

By MixedAnon

Welcome to Earth, Jumper! While this may look somewhat like the modern day of your homeworld, there is one major difference. You see, while this world was once one, it had split into two timelines in very, very ancient times. One world became a modern earth populated by humans, while the other became a realm inhabited by anthropomorphic animals, with much less of an organized civilization. For quite some time, the latter was the scene of a conflict between the would be world conqueror Doctor Eggman and the heroic Sonic the Hedgehog. During their latest scuffle, the megalomaniacal scientist tried to harness the power of the Chaos Emerald, seven stones with incredible power, and ended up accidentally unleashing a massive Chaos Control, which initiated a fusion of the worlds and sent Sonic along with several of his friends to Earth.

From there on, many fantastical events will happen, with the threat of both worlds being frozen in time after one year looming over them. You will arrive at the same time the people from Sonic's world are first transported here, somewhere within the city of Station Square. Take 1000 cp with which you can buy abilities and items, for you shall need them for the coming times.

Origin:

Your gender is the same as in the previous jump or can be changed for 50cp. You can roll 1d8+11 for your age or pay 50cp to choose it freely.

Traveler: You're free as the wind, and you always have been. You're from another world, whether the same one Sonic and his friends come from or **dropping in** from yet another, even stranger one. Considering how many strange visitors Earth will get, you won't feel out of place regardless.

Innocent: You are simply one of the many ordinary citizens caught in the mess of the Chaos Control, whether you were brought to Earth from Mobius or are an inhabitant of the United Nations who get to see the fallout of weird animals coming on. Anyway, your world will be transformed in a way you'd never think possible.

Professional: Life can't be all about rainbows and sunshine, you know. Sometimes people have to dirty their hands for the greater good, and you happen to have made a living out of that. Whether you are part of an organization such as GUN, the military of the United Federations, or an independent party such as the jewel thief Rouge or the Chaotix detective agency, you are somebody who's a pro at acting in the shadows for your convictions or just for money..

Invader: Or maybe you're not just satisfied with being a face in the crowd or the cog in a machine. No, you are a warrior, and you want to use your strength to change the world you're in. Maybe you are a part of a group such as the Metarex or the 'Eggman Empire', or maybe you are an independant megalomaniac desiring control of everything for yourself, but either way your destiny shall be grand.

Species:

Human: You're a good old human, with nothing much special about your appearance. You can be one of the many people living on Earth, a person that somehow got stranded in Sonic's World when you were very young much like the infamous Doctor Eggman himself, or even an extraterrestrial who happens to look exactly like an earthling.

Animal Person: You're an anthropomorphic animal whose specific species is up to you, and you are by default one of the many Mobius denizens that were transported to Earth by Eggman's multiversal Chaos Control. Though if you so choose, you may be a native to Earth just like the 'Ultimate Life Form' Shadow, an artificial creation from genetic material gathered either through experiments into dimensional travel or leftovers from the ancient time where the two worlds were one and the same. Though in that case, your existence would be a very closely kept secret from the general public.

Robot: You are a mechanical being, whether one created by the genius of a scientist such as Eggman and his grandfather Gerald, the byproduct of an ancient civilization, or even one made by an alien race such as the Metarex. As you can expect, you have no need for things such as breathing or eating, but you do need sources of energy, and you're not much more durable than a normal person.

Alien: You're an alien from one of the various planets in Sonic's home dimension. Your appearance can be as wild as you want, but you will not get special powers from your species alone.

Plant Person (200cp) **:** As the name indicates, you are a sentient humanoid plant, and you are part of a dying race. Your planet has been devastated by a war with an unknown enemy and the males have exterminated their own female counterparts. There are only seven members aside from you in Sonic's world, and six of them are the Metarex's ruling council. You can choose to be part of their mad plans to rule the universe or remain free. If you're a male, you can transform into a dinosaur-like 'Mover Form' that is far mightier than your regular body, though doing so drains your energy, to the point that you will die if you stay in it for more than an hour. Regardless of your gender, you have the ability to empathize and communicate with plants.

Boom (200cp): You're a ghost, though it's unknown if your kind were ever living beings. You look like a white ball with sharp teeth, huge eyes and clawed hands as you need no legs since you fly in the air. At will, you can become invisible as well as turn yourself and what you touch intangible. By entering someone's body while in your intangible state, you can possess and control them if their will is weaker than yours, which is denoted by them getting the fearsome facial features of a Boom.. However, a strong hit is enough to drive you back from anyone you're possessing.

Perks:

General

Child Of Two Worlds (Free/100cp)
As mentioned before, the merging of the two worlds will eventually freeze time, making everybody stuck in place forever, and the only way to fix this is to make sure all those natives to Mobius return there before about one year. But it'd be kind of a shame to force you to leave this Earth after you got used to it, right? Fortunately for you, you seem to be recognized as a native of any dimension you are in, which prevents nasty side-effects that an extradimensional intruder could bring such as the afore-mentioned time freeze. You can have this property in this jump for free, and you can pay 100 cp to bring it with you afterwards.

Sonic Battler (Free)
If there's a general trend amongst 'Mobians', it's that the majority of them tend to be decent fighters. To make sure you're not overshadowed, you now have all the fighting skills of a trained martial artist, enough to tackle most of the people here. Furthermore, you have a 'special move', much like Sonic's Spin Dash or Rouge's Screw Kick, which allow you to gather your body's strength in one body part for a devastating strike.

Anime Logic (Free)
To put it bluntly, everybody in this world seems to be unusually durable, to the point that being punched into a wall by a big robot wouldn't even warrant a trip to the hospital. And now, you are as durable as all of them! Also, you can breathe in space. Don't ask me how that works.

Traveler

Mascot With Attitude (100cp, Free Traveler)
No matter how often he is plagued by megalomaniacal scientists, angry gods of destruction or alien invaders, Sonic never seems to lose his cool. Sure, he gets angry or worried at moments, but he never lets those emotions mess with his decision thinking or his sass. And you're much the same as him as you have a perfect composure no matter your situation. Even if your very life was on the brink of being snuffed out, you'll manage to stay cool and think clearly.

Lazy Days (100cp, Free Traveler)
So you got transported into a world completely different from yours, with sights that you've never seen before? No biggie, you seem to have a natural talent when it comes to thriving in any kind of environment, from wild jungles to futuristic cities. Finding your way through those lands and what you need to survive or even just to have some comfort, like good food or a comfy place to rest, come as easy as pie! Even better, you can do this all on your own without relying on anyone's help, so you won't even have to get a job just to live like all those silly humans.

Missed Me, Eggface! (200cp, Discount Traveler)
Of course, those snarks and witty remarks aren't just to show off how cool you are. They're also very good at pissing people off. You got a knack when it comes to annoying and enervating anyone as you know the perfect way to grind their gears. And the more they're angered by you, the less control they will have over their actions, and they will be much more likely to focus on crushing you at the expense of effectiveness.

A Guardian's Duty (200cp, Discount Traveler)
Just because you don't bother with stuff like jobs or society doesn't mean you don't have any responsibilities. You can't go through life without forging bonds with people or even cherished objects, and in this chaotic world, those same bonds can be in real danger. Which is why you have to be a hero to protect them! You have an innate sense that detects whenever something or someone precious to you is in danger, along with giving you a feel of where they are.

Quick On Your Feet (400cp, Discount Traveler)
Despite what you may think, speed isn't just about running fast. No, you need to think about what you're doing and quickly come to decisions if you want to get by in battle. Your enemies won't wait much for you to hesitate, after all. Fortunately, you got an amazing attention to details as you are able to analyze everything in a situation in almost no time at all, and your brain goes into overdrive when it comes to finding solutions, such as determining a robot's weak point from watching how it moves its body.

Wind Is My Only Master (400cp, Discount Traveler)
I'll be honest, the people from Earth can be really, really gullible at times. Or maybe they prefer to follow sweet lies and bow down rather than try to think for themselves? Regardless, you are not one to bend to the words of another, no matter how sweet they may sound. Your

mind is naturally prompt to detect lies and to not be swayed by them, no matter how trustworthy the one who says them may appear. Likewise, attempting to mess with your mind directly through illusions or hypnotism is bound to fail, as your spirit is just too free to bind.

Can You Feel Life Movin' Through Your Mind? (600cp, Discount Traveler)
Sonic isn't just considered a hero due to his bravery and great fighting prowess. What he has over even other great fighters is that he's more than a mascot: he's someone that gives people hope. And now, you share that same appeal, as you naturally give off an air which raises admiration and awe in people around you. And the more awesome feats, as your reputation as a savior grows and seeing your heroic actions fills the people with hope and courage. And this admiration actually seems to empower you, as the more people wish for your victory and cheer you on, and the more you seem to surpass your limits, allowing you to take on odds that would normally be impossible. Should you shoulder the hopes of an entire world, then you could very well take on a god.

This Is Why Eggman Hates Anime (600cp, Discount Traveler)
Okay, let's be honest, Sonic may be strong, brave and incredibly fast, but we all know the real reason why he always survives and wins despite the odds. To put it bluntly, he's the hero. And now, so are you! Destiny smiles on you as it actively does its best to keep you alive, no matter the circumstances. You're so lucky that dangerous accidents have little chance of happening to you, and if someone were to purposely attempt to murder you, it seems that anything that's not a surekill hit will leave you alive. Perhaps very hurt, but alive. This protection of fate is so effective that, once per jump, when you're in a situation that you can't possibly escape safely from, such as being stuck in a rocket that's launching towards Earth and is about to explode, you can choose to have a 'Deus Ex Machina' kind of event save you, such as for example developing the ability to use Chaos Control and teleport out of nowhere.

Innocent

Chao Caretaking (100cp, Free Innocent)
Maybe you have experience as a parent, maybe it's your job or maybe you simply have a nurturing personality. Anyway, you are great when it comes to taking care of people or creatures, no matter their nature. You instinctively know what are the methods needed to fulfill something's needs and provide comfort to them, regardless or if they're people from another dimension or mystical creatures.

Not Lonely Anymore (100cp, Free Innocent)
Let's face it, life can be boring for some people, as the routine of mundane life becomes a chore. In fact, for people like a certain rich boy, the meeting of the two worlds is almost a boon. A boon that you now possess, as you seem to have a very specific kind of luck when it comes to stumbling into exciting situations that involve meeting people you'd be interested in. Those adventures will never seriously endanger you unless you deliberately act so, but they will be filled with plenty of exciting options to watch or participate in. There's never a dull day with you, unless you decide to switch off this perk's effect to have an uneventful time.

Fleeting Peace (200cp, Free Innocent)
You're not one for wars and conflict, as you're much more fitted to just enjoying life with your friends. Thankfully, it seems the universe respects your wishes as you attract no negative attention as long as you don't cause trouble. Even if you were an arrival from another dimension hiding out in the home of widely-known rich people, the government would rather wait and see than try to capture you, and you won't ever have the trouble of being kidnapped for a mad scientist's latest crazy scheme. That said, this only works as long as you don't work against them. If you start being an intentional thorn in their paths, then the kid's gloves will come off.

Nature's Priestess (200cp, Discount Innocent)
Some people have strong ties with nature, such as how the ancient echidna Tikal managed to form a special bond with Chaos and how the alien Cosmo can bond with the planet cores themselves to call upon their powers. You share that special affinity, as you can easily bond with wild creatures and tame them for your own needs. But not only that, divine beings and other higher authorities tend to favor you, which leads to them giving you their blessings along with choosing you as their representative amongst your people.

I Need A Hero (400cp, Discount Innocent)
Even the strongest heroes can't get very far without motivation, and that motivation often manifests in their loved ones. By focusing on your feelings and desires, you can call the help of those you formed a bond with, no matter where they are. They will automatically know where you are and what kind of general situation you're in, all the better to come help you. And when they actually do begin their fights, your desire to see them win can actually galvanize them, preventing them from feeling exhausted or being discouraged from the impossible odds. You would make a pretty kickass cheerleader!

A Friend in Need (400cp, Discount Innocent)
All great fighters need their support crew, and that's where people like you shine. By watching someone fight, you can determine their natural abilities along with all sorts of manners of how to better those abilities. From shoes that help a super-fast runner travel along to training regiments to teach someone how to use their natural strength, it seems your creations are more effective and easy to make when they are meant to help someone else.

The Real Superpower of Teamwork (600cp, Discount Innocent)
Sure, most people are happy to rely on a single hero, but sometimes, true evil can only be brought down by folks working together. And nowhere it is most obvious with you. The stronger a bond you have with someone, the more coordinated you are when working together as you don't need to even talk together to effortlessly combine your attacks, as if you all share the same body. And when you do so, the power of your friendship seems to actually empower your assault, allowing you to take on menaces that you'd be helpless against on an individual basis. Even two normally-weak children could stand a chance against an out-of-control ancient robot if they truly share a bond of friendship.

Believe In People (600cp, Discount Innocent)
The 'innocent' name fits you very well, as there is an innate purity to your presence, akin to that of an idealistic child. Though some might think this is foolish, this innocence of yours touches people's hearts, allowing you to easily make friends with all but the wicked. And even in the latter case, those are not lost causes. When they're heartfelt, your words have a strong effect on the hearts of those who hear them, allowing you to help them see the truth and turn away from their dark paths. Even a scornful avenger consumed by his anger or a robot that knows nothing but obeying orders could be made to see the light, though it does need to have at least some good within them. True monsters of pure evil unfortunately cannot be swayed so easily.

Professional

Bat Burglar (100cp, Free Professional)
What does a thief, a soldier and a detective all have in common? The answer is that they need to know how to be quiet in their work. Thankfully, you don't need to work for this, as you can at will keep yourself from making sounds, no matter what you do. Add to that a general expertise at sneaking around and hiding, and they will need a lot of good guards to catch you.

Presidential Aide (100cp, Free Professional)
Sad to say, being a special agent isn't all about high-risk heist and shadowy operations. Sometimes you have to deal with bureaucracy and paperwork to make everything work. Thankfully, you are skilled with dealing with the workings of any organization you're part off and its logistics such as manpower distribution or founding, no matter how big it may be. If the spy stuff doesn't work, maybe you can take a job as a secretary?

Substitute Teacher (200cp, Discount Professional)
Sometimes, instead of sneaking in the night, a secret agent hides in broad daylight. You are especially talented in pretending to be something you're not and acting out a role such as a goofy teacher or a loyal maid. Furthermore, you're so talented at pretending to be someone else that you develop skills specially tied to your role, though you'll be remarkably average. For example, pretending to be a schoolteacher will actually allow you to get a hang of pedagogy.

Loveable Rouge (200cp, Discount Professional)
Well, aren't you a looker! You're a very attractive individual in any way you wish, be you a voluptuous woman slightly inappropriate for a kid show or a dashing hunk, for example. Regardless, you're bound to catch the eyes of people around you. And you know how to perfectly enhance that image by behaving suggestively and flirting. Even if you can't seduce them necessarily, you could definitely fluster and distract even the most serious fighters.

Detective You Want On Your Side (400cp, Discount Professional)
You are, or at least got the training of a good detective, as you know all about ways to gather information such as picking fingerprints, spying from the bushes, hacking and all that jazz. But it'd be a lame detective story if there weren't any clues, right? Lucky for you, you just seem to stumble into things which will point you towards finding the truth. For example, if you were, say, researching an atrocity covered up by a secret organization, it will turn out some journalist had left a journal of whatever their findings were, which will point you towards the last remaining soldier who took part in it. Truth can run, but not hide!

Loose GUN (400cp, Discount Professional)
So what if you bicker and/or flirt with your squadmates like a catty highschooler? So what if you regularly disobey your direct orders because you think they're stupid, and so what if you sometimes ditch your organisation to go steal some schmuck's jewels? You bring results, that's what's important. As long as you actually do your job, your superiors are very, very

forgiving when it comes to your eccentricities, insubordination and misdeeds. That said, if you actually put them in danger, don't expect any courtesy.

Shadow of the Ark (600cp, Discount Professional)
Do you think the so-called leaders of the world like this fat idiot of a president are the ones that control the world? No, the ones in control are the ones that control information, such as an organization, unknown to even the president, whose purpose is to keep under wraps everything about the horrible ARK accident. Whether you are part of that group is irrelevant, as you exemplify its ideals. A thief steals objects while a killer steals life while you make it like they never existed in the first place. As a passive effect, information about you or your actions tend to disappear. Evidence gets lost, computer data gets corrupted, weak-willed witnesses are too scared to spill the beans, and other strokes of luck happen as if the world approves of your work in the shadows. Should you wish to step out into the light, however, you can disable the effect of this perk at will.

Smooth Criminal (600cp, Discount Professional)
Are you sure you're a thief? Because with how smoother than butter you are, you could do an even better living as a con artist. Even if you had an infamous reputation as a shady schemer, or if you had already betrayed them before, people are quite unreasonably trusting of your words and falsehoods. It doesn't hurt that you have a special intuition when it comes to finding ways to make them do what you want, whether it's to welcome you into their folds or to do a task for you. From blackmail to seduction, or even just promising them the artifacts they've been chasing after, you know all the right moves to wrap a man around your fingers.

Invader

Eggs And Ham (100cp, Free Invader)
What would a supervillainous be without some panache? You are a larger-than-life figure for whom theatrical and hammy actions come like swimming come to a fish. And when you embrace that grandstanding nature, you can be sure that everyone around you will notice and give their full attention to your actions. Never will you be ignored when you don't want to be!

Knowledge of the Ancient (100cp, Free Invader)
Sometimes, the way to the future must be made clear by the past. The late Gerald Robotnik and his grandson Eggman both make extensive use of ancient lore to further their projects, and so can you. You have a very extensive knowledge of practically all ancient civilizations of both worlds, as if you were a professor specialized in them all.

Friendly Neighborhood Supervillain (200cp, Discount Invader)
One would think constantly trying to take over the world would make people dislike you, but the people here seem to be oddly forgiving. No matter how many evil schemes or misdeeds you perform, nobody seems to ever hold it against you or take it personally unless you do something seriously heinous like actually murdering their family, which means you could have surprisingly pleasant conversations. Not that this only applies to individual opinions of you; you'll still be in trouble with the law if you do crime.

Next Time Will Be Different! (200cp, Discount Invader)
Even the mightiest conquerors have to cut their losses and perform strategic retreats sometimes. Which is why you always know when the situation is too far gone for you to win and when it's a good idea to get out of there. Add to that a knowledge of all escape artist tricks and a strange luck when it comes to finding opportunities to escape pursuit or imprisonment, and you'll never be a prisoner for long. If you were put in jail, the government might think having a supergenius fiddle with broken machines is a good way to give them labor, and even if you were, say, trapped in a magical gem, some fool will eventually try to break it to harness your power.

Eggressive Attitude (400cp, Discount Invader)
Okay, let's stop with the jokes now. Sure you may look or act silly at times, but you're still a goddamn supervillain, and people ought to know that. Luckily, when you intend to be feared, you can make sure that everyone will take your nefarious actions seriously. The cowardly would shake just from seeing you, and the more and more nefarious or grandiose actions you undertake, the more your intimidation factor increases. Should you become a true terror, you can expect the weak to run away instead of fighting or even submit to your wills in fear of more reprisals. Even if the more heroic bent aren't cowed by you, they will still take you seriously, with no jokes at your expense.

Planting Seeds (400cp, Discount Invader)
Sometimes just disposing of your enemies is a waste. After all, why kill them when you can use them to learn more about your other foes? By touching the forehead of a vulnerable

person, you can convert them into a ‘white seed’, giving you a direct link to their mind allowing you to see everything they see. Furthermore, such marked beings will naturally bring disorder to your enemies, as they will subconsciously be influenced to act in a disruptive manner that raises the temper of people, causing them to argue and bicker amongst themselves. The perfect agent is someone who doesn’t know they’re serving you.

Twisted Promise (600cp, Discount Invader)
They’ve taken everything from you. Your hopes, your dreams, your loves. How can you forget? How can you forgive any of those fools? No, you can take these dark sentiments of revenge and make them grow within you like trees, allowing them to develop. Should you let those nefarious desires control your actions, you will find that your willpower never falters until you make those bastards pay. But what’s even more amazing is that for you, spite is seemingly contagious. You can share those dark feelings with those close to you, ‘infecting’ them with your same anger against those you hate, and which is especially effective on those who shared your tragedies. With enough wrath, you could form a dark crusade around you, dedicated to bringing justice to this absurd world.

The Master Plan (600cp, Discount Invader)
Ohoho! What a bunch of idiots live in this world! Compared to your mighty brain, they might as well be a bunch of sheeps for how easily you lead them around. While you might or might not be a genius of science, you certainly are a prodigious strategist. Coming up with innovative plans comes as easily as breathing to you, and you have an innate understanding on how everything and everyone around you can be used to reach your lofty goals, even on an outrageously long term way. Your plans are so brilliant that you could even make sure that your objectives will be fulfilled long after your death, thanks to the future actions of those idiotic people...

Powers:

Extraordinary abilities abound in the two worlds, either as natural mutations or the product of science.

Fly In The Freedom (100cp)
Flight is a strangely common ability amongst mobians. Maybe you've got a pair of wings, or very long ears, or a jetpack as part of your body. Anyway, you can fly through the air, at about the same speed as you can run. Nothing too fancy, but it's useful for getting into places.

Ninja Vanish (200cp)
Do you have some chameleon lineage in your bloodline? That would surely explain why you can turn yourself and anything you have on your person invisible at will, making it seem like only air is standing where you are. Tough does note that this doesn't stop any other sense than vision, so try to be silent if you want to not get noticed.

A Genius At Heart (300cp)
From the young yet prodigious Miles 'Tails' Prower to the megalomaniacal scientist Dr. Eggman while passing by the eccentric Chuck Thonrdyke, both words possess their shares of geniuses. And you are now amongst those, as you possess a tremendous skill in engineering and programming, enough to create devastating war machines or self-thinking robots which wouldn't pale compared to Eggman's. Furthermore, you have a knock when it comes to learning new information or examining other's creations to reverse-engineer them, ensuring you'll never be in want of new edges to explore.

Perfect Soldier (300cp)
Though you're no smarter than any other guy, your mind is very efficient at one specific mental task. Specifically, you can effortlessly analyze somebody's entire fighting style in a few minutes, and can subsequently replicate their moves yourself. Furthermore, by completely focusing on a single opponent, you can even predict their attacks based on what you know about them, though it takes at least a minute to fully 'lock on' to a new enemy. Should you have taken the Robot racial option, you can choose to be a Gizoid, the creation of an ancient civilization lost to time, and quite probably the only survivor of your kind beside the one who shall be called 'Emerl'.

Tougher Than The Rest Of Them (300cp**)**
Let nobody say you skipped leg or arm days, because you're strong as hell! You can effortlessly punch through solid rock or bury someone into a mountain just by throwing them there. WIth enough effort, you could even lift up steel-made robots as big as your house. You have primal power, and it's time to show it off.

Gotta Go Fast (300cp**)**

You have perhaps one of the most astounding gifts in the world, as you share the same speed that Sonic possesses. You can run and move far beyond the speed of sound, to the point that you could outrun a lightning bolt. And your mind keeps up with your speed, which means that when you're running at full capacity, everything else seems to be as slow as snails to you. With such an awesome power, nothing in the world is too far for you.

God of Destruction (400cp**)**
Hmm, it seems that exposure to a truly astounding amount of Chaos Energy has changed your body's makeup. You are now for all intent and purpose made of water. Naturally, such a form gives you great versatility as you can reshape your body at will. Furthermore, you're near-unkillable, as your body will automatically regenerate from any damage or blow. However, you are relatively easy to pierce, and you do possess a solid brain that will always be visible, which will not regenerate due to its fleshy nature.

Chaos Control (200cp/400cp**)**
Chaos Energy is without a doubt the most amazing source of power, but few can harness it well. Luckily, you have the option to become one of those chosen few. For 200cp, you can gather the energy of a nearby Chaos Emerald within your body to strengthen it, allowing you to perform amazing physical feats beyond your norm. Naturally, these effects get stronger and stronger as you take in more energy. And should you come in contact with a power equivalent to all the seven Emeralds, you could take on a form that equals a god in sheer strength by letting yourself be overwhelmed with intense emotions. Your specific appearance in this state is up to you, though one taken through positive emotions would tend towards being a shining, golden hero, while one achieved thanks to dark feelings such as hate would be an horrific and monstrous one.

By paying 400cp, you would have in addition to this the ability to use Chaos Energy for more esoteric abilities. Through Chaos Control, you could teleport across a distance equal to that of an entire island, stop time for a second and finally create destructive spears of energy. Whichever version of the perk you take, you will be able to use other mystical energies in future jumps to achieve similar powers.

Items:

General

Family Fortune (100cp)
You're quite the lucky son of a gun, because you're positively loaded! Whether from having wealthy parents, having your own company or otherwise, you're now a multimillionaire! This is enough to easily make you one of the richest people of whatever world you're in, and though you can theoretically spends it all, it would take a lot to put you in the red.

Drop-In

Mascot Merchandising (100cp, Free Drop-In)
Uh, seems like you've been getting popular! You're the face of a multimedia franchise, with video games, anime, various miscellaneous products and even movies made about you! It's a fairly popular one no matter the world you go to, and the best part is that you get royalties from any profit those products make! Of course, should you choose to keep a low profile, you can toggle if it applies at the start of any jump you go to.

Super Shoes (200cp, Discount Drop-In)
Those won't be invented before a new year, but I'm not above cheating a bit. What you got here is a variety of shoes possessing mechanisms which give them special abilities when you push a button. The Hover Shoes, much like those worn by the Ultimate Lifeform, let out streams of hot air that allow someone to hover above the ground or water. The Power Shoes deploy saw blades from below their soles, allowing you to run through items on the ground without tripping. The Nitro Blasters can create balls of energy that, though harmless when immobile, will explode on contact with something if you launch them away. And finally, the 2G Hi-Speed Shoes increase friction with the ground, which slightly increase speed along with allowing you to grind on surfaces more easily.

Power Rings Source (400cp, Discount Drop-In)
To be quite frank, nobody really knew where these things came from. What I can tell you is that you possess a small pound of water, which will once a week produce a large shining ring. By holding it and allowing the energy making it up to enter your body, you will see that your energies are healed and that you get a strong boost in strength for about a second. It's not long, but it often can make the difference in a life-or-death battle, as you'll discover during your adventures.

Blue Typhoon (600cp, Discount Drop-In)
Well, speaking of cheating with the timeline…! Here you have a large ship powered by a copy of the Master Emerald, which can fly through both air and space! It is equipped with a few cannons and guns, but its most astounding arm is the Jumper Power Cannon, where YOU are the ball. By placing themselves in it, a person can be launched from it to become a living bullet which can cut through spaceships without any problems, and without any damage done to them! Furthermore, to make sure your travels are unbothered, the

spaceship also possesses a cloaking field which can make it invisible to eyes and radar alike. It can of course go up to lightspeed, but you'll find that doing so will also make it immaterial during it, so that it doesn't crash into anything at such a high speed.

Innocent

A Rich Kid's House (100cp, Free Innocent)
You've inherited quite the estate here. This is a huge mansion along with its enormous garden, complete with a swimming pool. Naturally, the building is equipped with all sorts of expensive commodities and a troop of loyal maids and butlers, ready to provide you with service. Seriously, you'd have to be a huge spoiled brat to complain about your life.

Piko Piko (200cp, Discount Innocent)
This little trinket is a favorite of the girl known as Amy Rose. It's a large hammer about as big as a Mobian and which is hard enough to smash steel without trouble. Furthermore, you can make it appear in your hand and disappear into nothing at will, allowing you to always have a weapon ready no matter the circumstances. Should you wish so, you may have it be another melee weapon than a mallet, or even import one such item that you already possess.

Mechanical Tornado (400cp, Discount Innocent)
Well now, that wouldn't look out of place amongst the young Tails' inventions, or maybe Eggman's on a good day. Either way, you now have a plane of any design you want that has places for one more person besides the pilot. On its specs itself, it can fly through the air at the same speed as the Blue Blur himself can run. Furthermore, it can shift at your command into an extra-agile fighter form bearing alternatively arms or legs, and it bears two machine guns and two missile launchers to allow it to fight anything that comes up.

Island of Life (600cp, Discount Innocent)
Of course, not all is about wealth and violence in this world. What people need above all is a chance to grow and live in peace. And this place is perfect for it, as it is nothing less than a large island floating high above the world, though you won't have to worry about its power source getting stolen unlike a certain echidna. Its environment is downright heavenly, with luxurious forest bearing much food for anyone to easily live on, springs producing clear water similar to the one in Chao Gardens, and picturesque buildings from ancient civilization amongst others. But more than being nice, you will find that the development of any being living in this place for any time will have their development boosted, with growing or training becoming much faster and them reaching their true potential with much more ease.

Professional

Calling Card (100cp, Free Professional)
Ideal for advertising your business or signing off your deeds. What you have here is a self-replenishing stock of cards, all bearing a symbol based on you in some way. While they're normally normal pieces of paper, you can at will have them have a special ability. When one is held by someone, it will automatically give them knowledge on how to come in contact with you in a manner of your choosing. It's a snap to get the attention of employers and you can deactivate that ability at will if you want to be left alone.

Treasure Scope (200cp, Discount Professional)
A must-have tool for any thie- treasure hunter worth their salt! This little earpiece comes with a visor just big enough to cover your eyes. Looking through it allows you to detect anything that would be usually invisible, from hidden detection beams to unseen assailants. After all, you have to know who's looking for you if you want to hide.

Man With A GUN (400cp, Discount Professional)
No, this is not a weapon purchase. You are now at the head of your own organization, either as part of an existing government or as an independent entity. This group is made of about a hundred men and women, absolutely loyal to you. Though their individual strength pale compared to the heroes of this world, they are nonetheless highly skilled soldiers and spies, ready for all operations that you may require, no matter how morally dubious. They also come with the best equipment a modern army could ask for, and have an odd proficiency when it comes to adapting to more advanced technology.

The Professor's Journals (600cp, Discount Professional)
The records of the late Professor Gerald Robotnik are one of this world's most carefully guarded secrets, as unveiling the atrocities tied to the ARK could make people lose all faith in their government. So naturally, they are kept in a highly locked database, only available to a few people in the entire world. Those people now include you. What you have here is a high-tech computer which includes a complete database of your current world's history, no matter how obscure or secret an information could be. And somehow, it always contains information about how to unleash and control catastrophic and apocalyptic power much like Chaos or the Eclipse Cannon, no matter the setting you are in. If knowledge is power, you now possess the ultimate weapon.

Invader

This Message Will Self-Destruct (100cp, Free Invader)
One of Eggman's odder inventions is now yours to use! What you have here is a self-replenishing supply of about twenty machines which looks like thick, old television. At will, you can speak and record any message you want on one of them, allowing you to use them as a fancy way to communicate by sending it to someone. And if you really don't like that person, you can set it up so that the TV explodes after it broadcasts the message, making for a nasty surprise. Oddly, the explosion won't ever be lethal or even inflict serious damage, but it'll always be annoying.

Inhibitor Rings (200cp, Discount Invader)
Those golden bracelets are copies of the one made to limit the power of the result of Project Shadow, a way to control the incredible power they brought into the world. By wearing them around your wrists, you can lower your own power to any extent you wish, be it to give a false sense of security to your foes, have fairer fights or even to control your immense strength more easily. And should you wish to go all out, you can discard them with just a thought.

Metarex Armor (400cp, Discount Invader)
Whether you're part of them or not, you now possess one of the fearsome-looking armors belonging to the Metarex, perfectly fitting your own form. While the high quality materials making it up mean it's very durable, protection is not its main purpose. Rather, it was designed to be a way for them to harness their natural transformations without danger, and it works the same way for you. When wearing it, you can at will access the power that one of your transformations would give you, but without any downsides tied to it. For example, if you had the ability to turn into a mindlessly rampaging beast, you could choose to gain strength without losing any control.

Replication Plant (600cp, Discount Invader)
All good conquerors need troops and weapons, and this is exactly what you have here! This huge plant is the top of technology, filled with robotic workers and seemingly possessing an unlimited amount of resources. The control room allows you to begin production of an object by inputting its bluelines or directly scanning. Of course, it takes more time the more complicated or powerful a creation is, with truly world-wracking weapons possibly taking entire years. Such is the prowess of this production plant that it can even replicate mystical artifacts, though producing them takes by default twice as much time than their technological counterparts. Don't expect to just pop out Chaos Emerald like bread.

Companions

Team Jumper (100 cp each)
It's always nice to have some familiar faces when you land in an unknown new world, so it's only fair you get the option to bring them along. By using 100cp for each, you can import your companions or create new ones, with a personality, appearance and history up to your decisions. They get to pick an origin and 600cp to buy perks and items with.

New World, New Friends (100cp each)
You're going to meet many colorful, exotic and sometimes good-looking people here, and it would be a shame to leave wonderful friends behind wouldn't it? By paying for 100cp, you can get a 'ticket' that'll allow you to bring a canon character along on your chain as a companion, if they agree before the jump ends.

Chao Chao! (50cp)
Much like Cream with her best friend Cheese, you got a little buddy in the form of a Chao! It can't fight worth a damn or do much besides flying about, but it sure tries to be helpful whenever it can. And if nothing else, they can make for a good mascot.

Nazo The Mystery (100cp)
Nobody quite knows where this almost purely pale blue hedgehog came from, and he's not going to answer that question anytime soon, what's with his quiet and taciturn personality. For whatever reasons, he thinks following you is part of his destiny and so has begun to serve you, using every inch of his prowess with Chaos Control. Though you can't very well expect him to smile, you can expect him to be a loyal and steadfast ally.

Ghost Gal (100cp)
Did you think there was only one haunted castle on Earth? Admittedly, this young-looking ghostly girl is a much more appealing sight than the Booms, to the point that even the people she possesses get her cute facial features, complete with a heart on their right cheek. Though she has been satisfied with scaring the pants of people who visited her manor for centuries, the spectral damsel ended up completely charmed when she saw your prowess one night. And so, she's been following you ever since then, hoping to see more and more of your fearsome side.

Shape Of Water (100cp)
It seems Chaos wasn't the only being changed by Chaos Energy a long time ago. This rather figure made of water has been wandering its world for untold eons, until it discovered you. Though without the power of speech, they are a protective and almost maternal figure who has taken a liking to you, and so has decided to see you as its charge.
And should anything happen to you, the world better beware its wrath…

Rocking Reporter (100cp)
Even space needs its news! At least that's what this spunky reporter has been telling you as she fearlessly goes through the dangers of space and other worlds to spread information to the interstellar public. And aside from being a very attractive and athletic young woman, her

true passion has always been one thing: dance! Yep, this girl thinks that the true way to peace is through funky music and grooving together, and she's all too eager to spread that communication to other worlds! There will never be a dull day with her, that I can tell you.

Beautiful Tailed Beast (100cp)
Living weapons of mass destruction sealed away for the safety of the world are surprisingly common around here, and the merging of the worlds allowed one in particular to escape her stone prison. Taking the form of either a beautiful oriental courtesan or a no-less pretty Mobian fox, this cheerful girl tells you she wants nothing more than being a good bride. Yet her immense strength despite her soft appearance and her surprisingly sadistic side at times tell another story. She also has a natural affinity with Chaos Energy, and gathering the seven Emeralds may lead her to become a truly terrible beast…

Drawbacks

Los Aventuras De El Grand Gordon (+0cp)
There is another version of this tale, one with far lesser stakes and more wacky hijinks, where Eggman becomes a masked wrestler, a bunch of losers gather to try to mess with Sonic, and a Shadow from another universe rather casually makes a short visit. This toggle allows you to choose whether the events of the Archie Comics adaptation of Sonic X happen during your stay or not.

Censored For Kids (+100cp)
Bad news, Jumper: your adventures have been deemed inappropriate for American children, so they had to be edited. What this means is that any 'adult' subject matters such as sex or alcohol has been strictly banned for your stay here so you won't able to do, see or even talk about any stuff related to these. The sole exception is death, oddly enough: even if you can't say words related to it, people can die just as much as before. Also, any writing in this world will come across to you as unintelligible blocks of colors, though this mercifully doesn't affect your items.

Chaotic Mayhem (+100cp)
Who knows how you did it (maybe you accidently stepped on one of them one time) but you managed to anger the entire Chao species. Yes, even if you're one of them. Those adorable little critters will do their best to annoy and prank you whenever they see you, which will be often as it seems there are a lot more of them in this world than there should be, putting their small sizes at their complete advantage. And worst of all, should you lash out or do anything bad towards the little brats, everybody around you will see you as the bad guy and a total jerk for harming these adorable cuties. The one upside is that they will never seriously hurt you, but they will be a big pain in the but nonetheless.

Knucklehead (+100cp)
Let's face it, you're gullible as hell. If there's any chance you can give the benefit of the doubt to those who try to sweet-talk or otherwise trick you into something, then there's a 100 hundred percent chance you will, even if they have a terrible reputation or you fought them before. Not only that, but you're the stubborn kind, and once you got an idea set in mind, you'll most likely need tangible proof to finally get it through your thick head to realize it's wrong. You can imagine how those two traits work together, so… Try to be not too much of a pain.

Audience Surrogate (+200cp)
How are the children supposed to like the adventures of a superpowered hero if there isn't anyone boring they can *relate* to? You now have a whiny, self-absorbed and all around useless kid hanging around you at all times, often insisting on intruding on your time and almost throwing tantrums when he doesn't get attention from you specifically. Despite this, you can't even think about doing anything bad to him, even insulting the guy. And should you choose to ditch him, then be careful: he WILL get in dangerous trouble at least once per week and his death will result in chain failure. In short, you got your own damsel(male) in distress!

Is This Who Am I? (+200cp)
In a way, passing out in the upper atmosphere or falling into another dimension with the only lasting consequence being amnesia is quite a feat. Though that's only a small consolation for you, as you have lost all of your memories, both from outside and inside of this jump. For you, this world will be a completely unknown one, as shall be the many events transpiring in it.

Worlds Collide (+200cp)
Good news: the time freeze is never going to happen. Bad news, this is because the two worlds are going to intersect to an even greater extent than they normally would, until they merge into a complete whole. In the meantime, the Chaos Control Waves that will arise shall make this place only more confusing, as people, locations and even countries shall find themselves being arranged haphazardly as the world tries to figure itself out. Somehow, people won't directly die from these random transportations, but it is sure to bring more heroes and villains to Earth, and that's without mentioning the Metarex which are sure to materialize in space sooner and later. In short, your stay here is going to be Chaotic.

Dark Super Jumper (+300cp)
Revs up the AMVs! More seriously, your emotions, especially the negative ones, are increased in intensity to the point of you losing control over your actions and powers. A little bit of hunger could lead to you stealing food in your invisible state without thinking about it, or seeing your loved ones get hurt may very well result in a fiery crusade against all those you think responsible. This would only get worse if you come in contact with Chaos Emerald, as their sheer power will seep into you to arouse your aggression. Try to not get into contact with all seven, unless you want to turn into a near-mindless apocalyptic beast, destroying everything around you without care about ally or enemy.

Side: Dark (+300cp)
Say hello to your own edgy rival. They look a lot like you, enough that people frequently mistake one of your for the other. More importantly, they possess equivalents of all of your purchases in this jump that make them more than a match for your powers, and their goals are fundamentally opposed to yours. Couple that with their naturally hostile personality, up to outright destroying the world if you're dedicated to protecting it, and you are sure to come to blows and deadly conflicts sooner or later. As an upside, should you two come to an understanding and befriend one another by the end of the jump, despite those obstacles, you may take them along as a companion.

Wheeled Illness (+300cp)
You were born with a serious condition. While nowhere near as threatening as Neuro-Immune Deficiency Syndrome, it still has completely robbed you of the use of your legs, meaning you now need outside assistance to even get around. Suffice to say, you're in no state to go on adventures or do cool fighting stuff unless you can somehow get around that. But still, maybe you can count on the kindness of others…?

And so, ten years have passed since you got here. No doubt you went through many exciting adventures here. But everything must come to an end, and this is it. Now, what will you do?

Go Home: Much like Sonic and his friends, you've been away for a while, so it's understandable you'd want to go back. It's a sad parting, one must admit, but you'll keep the power and experience you have gathered on your chain to help you out. See ya.

Stay: Or maybe you've grown to like either of the two worlds you've discovered? Well then, you don't have to say goodbye, as you can just stay and enjoy life with all your new friends.

Move on: Like Sonic, you're not one to be burdened by a single home. You're always in search of new adventures in strange new worlds, and who am I to keep you here. Speed away to your next jump! Just keep one thing in mind: you gotta go fast no matter what!