

Don’t Blink Jumper! Because you are in the world of Sonic. CUE MUSIC!!!

Go, go, go, go, go, go, go, go, go, go

Gotta go fast, gotta go fast,

Gotta go faster, faster, faster, faster, faster

Movin' at speed of sound (make tracks)

Quickest hedgehog around

Got ourselves a situation, stuck in a new location,

Without any explanation, no time for relaxation!

Don't, don't, don't, don't, don't blink, don't think,

Just go, go, go, go, g-g-g-g-go, go!

N-n-n-n-n-n-na

N-n-n-n-n-n-na

Sonic, he's on the run!

Sonic, he's number one!

Sonic, he's comin' next,

So watch out... For Sonic X!

Gotta go fast (Sonic!), gotta go fast (Sonic!),

Gotta go faster, faster, faster, faster, faster!

Go, go, go, go, go, go, go, go, go!

So... (Sonic) nic... (Sonic) X,

Gotta go fast!

Gotta go fast!

Gotta go faster, faster, faster, faster,

Sonic X!



Welcome To Sonic X. The anime Series based on the games with its own unique spin on the series. The spin being that Sonic and his friends ended up on earth. They are stuck there and living with humans until they find a way back. Well, there is more but you have to find out about that on your own That being said its is not as crazy as the games or the comics but still take these you are going to need this

1000 CP

You'll be arriving at the same time that Sonic has arrived on earth and on station square. And you'll be leaving when the Metarex saga ends. But if you wish you can follow Sonic to his home world. Any ways OFF YOU GO

ORIGINS

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

Bystander: You're not a part of the action. You are on the side line without any real background, Almost as if you are just Dropping in on this story and the world.

Visitor: You are came to this world with Sonic and his friends. Chances are you are working with them to find a way back home.

Innocent: You are native to this world. Chances are you are currently a young child.

Agent: You belong to a certain organization. Let it be Gun or something you are an operative for this organization, recognized maybe even the best.

Villain: Evil can be fun and rewarding. You know this in your bid to uhh. Take over world, the tristate area, two worlds. Or even just for a bid to gain more power.

PERKS



GENERAL

Catchy (100 CP): Your head can play situation appropriate music. This music can either be only heard by you or everyone can hear it. Good for a distraction, which is possible seeing that the music will always be consider as “Catchy as hell”. Also comes with your own theme song.

Nice Pipes (100 CP): You are good at singing. Like really good. Also you can change you’re singing voice to sound however you want it to sound.

Super Form (400 CP): 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.

Dark Super Form (400 CP): One scene that lasted for about a couple of seconds is all that is needed to show the power of Chaos isn't a toy. Just as one can utilize the power of the Chaos Emeralds for good, one can use them for evil. This form is proof of this. Feeding off of Sonic's negative emotions the fake Chaos Emeralds granted him a dark super form. One that is dark and vicious. Granting a power boost similar to Super Form but one that is much more violent. And by purchasing this perk you can turn into this state. with enough energy let it be from Ki, Mana, Calories or even currency, you can become this dark form.



BYSTANDER

Professionalism (100 CP, Free for Bystander): You have this view on the world. When you are off the clock you are laxed. But when you are on the clock you are a completely different person. You are focused, calm, and stoic. This aura, this sudden change in behavior is to give an air of professionalism. Can be useful to help you focus on the task at hand.

An amazing housekeeper (200 CP, Discount for Bystander): Cooking, cleaning, fixing, answering the door. You are simply one hell of butler…. wait wrong series. But the face still stands when it comes to house work you're an expert and you'll keep the house tidy and in good condition. Your baking and cooking skill are simply divine, but you won't be causing any foodgasm or anyone clothes to explode in this setting.

Martial Art Expert (400 CP, Discount for Bystander): Mr. Tanaka is skilled in Swordsmanship and several martial arts. Which is odd because you know he's butler. But hey who are we to judge? But then again no one would expect you to be good martial artist if you take this origin. So here's how this will work. You will be allowed to pick three unarmed martial arts and three arms martials to be an expert in. Then you will pick five that you are decent at. Hey sometimes a butler is just a cover up for being a bodyguard.

HOW DARE YOU! (600 CP, Discount for Bystander): We all have our moment. We all have limits. But for some when they are pushed too far it's like they have been granted powers from the gods and goddesses of combat and victory. You have the same phenomenon within you as well. When someone has pushed you too far…that is to say when someone has made you so angry that you can't control yourself, you'll obtain a level of combat skill, strength and bravery that you have never had before. Yeah, Hulk has nothing on you when you're angry



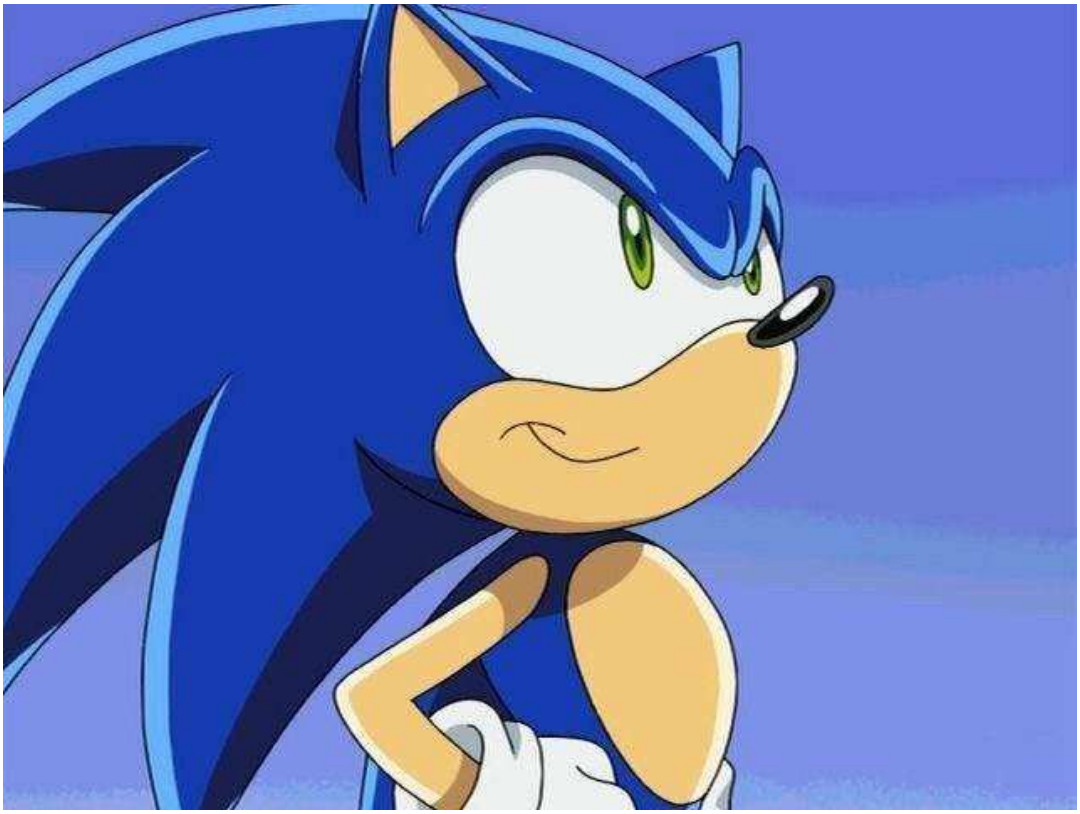
VISITOR

Dude with Attitude (100 SP, Free for Visitor): People know you have a bit of snark. This essentially give you the ability to come up with the perfect snarky comment to someone when you want to.

Piloting Skills (200 SP, Discount for Visitor): Its strange. In the games only 2 of the Sonic Crew knew how to fly a plane. Now it seems everyone knows how to pilot a plane. Guess what so do you. Let it be an old biplane, jet fighter, or a complex space craft you know how to operate it. If it flies you can pilot it. Useful in this setting

Never Fear (400 SP, Discount for Visitor): You have this vibe to you. To complete strangers you are seen as not a threat. To those who have heard of you in passing, you're a friendly face. You get the idea you will not be seen as enemy or villain unless you go out of your way to hostile or villainous acts. In addition, this perk can be toggled on and off at your leisure.

Just in Time (600 SP, Discount for Visitor): You have this strange tendency to arrive on the scene when you are most needed. You have this intuition on where your friends are when they are in trouble, and fate seems to be helping you to get there in time. However, don't dilly dally if you take too long the effects of this perk will fade. This will also make you good at teamwork



INNOCENT

Acting Expert (100 CP, Free for Innocent): You for some reason can fool everyone easily. Convince an umpire that you got hit by pitcher, put on a very convincing act of being injury, convincing fake crying.

Driving Expert (200 CP, Discount for Innocent): Fun Fact Chris's uncle is a police man that drives a formula race car to catch criminals. A bit over the top but to do something like this daily would take some serious driving skills. You have those skills at your disposal. Get out there and burn rubber jumper.

Robotic and mechanics expert (400 CP, Discount for Innocent): You seem to know the ins and outs of Robotics. You also know a great deal about cars and automobiles. You can build, repair, and dismantle any robot or vehicle that you come across.

Heart So Pure (600 CP, Discount for Innocent): You seemed to complete immune to being corrupted, let it be through an exposure to energy that will mutate you or to being forcefully converted to being evil, through mind control. You heart will not allow that to happen.



AGENT

Fashion Expert (100 CP, Free for Agent): You're a natural fashionable trend setter. You have an air of fashion; you have sense of what's "in" and popular. In addition, you can make anything you wear work; in other words, you look good in whatever you wear.

Stealth (200 CP, Discount for Agent): You are good at sneaking into places and blending in with the crowd. It got to the point that many wouldn't be able to notice you unless they are really looking for you.

Weapons expert (400 CP, Discount for Agent): Guns, Knives, Swords? You know them all. You know how use, maintain, and repair any weapon you pick up. You can't rely on your fist all the time. Sometimes you have to pick up a gun a start shooting.

Agent training (600 CP, Discount for Agent): As a member of GUN you have received special training. Sabotage, hand to hand. demolitions, infiltrations, persuasion, interrogation, and plenty of things you have learned in boot camp. With all this training under your belt you are the perfect agent for any mission for GUN. But while this good and all. This perk also grants skills in mech piloting. Yeah some of things the GUN uses is mechs. Get out there and do your duty soldier.



VILLAIN

MWAHAHA (100 SP, free for Villain): What's a villain without an evil laugh? Okay a genre savvy villain, but where is the fun in that? You want the people to know that you are evil and want to be recognized for your evilness. And what better way to do that then let out an evil laugh. You now have a boisterous and intimidating evil laugh. In addition, you can act as hammy you want. Want to chew the scenery while you laugh? Go for it! SHOW THE WORLD YOUR EVILNESS! BWAHAHAHAHAHAHAHAHAHAHAHHAHA! Oh and uh it also comes with a magnificent mustache if you want one of course.

Clever Schemer (200 SP, Discount for Villain): For some reason when it comes to plans. Yours tend to be unseen by the populace until its too late. Only those who know you, really observant people, and geniuses can figure out what your plans is and that you are behind it.

YOU FAKE HEDGEHOG! (400 SP, Discount for Villain): Some how people believed that Shadow was Sonic. Despite the fact that they look nothing a like, people somehow confused Shadow for Sonic. Well you have this strange power the works similarly to what is happening in the game. You can pass on your crime to another individual. This person can look nothing like you and yet they will pin the blame on them because you two are "Similar"

Long live the Jumper Empire (600 SP, Discount for Villain): Eggman came CLOSE to victory in Sonic Adventure 2. All it took was a show of power and the whole world was basically at Eggman's Mercy. Despite that there were many ways that they can stop him. But that because they were afraid of what would Eggman would do if they try to retaliate. You too have this ability. Like Eggman you can display your power to the public and based on what you have done the amount of people will be to afraid to stand against you. Destroy a building? The city where that building was will submit, Destroy a mountain. The Country will stand down. Destroy a piece of the moon. The whole world will think twice about fighting against you. Long Live the Jumper Empire.



POWERS



Genius intellect (100 CP): You are a genius. Having the intelligence to create inventing complex machinery with scraps and things for junkyards. Things like a translator, a buster gun and more importantly a transforming plane. But there is more with time you can discover the secrets to teleportation and dimensional transport. In addition you have easier time on getting a graps on new information.



Flight (100 CP): You have the ability to fly. Which is curious considering that this series is based on the Sonic games, quite a few character can fly. Regardless how you fly is really up to you. Big ears, Two tails, Wings, Jet pack, Telekinesis whatever it maybe you can fly through the air at the same speed that you can run.



Vacuum Immunity (200 CP): Okay in the games you could make the excuse that while on the Ark there was some sort of an oxygen bubble or artificial atmosphere surrounding the Ark so that they everyone could breathe. That can explain why everyone is able to be in space with no problems. NOT IN THIS SETTING! Sonic and his friends are able to step out into space and are no where NEAR the Ark; yet they have no problems in space, while any human character needs a space suit. So, it could be said that Sonic's Species have some sort of Vacuum immunity and with this so do you.



Piko Piko Power (200 CP): Amy Rose's signature weapon: The Piko Piko Hammer. But the strange thing about it is that its 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.



Echidna Strength (300 CP): Here you come! Rougher than rest Them! No one can deny that you work out because you're strong as hell! You can effortlessly punch or kick through solid rock, toss boulders the size of car, 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.



Sonic Speed (300 CP): Sonic Speed! Okay this power comes with several abilities to it. First, tou can run at supersonic speeds with very little effort. Second, you accelerate and stop suddenly without any consequences (Such as fractured bones, whiplash, and other things of the nature). Third, This your reaction time has been enhanced so that you don't accidently run into walls while moving at high speeds. Forth, you also have the Spin Dash, the most iconic move in the Sonic Series. First crouch down then curl yourself into a ball or cutting disk. While like this rev yourself up by spinning really fast, and then launch yourself forwards. Also as a bonus all your clothing will be friction proof. Gotta go fast!



Chaos Control (400 CP): 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. You also have access to Shadow's Chaos Spear. A projectile attack that fires several energy lances at a target. 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.



Combat Chameleon (500l CP): 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. All you need to do is just look and watch and you can copy their moves. However, there is catch. This version of Emerl can only do this trick one at a time. More specifically he needs to lock on to the target he is trying to copy which will take a few seconds. This means if someone were to tag team you won't get anything from it.



God of Destruction (500 CP): Well, this is interesting. You're now a water creature…or the ability to transform into a water creature. Doesn't really matter on which. How you got like this was the result of an over exposure to Chaos Energy. As such with this power and form you can reshape your body at will. So basically, while in your water monster state you are unkillable as your body will automatically regenerate from any damage or blow. Except for that floating solid brain that is located in your head, if someone were to damage that then it will have heal naturally so watch out



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.

The Entire Series (Free): You will receive a collection of DVD that contains the entire Sonic X series and a DVD player to play it. Or something entirely doesn't matter how the whole point is that you own the entire series and you can watch it whenever you want.

Sonic X Jumper Edition (Free): Same as the item above but this one will include the events that has happened during your stay here. So go ahead change the events a bit or change by a lot. But make interesting for yourself and anyone who might watch it later.

Family Fortune (100 CP): A couple million dollars. Well actually more than that but enough to allow you to live the high life for a long time.

Super Shoes (200 CP): These won't be made until at least after the Ark storyline, but hey seeing you are willing to pay CP who am I to deny out of these pretty snazzy set of shoes. So, each pair of shoes possesses mechanisms which give them special abilities when you push a button. The Hover Shoes, much like those worn by Shadow the Hedgehog, let out streams of hot air that would allow someone to hover above the ground or water, thus allowing you to skate where ever and whenever they want to. The Power Shoes deploy saw blades from below their soles, allowing you to run through items on the

ground without tripping, though I would imagine this can also be used to cut your foes to bits. The Nitro Blasters can create balls of energy that, though harmless when immobile, will explode on contact with something if you launch them away; BOMBS AWAY! 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, in other words the Soap Shoes from Sonic Adventure 2.

Chaos Emeralds (400 CP): 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.

BYSTANDER

A good suit (100 CP, Free for Bystander): A nice suit or dress as well as any form of clothing that you would wear doing your job as a butler, maid, or house keeper

Kitchen and Cooking Ware (200 CP, Discount for Bystander): A kitchen and cooking supplies that you would need to make meals and desserts.

Collection of Traditional Melee Weapons (400 CP, Discount for Bystander): Dagger, Sword, Longsword, Bastard Sword, Katana and more. Anything that would be used by a knight, samurai, ninja, spartan and other warriors of the similar caliber you have it all.



VISITOR

Power Ring Source (100 CP, Free for Visitor): A lake that provides Power Rings. As for what power rings do. 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.

Personal Aircraft (200 CP, Discount for Visitor): BEHOLD YOUR OWN PLANE!!! That can also be used in space as a spacecraft. 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. Doesn't seem like much huh? Well did I mention it can transform. Yes this baby can transform at your command. Currently it can transform into an extra-agile fighter form bearing alternatively arms. Or a large mech walker that walks upright with legs. It bears two machine guns and two missile launchers to allow it to fight anything that comes up. Also Comes equips with drills. But in addition to all this, the plane can be upgraded. All it takes is time and creativity. Who knows maybe you can make this plane transform into a full-blown mech. Obviously it needs a name. By default, its name is J Cyclone.

Blue Typhoon (400 CP, Discount for Visitor): What the personal aircraft wasn't enough? OH I get it. You want a mobile base! Well how about this your very own Blue Typhoon. 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 like Tails' Blue Typhoon this one comes equipped with a cannon similar to the Sonic Cannon called the Jumper Cannon. The Ammo? YOU! or more precisely you and anyone can step into the cannon and be fired like a bullet that will cut through any spaceship foolish enough to be in the way! But don't worry you will be in a spin ball state when you are fired out of this cannon so you won't suffer any damage, also you won't have to worry about being launched forward forever you will always stop after a short period of time (2 – 5 seconds) after hitting a few targets or missing. 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

Mansion (100 CP, Free for Innocent): A large house with plenty of rooms, and hallways fitting for a rich person such as yourself.

Lab and Strange Racing Car (200 CP, Discount for Innocent): Where else are you going to experiment with you machine or do repairs to you vehicles? This lab doubles as a workshop. Also comes with your own racing care that the speed team uses.

Teleportation machine (400 CP, Discount for Innocent): Chris Thorndye's greatest creation. A machine that will allow him to teleport to a different world instantly but unlike the one Chris has yours won't mess with you age. Also it can work both ways. With a press of a button the machine will create a portal for you to return to where you teleported from. As for coordinates, you will have to figure that part on your own.



AGENT

Credentials and Attire (100 CP, Free for Agent): This item has to parts to it. First is set of IDs, paperwork and badges to prove that you are a member of an organization that works for the government. By default it would be for GUN.

Firearms (200 CP, Discount for Agent): Okay we are cheating a bit here but hey if the series went on a bit longer we might have had a Shadow the Hedgehog Saga. Anyways this is a collection of weapons that GUN uses. Basically every weapon that GUN used in Shadow the Hedgehog. They include, but limited to: A pistol, an assault rifle, an RPG, and an SMG. There are more but we are only listing a few examples and not every single one. If you want a complete list go here.

Mechs (400 CP, Discount for Agent): Yes, GUN does have Mechs. And they are the same ones from Sonic Adventure 2. First is the Big Foot. Similar to the Big Foot from the game, this one is armed with homing missiles, hover jets for flight and a rotary machine gun. Next is the Hot Shot. Has the same equipment as the Big Foot but is also armed with an energy gun. Finally, there is the Flying Dog. This one is capable of flight and has improved versions of the weaponry that Hot Shot has. Meaning the Flying Dog has a vulcan cannon, energy bombs and homing missiles. Use these responsibly Jumper.

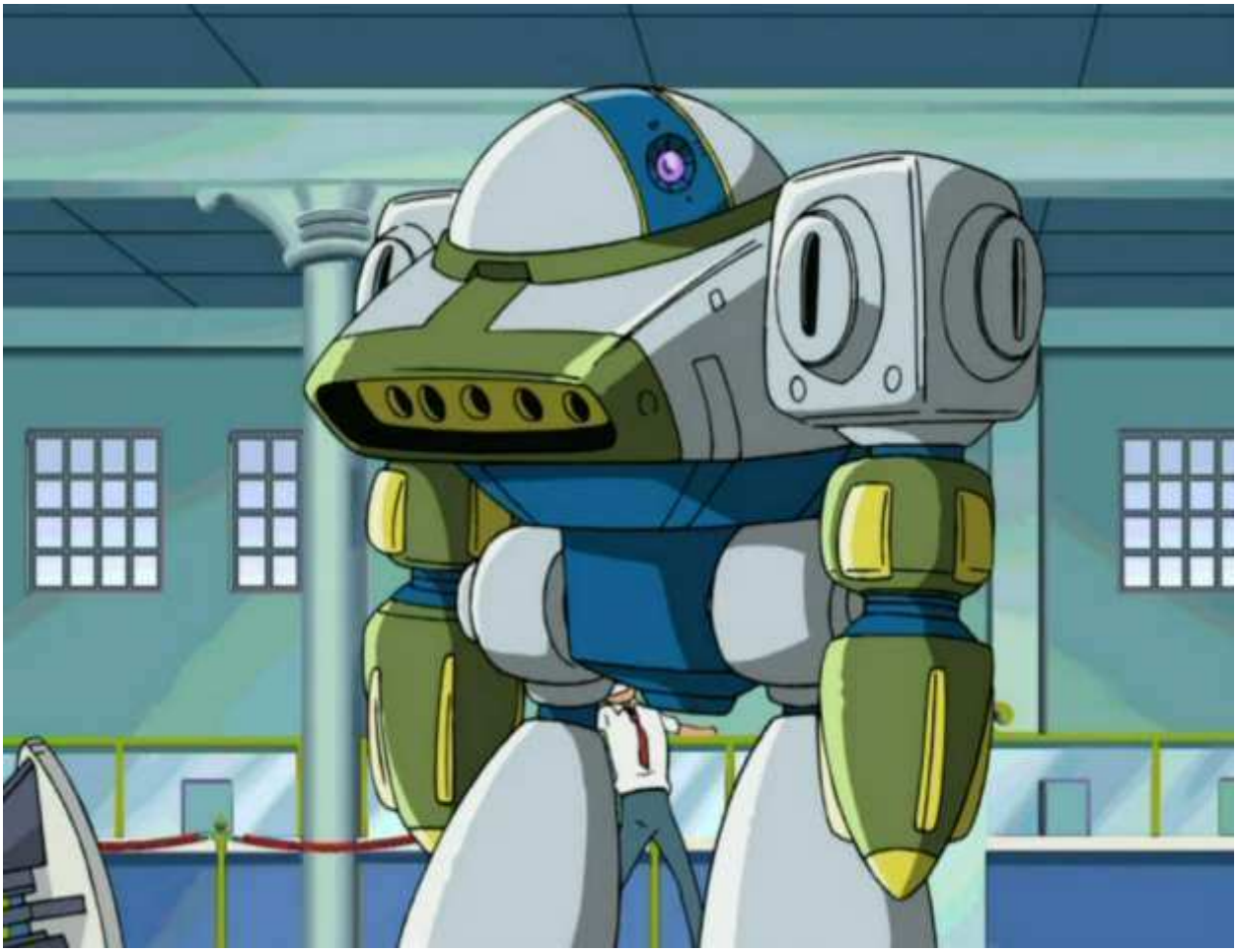


VILLAIN

Mustache care Products (100 CP, Discount for Villain): Well, you have a Mustache now; you are going to need some stuff to care of it. Includes brushes, combs, shampoo, and conditioners. It's a nice Mustache keep it in good condition.

Personal Base and Hovercraft (200 CP, Discount for Villain): You have your own version of the Egg Carrier, we'll call it the Jumper Carrier for now. Its basically gigantic flying base of operations. Just like the Egg Carrier, the Jumper Carrier is an all-purpose aerial fortress. Capable of flight and hovering, and is equipped with a plethora of weaponry. This include a large front-mounted laser cannon, a medium-sized laser cannon dubbed the "Jump Cannon", laser turrets and missile launchers. In addition, it can operate underwater, like a submarine. The Jumper Carrier can also transform into two shapes; a cruise form and a high-movement battle form which grants it an even wider arsenal.

Collection of Robots (400 CP, Discount for Villain): AKA the E Series that aren't E-101 Beta, E-102 Gamma, E-103 Delta, E-104 Epsilon, E-105 Zeta or any Robot that has turned good. Anyways these robots are loyal to you and will follow your every order. For an entire list go here.



COMPANIONS



Import (50-200 CP): 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 CP): 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.

Personal Chao (Free): This little guy is stronger than he looks. If you command him to attack he will attack and he's strong enough to destroy robots and even damage Eggman's vehicles and inventions.

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

Cream the Rabbit (100 CP): “Oh. Certainly. I would like to join you” You have chosen to take Cream…and for free you also get Cheese, her chao. Comes with her mother, Vanilla free if you wish to take her as well.

Big the Cat and Froggy (100 CP): “Ribbit” “Well sure okay. Froggy likes you so I guess we can come” You have chosen to take Big the Cat and Froggy with you

Chaotix (100 CP): “Hmmmm sure why not” You chosen to take Team Chaotix with you on your journey

Chris (100 CP): “Well sure. I can use a break from my usual life.” You chosen to take Chris Throndyke with you.

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

Rouge the Bat (100 CP): “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.

Dr. Eggman: (100 CP): “You want me to join you? HEHEHEHE! I’ll join as long as you help me create Eggman Empire. ACROSS THE DIMENSIONS!! MWAHAHAHAHAHAHAHAHA!!!” You have chosen to take Dr. Eggman with you.

Other Canon Characters (50 CP): Choose a different character than the ones listed above.

SCENARIO



Defeat the Metarex: Well this one is simple to understand but there is a catch to this. Obviously follow the plot and all that. But YOU have to be the one to defeat the Metarex once and for all not Cosmo. There are three ways to go about doing this:

1. Take Cosmos place. You be the one to pay the ultimate price effectively dying and saving everyone. You'll be revived don't worry
2. Convince the Metarex. Try to reform the Metatex to stop their plans and help them to let go.
3. This one is the hardest. Defeat the Metarex by fighting them. Seeing that it took the Sonic Cannon and Sonic in his Super Form to defeat the Metarexes in the end, you are going to have your cut out for you. But should you succeed this will come with an additional reward

Reward – Saviour of the Galaxy: People will know your name as the one who save the galaxy and you have obtained a connection to the energies from a planet thus allowing you to draw some energy from it.

Reward – Cosmo: Well seeing that you have decided to defeat the Metarexes without Cosmo sacrificing herself it would be wise to take her with you…just be sure to take Tails with you okay?



Reward – Great Slayer (Requires you to fight and defeat the Metarexes aka Option 3): …..ummmm Wow! I MEAN WOW! No one thought it was possible to defeat the Metarexes in combat. But you did it. You saved the world and even the Sonic Crew is impressed. This calls for a reward. Now you have the ability to render those who are thought unkillable, to being killable. It doesn't matter if Fate says they're unkillable, doesn't matter if they have some artifact the protects them from death. IF YOU CAN MAKE THEM BLEED, YOU CAN KILL THEM! Show them that they are not as invinvible as they thought. Because YOU ARE UNDEFEATABLE! Wait wrong Sonic



One Girl Army: Well this is unfortunate. Sonic has gotten himself injured and it's up to Amy to fill in for him for about 4 months. Problem is that Eggman is taking advantage of the situation. Your job is not to help Amy by fighting alongside her but by training her to be on par with Sonic. If Amy is able to keep Eggman from completing his plans until Sonic fully recovers, the scenario has been completed

Reward – The Ultimate Coach: Its no small feat to train someone to run at Super Sonic Speeds, its quite impressive. But what you did is incredible. You were able to train someone to be able to mimic the abilities of Sonic the Hedgehog. But if you can teach others how to do some of Sonic abilities maybe you can teach them other skills. You are the Ultimate Coach now. This means that you can teach other nearly anything as long they are fit and have the physiology to do so. Want to teach someone how to use Hakai? Do able. Wanna teach a human how to do a Spin dash? A bit harder. Wanna teach someone how to use the Sharigan when they don't have one? Yeah, that is impossible.

Reward – Pink Diva Amy: This one is an interesting reward that is only available if you plan on taking Amy Rose with on your journey. She'll be like her normal self but noticeabley stronger and yes being able to move at sonic speed. Having her own versions of the Spin Attack that Sonic has. Sonic Might want to watch his back. Cause Amy can now catch him.



Reward – Speedy Couple: Ummmm. Okay let me see if I can understand this. You SOMEHOW got Sonic and Amy together. And this was AFTER Sonic recovered and saw that Amy can run at the same speeds as him? *Whistles* That is an impressive feat. So in this case you can take both Sonic and Amy obviously but you also earned yourself an interesting reward: The perk called **Matchmaker**. With it you can find out the chances of a person getting together with someone else and you can help them get together as long as they are compatible with each other.





Nazo Unleashed: Your arrival has awakened a being that has been formed from the negative energy from the Chaos Emeralds. His name is Nazo and he has plans. To be the strongest in the world. The only thing standing in his way is Sonic and his friends….and Eggman. That is until you showed up. Now he has set his sight on you thinking you'll be a good way to measure how powerful he is. You only have one goal here. Defeat Nazo or help Sonic and Friends Defeat Nazo.

Reward – A Being of Chaos Energy: Like Nazo you can get stronger due to being close to any type of Esoteric Energy. As long as it is coming from a source like a generator, an artifact, or a jewel. Now get out there and show the world your true power!

DRAWBACK



Continuity (+0 CP): Maybe you have been to a Sonic Jump before well your action in those jumps will affect this jump as well. Maybe Sonic and his friends know you. Maybe you been throught the events of the Ark. Maybe you were a part of a group of Freedom Fighter. The point being is that any Sonic Jumps you have been to before this one will have the event from their taken place here or have already taken place.

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

A kid (+100 CP): Your age has been set to be 5 years old. It doesn't matter what you do people won't take you seriously unless you do something incredible but expect that respect to go away after a week has gone by.

Easily Fooled (+200 CP): 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.

Glasses: (+200 CP): You need to where glasses and without them your eyesight is so bad that you might as well be blind! Just be sure to keep your glasses on or else you will be more of a burden then help in the long run.

Bring em on! (+300 CP): 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.

Easily Lost (+300 CP): You have no sense in direction. Half the time you are lost. This might cause you to be late to the action. Thus you might not contribute anything in the fights to come

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

No Outside Info (+500 CP): 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.

Eggman's Desire (+600 CP): Okay I don't know how but Eggman found out about your nature as a jumper. And has come up with an interesting plan to empower himself if the Chaos plan fails. His attention will be evenly split. Gathering the Chaos Emeralds and Killing you. Or rather absorbing your powers and integrating them into his body safely. A normal Eggman is dangerous enough. A JUMPER Eggman? That's worse. Be on guard.

Enemy of GUN (+600 CP): GUN is a military group that is supposed to be making sure that humanity is safe from any threats. For some reason they see you as a threat at large. Basically like Sonic you are going to be on the run from these guys from start of your jump until the end of the Ark incident.

All of you ungrateful human shall be destroyed (+600 CP): Dr. Gerald has somehow able to upload his consciousness into the computers aboard the Ark. As a result once Shadow is released, Gerald will be sending out robots of his own. About when Eggman uses the eclipse cannon these robots will be on earth ready to attack. Their first target: YOU! These robots have designed to imitate chaos and some have the ability to absorb GUN robots to make themselves stronger. The only way to get rid of them for good is to stop Gerald. Basically go through the entire events of Sonic Adventure 2 and defeat a Biolizard with Gerald Consciousness

THERES TWO OF THEM?!(+600 CP): WHA- HOW?! Ok, ok. Let's calm down for a moment somehow both video game and anime versions of Sonic had their universes merged. Now you have to deal with the troubles from both the anime and the games at the same time…good luck because both versions of Eggman will join forces to defeat both versions of Sonic and YOU! That's not even getting into the madness that is the Metarexes

> **WAIT THREE?! (requires "There's Two of Them", +200 CP):** WAIT WHAT?! NOW BOOM IS A PART OF THE IS MADDNESS?! Great now you have to deal with THREE versions of Eggman.

BOX OF TROUBLES!!! (+700 CP): WHAT THE HELL?! Okay what is happening?! Apparently every show, series, and anime that was shown on the FOXBOX has now merged with this setting. More bad guys to deal with as well as trying to prevent everyone from fighting each other

> **HOW MANY?! (Requires "BOX OF TROUBLES!!!", +300 CP):** X was one of three four animated series that the blue blur received during 90s and 2000s….and now all of them are merged with this setting. Well time to fight two versions of Dr. Robotnik AND Dr. Eggman. Good Luck, you'll need it.

Way Past Cool! (+1000 CP): Okay, okay. Jumper. Are you okay? Do you wanna talk about something because this is a bit much just for CP…unless your interested in something else. Because this Drawback will also merge the Archie Comics with this world….This will include events that has happened in the Sonic X issues of Archie Comic. So expect some craziness. And near god like villains during your stay here.

ENDING



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

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

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

NOTES



Made by Sonic Cody12/Sonic Cody123/Cody Majin

SPECIAL SCENARIOS:



Super Sonic hero (requires THERES TWO OF THEM?!, WAIT THREE?!, BOX OF TROUBLES!!!, HOW MANY?!, and Way Past Cool!): Well it seems like you do want to do this. Alright. The various versions of Robotnik and Eggman have teamed to conquer Earth and Sonic's World. They have somehow been able to replicate the technology that the Metarex use. Thus making their robots and creations more powerful and efficient. Good News is that you can bet on their machines being…a bit finicky on the account that three of these mad doctors aren't as serious of a threat as the others. However the bad news is that the more serious and competent doctors out number them, this means that while some of them are going to look a bit silly. They are still deadly robots. But whats scarier is that the first thing they do is merge Sonic's World with Earth causing panic. So you have a few goals to complete. First try to get the people to chill out. Second raise a resistance. Third destroy the robot forces. Finally defeat the Collection of Robotnik/Eggman duplicates.

Reward – The Great Sonic Hero: Well…I am impressed you have managed to pull that off. Huh neat. Anyways your reward is the perk **Sonic Hero**. Anything that Sonic and friends can do you can do no problem you are also a master in five martial arts. Use the power wisely. In addition you will also receive Sonic and his friends free as companions.