or charming perks, producing physical representations of your wiles

that can affect even emotionless robots, distracting them for your allies to finish off.

Crisis Kinesis (800GP)
This power of psychokinesis will be of great use to you. To start with, you can lift up to about twenty objects about the size of a car each, using only your mind, and maybe a gesture or two. You can manage bigger feats as well, gathering objects into larger forms and trying to crush your opponents with such massive structures. And of course, you can lift yourself and fly about using this same ability. At combat speeds it tends to get a bit hard to micromanage where everything you're lifting is placed, meaning you tend to get a bit predictable in your movements… though, perhaps it says something that within this Jump, such things will largely only matter in battles against superspeedy hedgehogs.

If you have **Elemental Rush**, your control of the element you chose grows to match the scale of your psychokinesis, as well.

Villain Perks

The Only Guy Worth Trusting (100)
… Is obviously yourself. You're incredibly good at building a rapport with alternative versions of yourself, be they versions of you from different times, alternate universe versions of you, reincarnations, or even clones. Even if there's something that should cause you to not get along, you tend to buck that trend. Interestingly, if and when you find yourself in shenanigans with time travel and the like, you're also incredibly likely to bump into your past or future self.



Metal Nemesis (400)
Interesting. You've got creating fakes down to an art form. With a few encounters, you're able to gather data on a single foe. Then, with either technological tinkering, bioengineering, or some form of mystic rite, you can create a being whose power nearly matches that of the being you studied. It might have some kinks to work out, and it might not be… *as* loyal to you as it is to the possibility of defeating its original, but its close enough to challenge and distract your opponent. You can give it further upgrades over the course of your time in the Jump, or leave it to its own devices – it will seek ways to surpass its "loathsome copy" on its own, if given that chance. This being's loyalty is primarily to this goal, and it will not join you as a Follower or Companion unless and until it has successfully surpassed personally defeated, and *destroyed* the one you based it on.

Power of the Dark (600)
Are you prepared for the ultimate game of shadow tag? You are capable of hiding inside other people's shadows, silent and unnoticeable. You can produce a sickly ooze from your body that rapidly spreads across horizontal surfaces. Most beings struggle to move through this ooze, but you can merge with it and swim in it as if it were water, at horrifying speeds. This same ooze can produce weak, goblin-like minions in nearly countless droves, or about ten stronger minions who take your own image. Finally, you are able to wield crystallized energy in a weapon-like shape.

Robotics Craftsman (600)
(Additional Discount with “Generational Genius”)
Your technological skills are truly astounding – the match for Dr. Eggman himself. From animal-powered robots to giant mecha dragons to means of subduing and commanding eldritch horrors, you’re an expert at creating all sorts of mechanical marvels. You’re also quite talented at building up from next to nothing. You could find yourself stranded in space after your entire interstellar amusement park was swallowed by a temporary black hole, and prove yourself capable of using the scraps you have on hand to build the means to bind a time-traveling abomination to your will… though, perhaps you should make sure to finetune the design once you have access to more materials. Greater men than you have had their bound servants break free and start causing trouble.

Devil Overlord (800)
(Additional Discount for use of the Drawback “So Last Generation”)
Many of the foes that emerge from warped time and space have taken forms that, once upon a time, would have required Sonic to enter his Super Form to defeat. Of course, time moves on, and Sonic and his friends reach the point where what was once an unassailable threat can be overcome without even touching the Chaos Emeralds.



Still, these former final bosses are still not to be underestimated. You have the power to transform into a gargantuan form akin to Perfect Chaos, The Final Hazard, Metal Overlord, Devil Doom, and many more. Usually, you’ll be kinda draconic in shape, though there can be some variation – Perfect Chaos and The Final Hazard didn’t have wings, and the latter barely transformed at all.

With **Doom Morph**, you can go even further – awakening a truly lovecraftian form that, even now, would necessitate the use of Modern Sonic’s Super Form, or the full extent of Shadow’s own Doom Powers. That… that you can manage such a baleful transformation, even without the Chaos Emeralds… This could be the **Neo Doom** of the entire timestream…

Time Eater (800)



Ah, so maybe you're the one behind all this. You can erase stretches of time, though this also seems to erase locations critical to those eras, casting them into White Space and draining life and color from the world. This can reduce the inhabitants of the setting to stone statues, sending them into a nightmare they may never wake from, though certain impressive individuals tend to retain their normal state here. Be wary of such beings, as they often have an innate quality that allows them to restore the timestream you broke to how it was before. Be especially wary of people who the history of the world revolve around - the practical "main characters" of a world - because often, you'll find yourself faced with multiple versions of them, who may be capable of restoring history to its original state!

Still, if you can overcome such beings and avoid deleting yourself from the timeline, your ability to warp and destroy history like this can allow you to freely travel from one critical moment in time to another, rewriting the timestream to your liking.

Items

Jammin' Jukebox (50GP)
All of the songs found in Sonic x Shadow Generations, as well as within Dark Beginnings and the DS version of Sonic Generations, in any and all mediums you could want to listen to them in, including a standard jukebox that is sitting within your Warehouse by default. They can even be played non-diegetically, allowing you and those around you to listen to these songs literally anywhere in any state.

All the Art (50GP)
A full set of the concept artwork found in Sonic x Shadow Generations. These can be arranged and used to decorate your Warehouse or any other location. If any of it is damaged or removed from the massive bag it's stored in, a new one appears in twelve hours.

Archive Arcade (50GP)
A small library containing books with a full accounting of the canon events of every Sonic the Hedgehog game that happened prior to Sonic Generations. It also contains the games themselves, and a comfy media room to play them in. This shouldn't cause too much trouble, but maybe be careful who you show it to anyway? Post-Jump, the canon events of Sonic x Shadow Generations are included, as well as the game itself, and the library updates with records of your own adventures within the Sonic universe, both here and in other Jumps.

Polygonal Shader (50GP)
An unusual gemstone that, when squeezed, causes an illusion to surround you which makes you look rather… old school. Like you've been rendered by something from the 90s. Strange, isn't it?

Grandfather's Journal (50GP/100GP)
A perfect replica of Gerald Robotnik's journal. For 50GP, you receive it as it appeared in Shadow Generations - with many of its pages damaged and ruined. For 100GP, however, you receive a pristine and uncensored article, in case you were interested in its deeper secrets.

Bag of Rings (100GP)
(First purchase discounted for Modern Hero)
This set of ten Rings are… unusual. They aren't suitable for use as currency, nor are they capable of blocking incoming harm. Instead, you can throw them out, and so long as you can imagine in your minds eye how they should be arranged, they'll arrange themselves accordingly. Use them to leave a trail for others to follow… or, if you can perform the Light Speed Dash, use these as a means to zip about. Each time you purchase this, the number of rings in the bag increase by ten.

Air Shoes (100GP)
(First purchase discounted for Dark Hero)
50-year-old Extreme Gear, huh. These fancy hoverskates are more or less identical to the set designed by Maria Robotnik herself for Shadow's use. They're capable of hovering in the air for incredibly short periods of time, but are better suited to simply skating along the ground or grinding on rails. Someone wearing these could easily keep up with Sonic the Hedgehog, at the very least, and on your feet they make it much easier to maintain your normal top speed… though you can also push them to boost your top speed by about 10%. They're designed with whatever colors and patterns you'd like.

Sweet Board (100GP)
A pretty sick board with a motif of your choice. This can be a skateboard, or a snowboard. Either way, it's surprisingly viable as an all-terrain vehicle, and will sit pretty in a handheld, monitor-like box until you want to use it. If you lose it for some reason, it will be replaced twenty four hours later.

Fake Chaos Emerald (100GP)
They have the same wavelength and properties, but are significantly less powerful than the real Chaos Emeralds. In theory, you could still manage some of the feats of the real Emeralds, just to a lesser extent, or with more of your personal power spent than usual. Further, if someone attempts to use a set of Chaos Emeralds with *this* hiding amongst them… it will always backfire in some catastrophic way, commensurate with what the tricked party was trying to use them for.

This Emerald has a handful of especially dirty tricks as well. If you are within five feet of the genuine article while holding its fake, you can have the two swap places instantaneously, without anyone being the wiser. And, interestingly, it isn't limited to faking being a Chaos Emerald – you may have it become a fake member of any set of items meant to be used together, such as Dragon Balls, Crystals of Light, pieces of the Triforce, and the like. They'll still be indistinguishable from the genuine article, while retaining the same vicious swapping and backfire powers.

This fake's default form is identical to any one Chaos Emerald of your choice.

Cool Bike (200GP)
A military-grade motorcycle sized to fit you perfectly. It's about as durable as it is fast – and it's almost fast enough to be worth riding even if you've already got super speed. If you slot a Chaos Emerald into this bad boy, however, the bike's capabilities become astounding – about 50% faster than you can currently run.

Elemental Shields (200GP)
(First purchase discounted for Classic Hero)
A set of three small monitor-shaped boxes that, when broken open, encase the last person to touch them in a special barrier. Each box has a different kind of shield, which will endure a single damaging blow. The Flame Shield is made of fire (making it weak to water), burning things that draw too close, guarding you against heat attacks of any kind, and allowing you to use a midair dash to zip through the air. The Aqua Shield is made of strangely bouncy water, which filters in oxygen for you to breathe underwater while granting you the ability to shoot yourself straight down, bouncing incredibly high off the ground. The Thunder Shield dissipates underwater due to being made of electricity, but has a magnetic effect on Rings and other treasure, and lets you perform a second jump in midair. After using one, a new one will arrive in your Warehouse or on your person twenty four hours later.

Wisps of Power (200GP)
SPIKES! ROCKET! BURST! LASER! Each time you purchase this, you obtain a single ethereal, multi-colored sphere big enough to fit in a pants pocket, which emulates the effects of one of the Wisps. Simply squish one in your hand and you'll attain the forms those Wisps would grant. You aren't limited to picking from just the four seen in Sonic Generations' console and 3DS versions – you may choose any of the Wisp powers seen in the series up to Sonic x Shadow Generations. Generally, once activated these powers last for thirty seconds, and once used up the sphere vanishes, but will return to your possession in twenty-four hours.

- Black Bomb turns you into a rolling bomb that can grow in size as it strikes foes it rolls into. When it blows, you revert to normal, unharmed by the explosion. If you happen to have techniques usable in a sphere-like form, such as the Spin Dash, you may wield them in this state as well.
- Blue Cube allows you to transform between yourself and a large, heavy cube, which produces shockwaves on impact with the ground. Strangely, transforming into a Blue Cube near inanimate blue objects causes them to also turn into cubes that are at minimum equal in size to you, but are otherwise twice their normal size. Using Blue Cube near them again reverts them to normal, and they return to normal once you have moved well beyond their range or released your hold on this wisp of power.
- Crimson Eagle turns you into an eagle-like entity, which can fly through the air. It draws in valuable objects near it, and can do significant damage by crashing into enemies.
- Cyan Laser turns you into a laser that fires at light speed, bouncing off walls and water. If you hit a window or other glass object, you may freely redirect yourself.

- Gray Quake turns you into an iron ball that rolls forward uncontrollably and is not easily stopped, smashing through anything made of stone or concrete it bumps into, to say nothing of what it does to things less hard than that. Its weight is such that if it jumps or otherwise falls onto the ground, it will cause a small earthquake. If you happen to have techniques usable in a sphere-like form, such as the Spin Dash, you may wield them in this state as well.
- Green Hover turns you into a floating green entity that can slowly float through the air. If presented with any kind of straight line pattern, it can quickly zip along that line.
- Indigo Asteroid turns you into a small, planetoid-like object with a ring around it that assimilates most inanimate objects up to four times bigger than it on contact. As it continues to absorb things, it grows bigger. If you happen to have techniques usable in a sphere-like form, such as the Spin Dash, you may wield them in this state as well.
- Ivory Lightning turns you directly into lightning. You become able to connect to multiple conductive objects and leap between them. As you pass through such nodes, you burst lightning into your surroundings, damaging anything that is too close.
- Jade Ghost turns you invisible and intangible.
- Magenta Rhythm turns you into a musical note that can hop endlessly in midair, and perceive sound as a physical object that can be interacted with.
- Orange Rocket turns you into a rocket that shoots straight up into the air. You may adjust the speed of this rocket anywhere up to about twice your normal speed. Be careful not to end up somewhere unsafe for you!
- Pink Spikes turns you into a ball of spikes that can cling to walls and ceilings regardless of their composition, traveling easily even on difficult to grip surfaces. If you happen to have techniques usable in a sphere-like form, such as the Spin Dash, you may wield them in this state as well.
- Purple Frenzy drives you berserk and turns you into a head-shaped entity that devours anything nearby. It grows bigger and slower the more it consumes, but there is nothing that can escape its grasp.
- Red Burst turns you into a fireball that can burst to leap through the air, its explosions propelling itself and doing damage to anything in the way.
- Violet Void turns you into a sphere that floats in midair and draws in enemies like a black hole. It needs to be at least half the size of the objects it’s trying to consume to be able to assimilate them.
- Yellow Drill turns you into a drill that can travel freely underground and through water at high speeds. It can drill through just about anything, though harder objects will require

more effort. Try not to still be underground when you turn back, as the trail you dug vanishes behind you – you'll be buried alive!

Limiter Rings (200GP)
(First purchase discounted for Dark Hero)
These rings serve to restrict esoteric powers, working just as well on magic, chakra, ki, whatever, as they do on Chaos energy. They can be used to restrain an opponent, or as a means to hold back while training, to keep symbiotes and inner demons from becoming *outer* demons… or, uh, just to keep yourself from blowing up due to having way too much power inside you. This purchase gives out four of them – one for each wrist and each ankle. The secret to removing them is customized and known only to you, making them difficult to take off for anyone else.

Generational Stages (200/600GP)
Do you happen to like one of the many stages found in Sonic Generations? Maybe wish you could take them with you? Well, now you can. For 200GP, you get a portal (or, in White Space, the full monumental area based on the stage, as seen in-game), with access to a total of four Acts in a given stage – one meant for Classic Sonic, one meant for Modern Sonic, and two meant for Shadow. For 600GP, however, you'll also receive a fully functional copy of the local environs of the stage. Green Hill will come with the entirety of South Island, for instance, and the stage Space Colony ARK will come with, well, a fully functioning copy of the Space Colony itself.

White Space (400GP)
(Discount for use of the Drawback "Jumper Generations")
Your Warehouse now has a direct connection to a pocket of White Space. Its architecture includes elements from each of your previous Jumps, and even lets you run through stages based on your previous Jumps. You can also adjust the themes of your Warehouse itself to match up with White Space. If you buy any **Generational Stages**, access to them can also be found in White Space, if you like.

Chaos Emerald (Variable Price)
(First purchase discounted for Dark Hero)
These stones, which have shown the ability to manipulate time before, may well be the key to solving the crises spreading across spacetime.

Each one provides a massive reserve of mystical power that can supercharge your abilities or indefinitely charge any machine it's hooked up to, and there are some powers, such as the Chaos powers often used by Shadow, that outright require at least one Chaos Emerald to be used effectively. Multiple together resonate and multiply their power exponentially – as an example, the Eclipse Cannon made available

through the **Generation Stages – Space Colony ARK (600)** item is *designed* to wield the Emeralds power, and powered by five would have the power to wipe out a large city, while six would be enough to shatter half of the moon, and with all seven it could easily enable the weapon to obliterate a planet and keep going.

With all seven, it is said that miracles can happen. By responding to the bearer's emotions, the Emeralds can seal ancient evils, cause life to blossom and revive, undo damage to an entire island's worth of landmass, and more. Positive emotions draw out more power than negative emotions, of course, meaning these miracles tend to be good for all within range. Much as it is possible to use the Emeralds to do horrific damage to a planet, it is also quite possible for the Emeralds to put such a planet back together.

Those with the right stuff can temporarily draw all of that power into themselves to engage a "super" form that grants invincibility and massively enhanced capabilities, with special focus on any Chaos powers or innate abilities, such as a Toon Alt-Form's unique powers, that you might possess.

They are somewhat sentient, and if you wish, some or all of the ones you own can be left to their own devices, appearing wherever they will do the most to aid your overall cause – if you are of a heroic bent, for example, they will tend to show up where people can use them for good deeds.

If you have other sets of Chaos Emeralds, Sol Emeralds, or Super Emeralds, simply owning each Emerald from this set connects to and enhances its counterparts in all other sets, multiplying their already impressive powers together.

Now, what does all of this cost you? Your first Chaos Emerald is 100GP. Each successive Emerald adds 50 more GP to their cost – 150 for the second Emerald, 200 for the third, and so on. The full set can be obtained, thus, for 1750GP.

Companions

Import Companions (100GP/400GP)
For 100GP, you may grant any single Companion an Origin and 500GP to work with. If you're willing to pay 400GP, you may make a bulk purchase to give 8 Companions an Origin and 500GP.

Recruit New Companions (Free/100GP)
If you can convince them to put aside their life and futures, you can bring any character from Sonic's era with you for free. If you'd like a little support doing so, a fee of 100GP will have your Benefactor ensure you get off on the right foot with them. Any canon Companion you pick up comes with any powers and non-location items they own that match up with the Doc's Perks and Items have those powers and items fiat-backed for free.

From 50 Years Ago (400GP)
Okay, okay. So. You may have noticed we said "any character from Sonic's era." We unfortunately can't have you just shatter spacetime to obtain a couple Companions, for just 100GP. Or even 400GP. The events of like four or five games leading up to the point where we're dropping you rely on the ARK incident playing out exactly as fated. You know? Sorry…

… But. You know ...

You know, most Benefactors offer a way to insure your Companions, bringing them back to life if they die on you. Heck, some make that just a part of the default care package. Now. Wouldn't it be a funny prank if you gave a certain sickly girl and her grandfather a Companion Contract, and let them march off to their canon fates… only for them both to show up in your Warehouse right before you depart? It's a bit of a long grab to hold them for fifty years. But we can make that happen.

If you're interested, we'll give you enough time to grab them and bring them to Sonic's birthday bash. I'm sure this will make a great bargaining chip to bring Shadow along.

Just. Keep mum about it. C'mon. Imagine the look on Shadow's face.

Keep in mind that Maria is still ill with NIDS, as per the Drawback. So finding a cure might be high on your new allies' priority list. Beyond that, they come with their abilities and possessions backed by fiat as Perks and Items, the same way as the normal canon recruitments.

Edgy Scissor Girl (200GP)
This schoolgirl seems to have gotten caught up in the Time Eater's mess. It's unclear where or when she comes from, but doesn't seem especially worried about it. She possesses a pair of swords that link up to become scissors, and can get a bit hot-blooded in the right circumstances. She has a moped that is about as good as a **Cool Bike**, and her clothes possess traits similar to **Doom Morph**, though she uses it differently than Shadow would, creating vents and rockets to speed her up and fly about much like the **Air Shoes**, and armor to keep her safe.

Shadow might make… an incredibly strange expression if you introduce her to him.

The Reflection (400GP)
A strange, scarred hedgehog with a scar that blinds one eye. A prisoner who has escaped from an abandoned timeline, he is something of a loner, and shares many similarities with a certain Ultimate Lifeform. He possesses **Generational Speed**, **Spin Dash**, **Doom Morph**, **Homing Attack**, **Light Speed Dash**, **Rhythm and Balance**, and **Chaos Control**. He's wearing a pair of cuff-shaped **Limiter Rings**, and carries a **Bag of Rings** and a green **Fake Chaos Emerald**. Who even is this faker?

Why Did You Make That Choice? (400GP)
Maybe… don't bring this up to Shadow. This is… another Maria. For even as Maria was willing to give her life for Shadow's, he was willing to give his life for her.

This Maria is infused with the entirety of Shadow's body, obtaining all of the Perks and Items discounted for the **Dark Hero**. Despite being quite a bit gloomier, she believes deeply in the ideals of **Project Shadow** and its ability to bring hope to humanity. She just… needs a break, from the world she's been trying to fight through.

Drawbacks

Continuity (0GP)
Perhaps you've been to Sonic's world before? If so, this can be the same universe you originally visited.

Classic, Adventure, Modern (+100GP)
By default, you'll only stay in this Jump until shortly after the Time Eater is defeated – just long enough for you to finish enjoying Sonic's birthday party and say your farewells for now. If you'd like, however, you can choose to extend this time to about 10 years, with the events of Sonic x Shadow Generations happening at any point in the middle of it.

NIDS (+100GP)
You're… ill, Jumper. Dying, slowly. It is good that this is a short Jump, because it's unlikely you could survive a full ten years, at least without significant medical help. You… didn't *choose* to take **Classic, Adventure, Modern**, did you? On the good days, you'll be alright, long as you don't overstress yourself through excessive physical activity. On the bad days… Sometimes, you won't be able to see at all. Sometimes your thoughts will be burning mud. Sometimes your limbs will stop obeying you, rendering you entirely invalid. Sometimes it'll be your digestive system refusing to keep food down at all. Low gravity can help keep the disease at bay… but there aren't many safe places that have that, and even up on the Space Colony ARK you'll find that it's not a perfect fix. A cure for NIDS has yet to be found in this setting, and you'll find your existing medicine and means of healing incapable of doing much more than helping manage the genetic disease that has latched to your very DNA. Perhaps… you should look to Project Shadow?

Doomed Puppet (+200GP)
You can feel it in your blood… Black Doom's influence. You fall into your darker emotions – rage, sorrow, jealousy, greed – far more easily than usual. Worse, such emotions are easily preyed upon by Black Doom, who will attempt to warp and twist you into a vessel for his return. If he should gain complete control of you, you will suffer a chain failure. You may take this Drawback multiple times, further enhancing Black Doom's ability to warp your emotions and puppet your body. Be warned that while this Drawback doesn't remove Perks that will let you fight back, the power boost allows Black Doom to overwhelm Perks whose value is equal or lower to twice the total amount of GP you purchase from this Drawback (for example, 400CP's worth of mind control resistance Perks will struggle against even the base level of Doomed Puppet).

I am a Genius, After All (+200GP)
Ahh. There's that Robotnik hubris. You tend to overestimate your own intelligence, putting off solving obvious problems with "well I'll figure it out later, I'm smart." You tend to have blind spots in your plans and likewise underestimate enemies who aren't obviously as smart as or smarter than you. You're gonna need someone to look over your shoulder and make sure you're not mistaking intelligence for wisdom or vice versa.

So Last Generation (+300GP)
… Man, didn't Perfect Chaos require Super Sonic's help to stop? Didn't it take everyone working together, and Super Sonic lending his power to Tails and Knuckles, to overcome Metal Overlord? What happened to these guys?

Seems the march of time is as cruel to you as it was to them. You'll find that your out-of-Jump powers have been outscaled, such that Modern Sonic could easily defeat any version of you that's relying solely on those abilities. And, unfortunately, the rest of the world has been rescaled around this new reality. Seems you just… can't keep up.

Back to the Past (+300GP)
It seems that you were plucked not from either of the Sonics' times, but from a previous era, some 50 years prior. Like Maria and Gerald, prior to the events of this game (if you took **Classic, Adventure,** Modern) you'll find yourself living and working on the Space Colony ARK… and after Black Doom's defeat you'll find yourself returned to that not-so-distant era, about a week before the GUN boards the colony with deadly intent. You'll need to ensure that no final time paradoxes occur – that the tragic events of that day play out as needed, and that you yourself survive the massacre, as Abe Towers did.

Jumper Generations (+100GP per previous Jump, caps at +700GP)
Interesting… it seems that for some reason or another, White Space has manifested up to seven stages based on areas of importance to your previous Jumps. Strangely, upon entering these stages, you'll find yourself temporarily limited to your Body Mod, the Perks and Items you bought in this Jump, and the Perks and Items you bought in the stage's source Jump.

I WANT… TO EXIST! (Doubles the Value of Jumper Generations)
Oh… oh dear. It seems something has emerged from the abyss of Jumps past. You'll find three powerful foes in White Space – incarnations of enemies from previous Jumps, who hail from timelines where *they* beat *you*. One will always hail from one of your earliest jumps, and one will always hail from the Jump right before this one. If they can strike you down, here and now, they will convert their scrapped

timeline into the true reality, expunging your stain for their history’s weave… and of course, causing a chain failure.

Scenarios

Without You

Requirements:
- No other Scenarios
- There's someone you failed, Jumper. Or perhaps… someone left behind. Or someone who gave everything to save you. This may be someone from a previous Jump, or from prior to your Jumpchain. Someone so precious to you that even years, even multiple Jumps after your failure, the thought of having lost them hurts.

Events:

You forget that you've taken this Scenario, or that it even exists, upon accepting it.

Maybe it's the dead people hanging with Shadow. Maybe it's the strange familiarity of this place of warped time. Maybe it's just… something someone said, but an old wound has been reopened in your heart. The memory of your previous loss has been dragged to the surface once more, and the pain of the associated emotions pierces any and all Perks you might have to guard against it.

But there's good news - the person you failed is *here*, in White Space, from a time before they were lost to you. You'll find it impossible to warn them of their fate, the words failing to leave your mind. They will recognize you regardless of any changes that you have undergone since your last meeting, and will be cordial with you - if your last meeting with them had ended in an argument, for instance, they come from before that point.

Is the renewed guilt worth the chance to pretend, the escape from the unending nightmare? And… at Jump's end, do you have the heart to say goodbye again? Because this friend can not be made a Companion by any means - they must go back, to live out their destiny.

Take this for what it is - a chance for closure.

Rewards:

If you can manage to say goodbye… your heart will truly put this loss in the past, and allow you to live on, bent but unbroken. You will **Never Turn Back** again - you are scarred but unbroken, hurting yet unbowed, and will always be able to move past your losses with time, learning from your mistakes but never letting your regrets break you. It is easier to remember those you've lost and will lose by their

lessons and the good times you spent with them, rather than the pain you went through in the end, and when you advise those who are going through similar pain, they can feel your sincerity and more easily recognize their pain shared in your gaze. You yourself are also exceptionally receptive to therapy, as well, if you should wish to get some.

You'll also receive **300GP** to spend on Perks or Items.

Chaos AU

Requirements:
- *No other Scenarios*
- *Take the Drawback: NIDS*
- *Take the Drawback: Classic, Adventure, Modern, or otherwise be required to stay in-Jump for 10 or more years.*
- *Take at least one instance of the Drawback: Doomed Puppet*
- *Do Not take the Companion: Why Did You Make That Choice*
- *Do Not take the Companion: From 50 Years Ago*
- *Costs 400GP*

Events:
This… isn't the era or timeline you were meant to arrive in… or the body. But that should be fine. Since you're so far off course anyway… let's play a game.

Your Perks and Items are temporarily sealed away, including even your Body Mod. Relax. It's… fine.

You… are born a native to this world, without memories of anything before, slowly recovering your memories over the course of your young life, with your memories of the Sonic Universe coming last of all.

Specifically? You are born one Maria Robotnik. Your grandfather, a genius by the name of Gerald Robotnik, will over the course of your life create the first orbital space colony – the ARK. You will fall ill – a genetic disease, Neuro-Immuno Deficiency Syndrome. There is no cure… yet.

You get to see the stars and the Earth from space, as your grandfather works desperately on a means to save you, chasing shadows…

His creation is wonderful. Not just a means to cure you, but a constant companion, a precious friend who all too often brings you the best days of your life… And a caretaker who blunts the edge of the worst days of your life.

You will be told of his other purpose – a bulwark against the alien threat, meant to return in 50 years.

But it seems that fate cannot be forestalled… only *twisted*.

When the military comes, he trades away his life, and gives you all he has to give. Your disease is cured. Your injuries, mended. And his blood quickens the power already sleeping within you, slowly but surely waking up your previous Jumps' powers.

If you can, escape from the ARK incident. Take the escape pods you meant to shove him into, and return to Earth alone.

You can rest assured – GUN will not strive to kill you, not anymore. They will fight to capture you, to study you. To see if what has happened to you can be reproduced to enhance their own soldiers. They will threaten your family, if they think they can lure you out that way. The government will chase you, envious of your new health, desiring the immortality they were promised.

Flee from GUN. Hide in the shadows and do what good you can. Or fight back. Survive for the time you have promised via Drawbacks, and make good your escape from this Jump. It will take about a year before all of your powers and memories from previous Jumps become available to you.

Or maybe just… let yourself be captured.

If you *should* be captured, 50 years will pass in the blink of an eye.

They will have cloned your precious friend from blood samples taken from the ARK, and melted him down into something injectible, over and over again, to make their weapons of war. They will have killed your grandfather when he opposed the effort, made the Robotnik name into a shamed thing, spurring your cousin to transform it once again into the name of a conquerer, halted only by the efforts of a hedgehog who is far too similar to… *him*.

You will be freed by that conqueror – Dr. Ivo Robotnik, a cousin of yours. But you don't need me to describe him – after all, your memories and powers will be fully restored, your items waiting for you in your Warehouse – the key to which seems to have mysteriously landed in your blood-soaked pocket.

What you do from here will define this timeline. From here, survive any time you owe due to your Drawbacks. Will you be a hero, or a villain? Will you complete Shadow's purpose and fight to stop the Black Arms, or become the threat GUN feared so deeply it drove them to kill the innocents aboard the ARK? Will the Time Eater even be captured and used? Goodness, everything is a mess.

Rewards:
Upon escaping the ARK you obtain, for prices already paid, the Perks and Items made available to the Companion detailed in **Why Did You Make That Choice**. After all, you're her, now. If you bought any of these, already, the price is refunded to you.

If you managed to avoid being captured, and remained in the era 50 years before Sonic the Hedgehog's canonical adventures, you may recruit any allies you make along the way, as if with the **Recruit New Companions** option.

If you are eventually captured and arrive in the future, however, and arrive in White Space as per the canon timeline, you may choose to use the Companion Purchase, **From 50 Years Ago**, to rescue any two individuals you'd encountered during your time in the past… or use **Why Did You Make That Choice** to acquire the canon timeline's version of Shadow.