SONIC BATTLE JUMP



This one is a strange addition to the Sonic series. As the third Gameboy Advance Sonic game, Sonic Battle is a fighting game and RPG game hybrid. A strange robot is washed ashore with a mysterious power and connection to the chaos emeralds. Its abilities are even stranger. You are gonna be here for a while, about 8 weeks. That should be enough to cover the entire storyline of this game. Well, you are going to need these to survive her

1000 SEGA POINTS

Enjoy and be careful. Who knows what is on the horizon with this game.

ORIGINS

You are free to choose age and gender. You are also free to choose what species you are.

Speedster: Like Sonic you're all about speed.

Genius: Tails isn't the only genius in town it seems.

Thief: Thief, Agent doesn't really matter you're still a shady person.

Brawler: You fight to protect that all that others need to know about you.

Rascal: You have a lot of energy and are kind of impulsive

Youth: You're young kind and compassionate and like to play with Chao

Avenger: Like Shadow you have a bit of an edge to you

Robot: A robot made by Eggman to serve Eggman

Guardian: You protect a certain location or Artifact like Chaos

Gizoid: A strange Robot with unusual capabilities

LOCATIONS

1. Emerald Town
2. Holy Summit
3. Central City
4. Night Babylon
5. Free Choice

PERKS

General

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

Super Form (400 SP): The seven servers are the servers of Chaos. Chaos is power enriched by the heart. Feel that power grow within and achieve a new level of power that is the super form. With enough energy let it be from Ki, Mana, Calories or even currency you can enter a state of complete invulnerability and abilities increase to terrifying heights. As an added bonus this will also act as you capstone booster.

Speedster



Breakdancing Skills (100 SP, Free for Speedster): Something that was brought up in this game is that Sonic has some skills in breakdancing. So it would be rude to NOT have a perk that grants skills in breakdancing. With this you are an expert at breakdancing. Who know maybe you can find a way to create a fighting style out of this

Boarder (200 SP, Discount for Speedster): You know the ins and outs to Snowboarding. However, this also means you can snow board over any surface. Snow, Sand, even metal. As long as you are on a snowboard.

Fastest thing Alive (400 SP, Discount for Speedster): Sonic Speed! You can run at supersonic speeds with very little effort. You accelerate and stop suddenly without any consequences (Such as fractured bones, whiplash, and other things of the nature). In addition, you also have the Spin Dash This will come with enhanced reaction time. Gotta go fast! Wait…wrong Sonic. This also include the Speed up Battle Ability. By collecting enough rings (Gather enough energy), you can give yourself a burst in speed.

Stylish Fighting Skills (600 SP, Discount for Speedster): This perk grants you a fighting style that utilizes both sonic speed and breakdancing. Making it hard for others to truly predict what you are going to do next. In other words this perk grants all of the battle skills that Sonic has in Sonic Battle.

> **Capstone Boosted – It Doesn't Matter:** Sonic has faced plenty of foes through out his adventures and yet he seems to be constantly getting stronger. With each adventure and journey his ability and skills seemed to be improved. This is also true of you. As you continue on your journey and battles you're abilities, skills, power, and even magic improves. As long as you go on some exciting adventures (Think Sonic Heroes or Sonic Unleashed), your power will never wane and will continue to grow.

Genius



Pilot (100 SP, Free for Genius): 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.

Flight (200 SP, Discount for Genius): How you do it is up to you but you have the ability to fly. Maybe you have two tails, maybe you have big and power ears, maybe you have wing, maybe you have psionic powers. Whatever it might be you can fly.

Tech Genius (400 SP, Discount for Genius): Let it be with actual tools, rocks and twigs, or a single paper clip; you can create machine that are impressive or deceptively out of date. For the out-of-date machinery it would actually have the most complex machinery and near futuristic functions. Like a bi-plane that can fly at the same speeds of a fourth-generation jet plane and can transform.

Technological Combatant (600 SP, Discount for Genius): Tails might have his power twin tails but that's not what he relies in Sonic Battle to battle. Sure he uses them for a few techniques but for the most part he is using inventions and gadget to help him fight…even heal himself. Anything that Tails can do in Sonic Battle is now possible for you to do with this perk

> **Capstone Boosted – Believe in myself:** You know its funny. It has been stated many times through out the Sonic franchise that Tails has a IQ yet time and again people underestimate him. But he doesn't let that get to him. But you have the same issue/ advantage that Tails has people WILL underestimate you and you can use that to your advantage. But like Tails the more you prove yourself the more about yourself you'll discover you might uncover some hidden potential that you never new you had. You just got to believe in yourself jumper.

Thief



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

Thieving Skills (200 SP, Discount for Thief): Thief? No, No! You're a treasure hunter! You know where the shiny are and if you know where the shiny is you know how take the shiny for yourself. You can find the riches and take the riches for yourself.

Strong Legs (400 SP, Discount for Thief): Well, you are a power type so obviously you had to have powerful attacks. This perk will make it that your strikes will be able to break through stone and other hard materials. In addition, you will deal more damage to enemies.

Agent Fighting Style (600 SP, Discount for Thief): You might have some connection to some government organization. How else would you know how to fight like this. The use of gadgetry, deception and even some stealth somehow. Whatever skills that Rouge has in Sonic Battle you can use whenever you like

> **Capstone Bosted – Fly in the Freedom:** Okay lets not beat around the bush here. Rouge is a Thief. Plain and simple. And yet she is somehow working with Sonic and his friends. And she's working with G.U.N. In fact G.U.N trust her. Why? Because she gets results. As long as she doesn't cross the line. As long she doesn't do anything irredeemable, G.U.N along with the Sonic Team tends to let it slide. That same is true of you. People tend to let some of your more questionable actions go unpunished. Petty theft and stealing jewels is fine but once you do something extreme like murder then there is no way that this perk will protect from the consequences of those actions. As long as you don't push your luck you're practically free to fly.

Brawler



Digging (100 SP, Free for Brawler): You can dig through surfaces easier. There are limitations of course. Dirt, stone, concrete, and opening in safes you can dig trough. Any made of metal you can't.

Fire Powers (200 SP, Discount for Brawler): You can conjure flames to coat you attacks in. This will make your attacks stronger and a minor area of affect on them, making their reach longer than normal. Just burn yourself jumper.

Echidna Strength (400 SP, Discount for Brawler): You are stronger than the rest of them. How else could you break those boulders in one hit. Your attacks are much stronger making short work of weaker enemies and you able to destroy boulders with relative ease.

Guardian Fighter (600 SP, Discount for Brawler): Your duty is to protect a sanctuary or temple of some kind from intruders. Thus you have learned this fighting style that utilizes you strength and exoteric energy manipulation. Thus whatever skills that Knuckles uses in Sonic Battle is yours to command.

> **Capstone Boosted – Unknown From M.E.:** We as well as Knuckles don't know much about Echidnas nor about the Master Emerald. Yet he is sworn to protect it. However despite spending most of his life on the island Knuckles was able to adapt to modern day society quite quickly. Heck even society was able to accept him. This is also true of you. You will be able to adapt to any new culture quickly and people of that culture will be more open to you and your outsider behavior. Beside this planet is yours to and you will fight for it, might as well learn about the people that live on this planet you call home.

Rascal



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

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

Resilient and Determined (400 SP, Discount for Rascal): Your stamina and endurance is astounding. Like Amy you can go on for hours wearing training weight and not get tired. This include doing strenuous activities like sparing and jogging. AS long as you remain determined you feel like you have more stamina to use. But there is a limit you'll have to stop eventually

Piko Piko Power and Boxercise (600 SP, Discount for Rascal): Amy Rose's signature weapon: The Piko Piko Hammer. But the strange thing about it is that it's not just a weapon but also a power. With this perk you can summon your own and gained the abilities that comes with it. Such as the hammer jump, which will allow you catapult yourself in the air. This also includes skills in kickboxing and boxercise, granting some skills in unarmed combat. All in all, this perk will grant you the abilities and skills that Amy uses in Sonic Battle

> **Capstone Boosted – My Sweet Passion:** Love is a powerful thing. It is understandable that some believe that power can come from love. For you this is true as long as your mind and heart is on someone you love you seem to draw power from those feelings. You can continue to fight at your best even though you are close to passing out. You can workout and train for hours just to impress that special someone or to prove yourself to that special someone. It may not seem like much but in time you might be able to match blows with super sonic if you just believe in the power of love

Youth



Empathy (100 SP, Free for Youth): Somehow you have this awareness of someone's emotions and can even by an extent translate their thoughts through what they are feeling at the moment. Which would help you become a good therapist or psychiatrist

Chao Caretaker (200 SP, Discount for Youth): Chao are baby like creatures that require loads of love and care. You know how to take care of these creatures. You can also understand them. Despite that they mostly speak in baby talk and only say "Chao" from time to time

Young and Spry (400 SP, Discount for Youth): Well as a youth you are well youthful. This comes with several benefits. First you are able to hop and jump father than other. Two, you optimism is seemingly boundless, making you feel despair would be an impossible feat. Third, you seemed to have loads of energy, able to go on for hours before you actually get tired. And finally, you move faster than other kids. So get out there and hop to it you little scamp.

Chao Power (600 SP, Discount for Youth): Cream doesn't actually fight herself. Sure, she would do spin jumps but her primary form of attack was tell Cheese to attack. Cheese is a Chao by the way. Yet this idea worked. Now what this means for you is that any small animal (like a dog, a cat, etc.) that you own can be ordered to attack. Their attacks will be strong enough to do destroy Eggman's robots. Because of this you have the Skills that Cream…and Cheese has from Sonic Battle.

> **Capstone Boosted – Follow Me:** Small creatures tend to trust you more, same with the Chao. However there is more to this perk than that. You seemed to have this sense for goodness. Okay that's a bad way to phrase. What this means is that if you can see that there is good in someone, you can redeem them and have an easier time of reforming them than others. This ability is what made Emerl to be less battle crazy. But this ability will also allow you to detect those who are rotten to the core and those who are acting bad but want help to becoming a good person. You can help those people if they are willing to. They just have to trust you and follow you.

Avenger



Skating Skills (100 SP, Free for Avenger): Unlike Sonic, Shadow wears a pair of rocket boots that allows him to Skate at the same speeds as Sonic. Being able to skate at those speeds requires a lot skill and balance. You now have the skill and balance that Shadow has in Skate

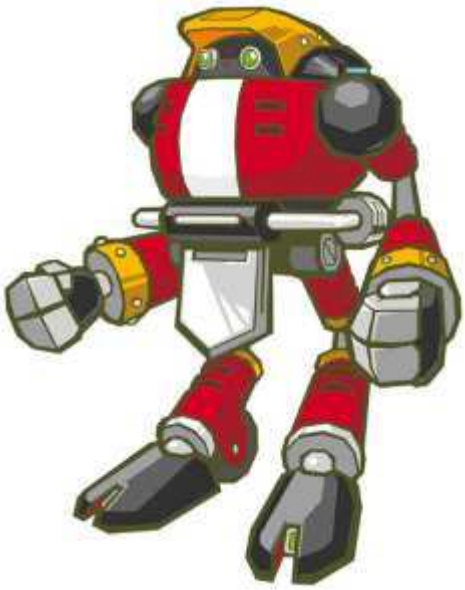
Energy Sense (200 SP, Discount for Avenger): Chaos Energy is a hard concept to understand. But once you begin to learn about it, you'll also develop the ability to sense it. Specifically when someone has a high amount of Chaos Energy or when there is a Chaos Emerald nearby. You have an ability similar to this. You can detect and sense high levels exoteric energy and discern the exact location of where that energy is coming from.

Ultimate Lifeform (400 SP, Discount for Avenger): Shadow has been called the Ultimate Lifeform. But what this means is actually not that big of a deal. Sure he's ten times stronger than the average human but it really means is that he is ageless. Unable to age. You are similar to that but in actuality you age 100 times slower than the average human and you are immune to mundane diseases.

Chaos Control (600 SP, discount for Avenger): This ability is strange. With this you gain access to the teleporting ability that is known as Chaos Control. It can also stop time for about 5 seconds. Normally you need a Chaos Emerald to use this ability but seeing you are willing to pay to get, you get a version that doesn't need an emerald. But what this perk also grants you is the abilities that Shadow has in Sonic Battle.

> **Capstone Boosted – Throw It All Away:** Perfected Chaos Control Sure some can use the teleporting abilities of Chaos Control. But very few use the true power of Chaos. You are one of those few. You have access to Shadow's Chaos Spear. A projectile attack that fires several energy lances at a target. But there is more to this, with time you can achieve skills like a explosion attack the damages all around you. Soon you can learn and achieve the True power of CHAOS CONTROL!

Robot



Robotic Body (100 SP, Free for Robot): Okay no duh you're a robot if you're taking this with the Robot origin but allow me to explain what this means. You don't need to eat or drink. You can just recharge you energy supplies and you're ready to go.

Durable Chassis (200 SP, Discount for Robot): Okay this perk is actually a two for one special. One you are actually more durable than most of Eggman's Robots you can take 10 times the damage than they can. Second you seemed to equipped with some sort of boosters of some kind allowing you to hover a bit.

Initiating Recovery Mode (400 SP, Discount for Robot): Strangely Chaos Gamma can not only take a beating and keep going but it also seems like he recovers quickly from his damages in like a few minutes by entering a recovery mode. You have the same recovery mode just disengage from combat and take a few minutes breathe (Or the robotic equivalent of that) and you'll be in fighting condition again. But this recovery mode requires you to not to engage in combat so it can leave you as a sitting duck.

Battle Mode (600 SP, Discount for Robot): You are equipped with drills, claws that utilizes electrical shocks and even mines. You are a robot designed to help Eggman in his plans for world domination after all. This perk will grant you the skills and abilities of Chaos Gamma in Sonic Battle.

> **Capstone Boosted: Perfected E Series:** E-100 Zero, E-101 Beta, E102 Gamma, E-103 Delta, E-104 Epsilon, E-105 Zeta and E-101 mk 2 Beta. These are the E series that came before Chaos Gamma and Omega. And their abilities are now yours to command. Let it be the use of rockets, massive energy projectiles, reflective shields, flight or even a large energy reserves. What ever they had you now have…but that doesn't mean you HAVE TO serve Eggman be your own master Jumper.

Guardian



Chao Connection (100 SP, Free for Guardian): You have this sort of link to the Chao…a connection that allows you to understand them and their actions. It also make you similar the Chao is some ways such as being able to live long before death.

Water Creature (200 SP, Discount for Guardian): You are a creature made of water…so basically a water elemental this means that most projectile attacks will pass through you and you melt and move as a puddle.

Stretchy Limbs (400 SP, Discount for Guardian): Dang its like you don't have any bones in your body. Now you can stretch your limbs to a maximum of about triple of their normal length without any problem or complications.

Destructive Entity (600 SP, Discount Guardian): Chaos without the help of any Chaos Emeralds is a tough opponent bullet won't affect him. His strong enough throw cars (Based on Sonic X) and can use the power of Water to his advantage. All these thing are also true of you. You can do everything that Chaos can in Sonic Battle.

> **Capstone Boosted – Chaos is Power Enriched by the Heart:** Technically speaking the only reason Chaos went all crazy is because of the actions Knuckles Echidna Tribe. After the events of Sonic Adventure 1 Chaos has mellow out…yet he still has the potential to do the things he was able to do before. You on the other can do all the attacks that Chaos can do in any of his forms. This also includes Perfect Chaos. But what will you use this power for Jumper? Good or Evil? I wonder but in the end it is your choice follow what your heart tells you

Gizoid



Learned Behavior skills (100 SP, Free for Gizoid): Emerl is a strange one isn't he. But his behavior and personality is the result of those who he spent time with. He learned them from those he followed around and spent time with. This helped him develop his speaking capabilities and his own personality. This learned behavior skill is something that you own as well. Just being around people will allow you to improve your behavior based on who you interact with or create a completely new one for you to call on when you need it.

Energy Absorption (200 SP, Discount for Gizoid): The Chaos Emeralds helped Emerl reach to great heights of power through out the course of Sonic Battle. But this is because of his ability to absorb energy. He was able to absorb a beam that Eggman fired from his death egg. You also have this ability to absorb energy into your body for use let it be a power boost or for an attack.

Adaptive Fighting Evolution (400 SP, Discount for Gizoid): This perk works in two ways. First is that any fighting skill that you have learned can be integrated into your fighting style despite the fact that said move might not be compatible. The second is that with every battle you grow stronger little by little. With time you should be able to stand on equal footing with Super Sonic

Copying Ability (600 SP, Discount for Gizoid): Emerl's principal and most recognized skill was his ability to copy any techniques of those he participates in combat with either by observation, or by being attacked by attack techniques you have this ability as well. You gain skill by watching other fight and even fighting other people. And it seems there is no limit as to what you can copy, you can even copy weapon and technology being used for certain techniques. However you might need to see the technique over and over again before you can successfully copy the skill, so you might need to spar with the same person numerous of times before you obtain it. Also some abilities might take thousands of sparing sessions to obtain. In addition what ability you obtain from the fight will be chosen at random so you may not get what you are trying to copy/learn. But you are built to be the ultimate fighting machine, so what the harm in more sparing…or playing as Emerl puts it.

Capstone Boosted – Ultimate Copying Abilities: While there is no limit to Emerl's copying ability it is a bit wonky at times. But this upgrade seems to boost it a bit. Now you can learn skills in half the time it took you before. In addition the skills and abilities that would take large amounts of sparring sessions will now come to you after a reasonable amount of sparring sessions. In addition you get to chose which technique you are currently copying instead of it being random. But remember it will still take time for you to successfully copy a skill. But not as much as before.

ITEMS

General

Iconic Garments (Free): It can be just a pair of shoes and gloves. It can be a full set of clothes. Whatever it is, it will be a set of clothes that makes you stand out of the crowd more than usual.

Chaos Emeralds (400 SP): Well these aren't THE Chaos Emeralds per say but they are a perfect replica made by our benefactor. Anyways they have all the advantages that the normal chaos emeralds have. Use them wisely Jumper

Speedster

Frictionless Clothing (100 SP, Free for Speedster): Clothing that won't get damage from running at supersonic speeds and doing spin jumps.

Nice Beach (200 SP, Discount for Speedster): A place that you can go to relax. And yes this is an entire beach.

Genius

Tools (100 SP, Free for Genius): Wrenches, Screwdrivers, Blow Torches, drills and so much more. Everything for a mechanic or engineer to do their job.

Workshop (200 SP, Discount for Genius): A place to create and work on anything mechanical. Let it be personal gadgets, vehicles, and bombs…I am not kidding about that last time

Thief

Spy Gear (100 CP, Free for Thief): Rope, Stealth suit, and some bombs of some kind. Yeah you definitely have the stuff needed to be a secret agent now

Casino (200 CP, Discount for Thief): A pace where gambling occurs but for you it is a front for your hideout. Can be used for honest business as well

Brawler

Digging equipment (100 SP, Free for Brawler): This item is actually an attachment to your gloves or shoes. But the idea is the same. It allows you to dig through surfaces easier. There are limitations of course. Dirt, stone, concrete, and opening in safes you can dig trough. Any made of metal you can't.

Temple (200 SP, Discount for Brawler): Well this place have this feeling tranquility and peace. People will be less inclined to fight here. It also helps in healing

Rascal

Training Equipment (100 SP, Free for Rascal): A gym that you own where you can others can go to for training.

Hotel Room (200 SP, Discount for Rascal): Well, seeing you are going to be here a while how about a nice hotel for you to rest in? A regular two bed hotel room. Don't get too excited but it has been decorated and painted to fit your personality.

Youth

Chao Care Product (100 SP, Free for Youth): Everything needed for taking care of a Chao

Omochao Bombs (200 SP, Discount for Youth): This bomb looks like that annoying robotic chao: Omochao. If foe that gets close to it (Lets face it someone will want to go up to it to kick) it will explode and have a flashbang effect.

Avenger

Airshoes (100 SP, Free for Avenger): A pair of boots that you can activate that will allow you to skate as if you are using rollerblade

A gun (200 SP, Discount for Avenger): A pistol that has unlimited ammo. Okay I know this item might seem a bit early in the series but still it's useful.

Robot

Spare Parts (100 SP, Free for Robot): Plenty robotic parts that you can use to repair robots or yourself if you have any robotics

Lair (200 SP, Discount for Robot): This place is an entire garage that you can go to. Mostly to do repairs. Also this place has security robots to insure no intruders get in.

Guardian

Fruit (100 SP, Free for Guardian): A collection of fruits that are normally found in a Chao garden. The supply will be replenished every week.

Chao Garden (200 SP, Discount for Guardian): Okay so the Chao Garden doesn't official appear in this game but comes with Two Chao which will count as companions after this jump. However they will not be able to absorb powers from small animal here they can still eat fruit and the like but that's about it.

Gizoid

Lost Reports (100 SP, Free for Gizoid): Well these are memo that are journal entries from a scientist that was researching about a Gizoid. Could be you, Could be Emerl. But they have some incite about your creators and your past.

VR Training Set Up (200 SP, Discount for Gizoid): Finding a person to train with. But that's what this set up is for. It will put you in a dream like state putting you in simulations for you to train in. Very useful if you don't have someone who is available to train with you

COMPANIONS



Import (50-200 SP): It's dangerous to go alone. So how about you bring some friends with you to make it easier. 50 SP to import one companion. 200 SP to bring them all. Each gets 800 SP and a background.

Create (50-200 SP): Same as above but you make new companions that you'll come across in this jump. 50 SP for, 200 SP for 8. You can never have to many friends. Each gets 800 SP and a background

Sonic The Hedgehog (100 SP): "So you want to bring me along for the ride. Alright. LETS GET EM!" You have chosen to take Sonic with you

Miles "Tails" Prowler (100 SP): "You want me? Really? Well I suppose I can help. Just watch me Sonic" You have chosen to take Tails with you

Knuckles the Echidna (100SP): “Sorry I am going to have to decline. Wait you say time here will be frozen until you spark or go home? Okay. Lets go!” You have chosen to take Knuckles with you.

Amy Rose (100 SP): “Well, Sure. I mean I can use a break ad besides when I come back I probably can keep up with Sonic.” You have chosen to take Amy Rose with you

Shadow the Hedgehog (100 SP): “Hmph. I’ll join you for now Jumper” You have chosen to take Shadow the Hedgehog with you

Rouge the Bat (100 SP): “Hmm and why would I….How many jewels? Well I suppose I could come with you. Who knows what other treasure is out there” You have chosen to take Rouge the Bat with you.

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

Chaos (100 SP): “…” You have Chosen to take Chaos with you.

SCENARIO



Become the ultimate fighter: Okay this scenario is kind of like going through the events of the game but with a catch…even if you haven't purchased the "Copying Ability" perk you will be given the ability to copy the skills of others just for this scenario. You will be following the story along with Emerl but in order for you to complete you need to have successfully copied the abilities and skills of each playable character in the game. Then you need to find a way to gain access to several secret skills. Finally, you must go through with the rest of the events of the game.

Reward – Ultimate Gizoid: After completing the final events of the game you will be awarded with a set of skills that belong to Emerl's Awakened state. Sadly you won't be able to save Emerl…in this jump. In addition you'll be given the Capstone boosted version of the "Copying Ability" perk, if you already have it then it will be upgraded to the point that all you need to do is see a person fight once and you'll be able to obtain EVERY skill that was shown during that fight. We'll call this version **Perfected Copying Ability.**

DRAWBACKS

Continuity (+0 SP): Have you been here before? Maybe in the Sonic Adventure jump? IF you have you can take this to include the changes that your inclusion in those events has caused, it will also prevent of having two copies of each character existing in the same setting.

Strange Dialogue (+100 SP): People here talk weird. Making it hard to make conversation with them or to get information about the place.

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

Easily Fooled (+200 SP): You are naive and gullible. People can easily trick you into believing something that might be blatantly false but you wouldn't know that until someone else tells you or until its too late.

Too Cocky (+200 SP): Okay you may have been jumping for a while but there is no reason for you to be this full of yourself. By taking this you will have the same ego problem as Eggman and think too highly of yourself. This will get you into trouble while fighting against the more smarter and wiser foes that are here.

Bring em on! (+300 SP): Eggman has been busy with his robots. Enemies will be coming in the droves now. Where there were once 12 enemies in a stage there will be 48. That's right 4 times the enemies! You going to have to deal with here. Silver lining: You will have plenty of small animals for your Chao.

REMATCH! (+300): I guess some people are sore losers. Now anyone that you get in a fight with you have to beat twice the amount that you need to get them back off. In other words you'll have twice the amount of battles do during your stay here

More Resilient Foes (+400 SP): Normally all it would take to defeat Eggman's robots would be one homing attack or one shot from E-102's gun, now they can take a beating.

Smarter Foes (+400 SP): There's no way around it. Eggman's Robots aren't as advance in the intelligence department as Gamma or Metal Sonic. Now that's not the case. They can now plan and anticipate attacks. This also means they can work in tangent with Eggman's schemes and can even create ambushes. Be careful

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

No Outside Info (+500 SP): If you have any memories of this world from the games or from Sonic X, those will be removed from you and your companions. You will be flying blind when you enter this jump.

ENDING

Go home: You had enough adventuring time to head on home

Stay Here: You like it here so might as well stay here

Next Jump: Welp your time here is done. Time to head to the next jump

NOTES

By Sonic Cody12/Sonic Cody123/Cody Majin

I know Super Sonic wasn't in Sonic Battle. But I couldn't resist

For a complete list of what each capstone entails go here…There is no way I am listing 27 skills and abilities for each origin, which by way is each playable character in Sonic Battle.