

by KhainJumper

NSFW Sonic Fusion Jump

You have jumped into a sexually charged version of the Sonic the Hedgehog universe. Base of a fusion of the various different canons, such as the games, shows, and comics. Brushed over with a heavy layer of Rule 34.

What you make of this world is up to you. Will you simply indulge in your carnal side, seducing the characters you know or meet new ones unknown. Do you decide to get involved in a greater way? Protecting others alongside the blue blur or attempting to seize control of Mobius like a certain egg themed villain.

It is up to you what you get up to for your next 10 years and what abilities you gain.

+1000 CP



Origin

You may choose your gender and age freely, however you must be an adult. You have one of the following as your origin. You gain discounts to perks, based on your origin. If you have the hybrid perk, you may spend your discounts in any origin you possess, however you do not gain additional discounts for doing so.



Man: You are human and you are a member of the dominant species on the planet. Individually your species, while larger than others, is physically less capable then the other main form of sentient life in this world, Mobians. On the other hand, your species average intelligence is higher.

Machine: You are the inorganic creation of another. Your limits can be surpassed by upgrading yourself, but have many restrictions. You have programming you have to overcome, battery life limits and vulnerabilities to EMP type weaponry. The speed you can improve yourself, is highly limited by the skill of you initial creator.





Mobian: You are an anthropomorphic animal known in this world as Mobian. The exact species of animal vary greatly among your kind, and your numbers are significantly lower than the main human population. However physically despite being much smaller on average, Mobians are capable of feats beyond humans in most cases.

General Perks

Minimum Speed (Free/100 CP): A major character in this world, including yourself, has a minimum level of super speed. While you won't be out pacing Sonic or Shadow, you can at least manage short bursts of high speed in order to avoid danger. How else does Dr. Robotnik run from one machine to another, when Sonic is quipping. You get this for free during this jump, but can pay 100 CP in order to keep it after this jump. **[You can sacrifice this freebie to gain 50CP]**

Odd Respiration (Free for Morbian/100 CP): You have an inexplicable ability to breathe in the vacuum of space for as long as possible. This doesn't remove your need to breathe at all, as you can still drown or be suffocated by non-oxygen based gases. However it functions in sexual situations, allowing you to perform oral sex without needing to breathe or allowing erotic asphyxiation to carry no risks. **[You can sacrifice this freebie to gain 50CP]**



Porn Physics (Free/100 CP): Total porn physics set. No STDs, no danger from large insertion, or important for this jump, no friction burns. Whatever you can think this is within reason that isn't covered by another perk comes with this one. You can pay 100 CP to keep this after this jump. **[You can sacrifice this freebie to gain 50CP]**



Hybrid (200 CP): You may choose an additional origin. You may spend your discount on perks in those origins. While this does not provide additional discounts. Your exact nature depends on your combination. A Man or Mobian mixed with a machine would be a cyborg of some kind. While Man mixed with Mobian would be a result of interbreeding, which doesn't happen often. For an additional 100 CP you have all three origins, but again do not gain additional discounts.

Breeding Across Lines (200 CP/300 CP): You are capable of breeding with those of other origins (or species in other jumps). You might sire a half human child with a Morbian, or as a machine create a half Morbian Machine hybrid from the DNA of a Morbian. For an additional 100 CP you can breed/create Tribrids that have all three origins (or chimera without limits in other jumps).

Historical Ancestry (400 CP): You come from a historical bloodline or were the creation of an advanced ancient civilization. The effectiveness of any non-capstone abilities from your origin (or origins in future jumps themed around being the byproduct of ancient civilizations), are improved. 100 CP Perks are improved by 100%, 200 CP perks by 75% and 400 CP Perks by around 50%. You can pass any ability affected by this ability to your offspring, if you want to.



Alien Creation (400 CP): You have the blood of Black Doom within you or were created with the aid of the Black Arms aliens. This acts as a capstone booster for your origin's capstone ability. This only applies to your original origin, if you gained additional origins from the Hybrid perk. You can pass your capstone ability improved by this perk to your offspring. It is weaker the more offspring you give it. If you only pass it off to a couple offspring, then their version is also boosted like yours is.



Superstate (600 CP): With the use of the Chaos Emeralds (or equivalent artifact set) You can enter a temporary state known as a Super State. In this state you are completely invulnerable, and can fly. Additionally while in this state all of your capstone abilities are boosted, even if they are not from your origin (and form different jumps). This state burns through rings (or other valuables, in future jumps)

True Treasure Hunter (600 CP): You can hunt down objects of extreme power based on a 6th sense, making you an incredible treasure hunter. In this jump, this allows you to easily locate Chaos Emerald, or equivalent artifact sets such as The Sol Emeralds or powerful artifacts such as The Master Emerald. Though if not bought in the items section, retrieving them may be difficult depending who already possesses them.

Man Perks

If you have this origin, you may use your discount in this section. You get one discount for 100 CP, 200 CP, 400 CP, and 600 CP. This halves costs, with an exception for 100 CP perks which cost nothing. If you gained this origin from the hybrid perk you may spend your discounts in this section but do not get more discount. You may also use a higher level discount on a lower level perk.

Riding Mastery (100 CP): From horses to cars, humans always seem to end up riding some sort of animal or vehicle as a society. You are an expert at riding all manner of animals commonly used as such in a jump, or driving any type of common vehicle in a jump, as well as any machine or animal you create. No matter how distracting sex while riding/driving should be, you can perform sexual acts while doing so without diminishing your ability to ride.



Historical Knowledge (100 CP): Humans pass down knowledge over the generation, either by word, text or film. You have access to this knowledge as if you were a resident of the setting you are in. This knowledge isn't all encompassing, but covers common knowledge for the world. You also gain insight into the tastes of that world in a sexual sense, having a reasonable idea of the type of kinks or fetishes that are common in that world, even if the denizens of that world are secretive about them.



Prolific Progenitor (200 CP): Humans always seem to spread, this is because of their relatively high fertility/virility and effective care of their offspring. You too share in this trend (even if you are not human). You can control your fertility/virility as you please (or if you create machines to self propagate, your success vs failure rate). These offspring will always seem to be raised well and cared for even if you seem too busy, by a partner or others.

Superior IQ (200 CP/300 CP): You have not only an average IQ but a great one. For 200 CP you have around an 150 IQ, enough to qualify for Mensa or other similar organizations. For 300 CP, you have Dr. Robotnik's boasted 300 IQ. While this perk doesn't come with the common sense to make the most of this greater intelligence, you could hardly have less common sense then mistake prone Eggman.

Relative Size (400 CP): Humans are larger than Mobian in most ways, the relative size between them making human cocks seem more extreme. You turn this up to 11. You can have sexual assets up to twice the size of the largest specimen of the largest species in a jump. Allowing you to always be big compared to anyone with a jump, and absolutely giant compared to any smaller species.



Contingency Plans (400 CP): You have a knack for backing up your plans with other plans, either by yourself or with the help of allies. Once a month, if a plan of yours fails, you can choose to have a back up ready to have a second shot of success. You can also use this when attempting to seduce others, in those cases it works once a day, not once a month.



Egg-cellent Inventor (600 CP): You can design and build entire fleets of ships, or armies of robots to serve you. The more copies of any one type of unit you create, the weaker that model tends to be. So a single space station will always be better than a fleet of spaceships.

Capstone boosted: Your ability to create seeps into jumper abilities relating to companions. Whenever you create/import a companion into or from another jump. If that companion is a machine they gain an additional 400 CP for use on perks. If that companion is only partially a machine they instead gain only 200 CP. Companions affected by this perk are perfectly loyal, and are considered your property.

Authoritative Commander (600 CP): You are a natural leader when it comes to large organizations. The average member of militaries, companies or other large organizations you control have unquestionable loyalty, as a lower ranking member in the same sort of organization if you are not the commander. Additionally higher ranking members in organizations you are in are more competent when acting under your direction.

Capstone boosted: This perk effect even beyond the organizations you control. As long as those commanded aren't directly hostile to you they will tend to obey your commands.



Machine Perks

If you have this origin, you may use your discount in this section. You get one discount for 100 CP, 200 CP, 400 CP, and 600 CP. This halves costs, with an exception for 100 CP perks which cost nothing. If you gained this origin from the hybrid perk you may spend your discounts in this section but do not get more discount. You may also use a higher level discount on a lower level perk.



Armed and Ready (100 CP): You have some form of inbuilt weaponry, or weapon that never leaves your side. This weapon cannot be removed or lost, unless you allow it. Additionally you are always ready for sex. You can get hard/wet whenever you want with no warm up period and have no form of refractory period. Additionally you have unlimited stamina but only in sexual situations.

Lockon (100 CP): You can lock onto opponents with your weaponry and fire homing shots, or make melee attacks with incredible accuracy. Avoid attacks you make, not only requires exceptional speed and reaction time but also the intelligence to find some way to stop your attacks. This doesn't prevent opponent blocking attacks in some way. Additionally you can always hit your sexual partners' pleasure points with perfect precision, such as their g-spot or prostate, even discovering sexual weak points they didn't know they had.

Shocking Paralyzer (200 CP): You have the ability to deliver electricity into another via touch. This charge can temporarily disable the target. The thought of the target the shorter the time. Additionally you can use this ability to prevent others from climaxing, or forcing them to do so by regulating the amount of charge you deliver and where during sexual situations.



Black Shield (200 CP): You can surround yourself in a short live temporary shield in order to reflect attacks. This requires at least a bit of timing to get correct and has a cool down long enough between uses to leave you exposed. You can use this shield indefinitely in sexual situations to prevent penetration. As long as you are using it, no one is capable of penetrating you or forcing you to penetrate them. However you must at least be conscious to use this ability.



Excessive Armaments (400 CP): You seemingly always can gain access to numerous weapons, from small to heavy ordnance. While you cannot always keep these with you, a little time is all it takes for you to retrieve or make the weapons desired. Additionally this applies to sex toys as well. If you are a machine or have other shapeshifting abilities, you can make yourself any number of sexual organs, during sexual encounters.

True Flight (400 CP): Via jetpack, rocket boots or some other aspect of your construction, you are capable of true flight. You have a limit but this limit is in most cases ignorable. You could fly from one continent to another, and only then need to refuel. You are an expert at aerial sexual encounters.

Biodata Analyzer (600 CP): You have the capability to analyze the trait and aspect of living creatures and over time slowly adopt them as your own. The more significantly different from your current form, or the greater the power these traits would provide the longer this takes and the more data you would require to scan from others.

Capstone Boosted: The speed of which you can copy traits is vastly improved. Additionally you replicate numerous traits all at once, effectively providing you with a powerful alternate Neo form.





Hivemind Program (600 CP): You are capable of controlling multiple bodies perfectly, be they robotic or organic or a mix of the two. While you require some means to take over the bodies of others or create new ones for yourself. Those you do have any and all mental perks you do.

Capstone Boosted: This perk now provides the means to make bodies as you wish, and you may customise each body. Each body may have any combination of physical perks you have.

Mobian Perks

If you have this origin, you may use your discount in this section. You get one discount for 100 CP, 200 CP, 400 CP, and 600 CP. This halves costs, with an exception for 100 CP perks which cost nothing. If you gained this origin from the hybrid perk you may spend your discounts in this section but do not get more discount. You may also use a higher level discount on a lower level perk.



Hammerspace (100 CP): You are capable of carrying items on your person without any evident pockets or bags, pulling them out when needed. You can also use this ability to hide the size of your sexual assets.



Hold Right to Win (100 CP): You have an innate sense of direction. When you need to go from Point A to Point B. You will always find a route, no matter how weird and winding. Locations on this dedicated route always seem to pass by beautiful locations or at least locations containing beautiful people.

Short-Haul Service (200 CP): You can fly or glide for short distances, using some means of natural propulsion. You can take others with you while flying, this may shorten your flights even more. Additionally you can request sexual favours after the fact as repayment for flying people places. When you do, the limit of sexual favour they are willing to provide is contingent on the length and importance of the flight you provided.



Accelerated Biology (200 CP): Your biological processes are accelerated, allowing you to remain in shape with little exercise, as well as heal from injuries at a slightly accelerated rate. Additionally your pregnancies, or the pregnancies of others that you cause can be accelerated down to 1/10 of the original length. The number of offspring you have/sire also may increase to a full litter.



Ring-generation (400 CP/600 CP): You can protect yourself from harm by the use of power rings. Whenever you would take damage, you instead drop all of your rings or equivalent valuables, in future jumps if power rings are not present. For the 600 CP version you only drop 10 rings or valuables worth around $1000. In a sexual situation you can be as masochistic as you desire without any risk of permanent harm to you as long as you have a single ring or around $10.

Rough Knuckles (400 CP): Your strength is boosted by a significant degree, additionally you can smash down simple walls, boulders and other physical impediments with your bare hands as if they were nothing more than annoyances. Additionally in sexual situations, no matter how sadistic or rough you are, your partners will not suffer any long term harm unless you choose to allow it.

Fastest Thing Alive (600 CP): You are the fastest thing alive, and not in a bad way. No living creature is faster than you, meaning in this jump you are at least faster than Sonic. Capable of absolutely insane speed. This acts as Porn Physics for avoiding friction burns in future jumps, if you didn't retain that power, as you can fuck as fast as you run.



Capstone Boosted: You can now break certain concepts of reality due to how fast you run, you are capable of defying gravity in order to run on air, move so fast to be in multiple places at once or fuck so fast that you mindbreak people with endless climaxes.



The Ultimate Lifeform (600 CP): You are the ultimate lifeform, and nothing is greater than you. Your ability over use of Chaos Control is unsurpassed, allowing you to warp from one location to another, freeze time for a couple seconds or unleash Chaos energy in different forms. This requires a Chaos Emerald (or suitable equivalent in future jumps).

Capstone Boosted: You no longer require an object of power to fuel your chaos powers. Additionally you have perfect time travel and teleportation, or can erase things from existence retroactively with Chaos blasts.

Items

You have discounts for items, the same as perks but they are not locked to origin. You get one 100 CP, 200 CP, 400 CP, and 600 CP discount each. They provide 50% off, except for 100 CP items which are free when discounted. You gain a 300 CP stipend to use in this section.

Massive Mallet (100 CP): You gain a huge hammer or similar oversized melee weapon. Attacks with this weapon are destructive and with skill you can use this weapon to perform higher jumps than normal. If you have the Armed and Ready or Hammerspace perks, you can keep this weapon easily concealed and on your person at all times. The stave, hilt or handle of this weapon acts as a surprising good dildo, to use on others or for self pleasure.

Chao Cocksleeve/Omochao Onahole (100 CP/200 CP): You get a living chao/machine chao cocksleeve to use for your pleasure. The living version is capable of mutating to provide difference and can take place in Chao Garden Games to earn ring/money. While the machine Chao can talk and provide advice on command (and sometimes when not). The 200 CP version of this perk gives you an entire collection of different Chao and/Omochao of your choice.



Transforming Vehicle (200 CP + 100 CP): You gain access to a vehicle that can change between different forms. This could be like the tornado, which transforms between plane, car and mech forms. It could also be more akin to the Egg-Mobile which, while not directly transforming, attaches itself to other vehicles to become the cockpit of them. This item can have three forms for the base cost and for every additional 100 CP gains an additional three forms.



Roboticizer (200 CP/400CP): You get a copy of Dr. Robotnik Roboticizer. This machine is capable of turning others into machine versions of themselves. For the 400 CP this machine provides two additional benefits. The first, it allows the creation of hybrids by only partially transforming others. While the second allows this machine to act as a Capstone Booster for the Egg-cellent Inventor, or Hivemind Program perk, but only for machines created using the Roboticizer.

Angel Island (400 CP/600CP): You take ownership of Angel Island and may import it into future jumps as a base of operations. For the 600 CP version of this perk, if you import Angel Island, you may also import Mobian's as a species into your future jumps if desired, as well as the sort of sentient machines that Dr. Robotnik would take. Canon characters must still be imported as companions but can use a single slot when doing. If you possess The Master Emerald, you can fly this island to any location you want to. Otherwise it appears in the ocean or equivalent location.

Chaos Emerald/Artifact Set (400 CP/600 CP): You gain access to one of the Chaos Emerald, or all of them for 600 CP, at the start of your jump. To use as a power source. You may still collect the full set of emeralds without this perk but if ever used for the Superstate perk by you or another, they will scatter afterwards. However you will find purchased Emeralds before others.
You can instead buy one of/all of a different set of objects that are comparable to the Chaos Emeralds, such as Sol Emerald, World Rings or Chaos Rings.



Pseudo-Planet (600 CP + 200 CP): You gain access to one of three types of small planet like structure to use as a base of operations. Each of these options provide a bonus, but you may spend an additional 200 CP to add one of the bonuses to a pseudo-planet you do own. Such as adding a Chaos Emerald equivalent artifact set to Planet Wisp or adding Wisps to a space station you control.

1. Little Planet: This Pseudo-Planet contains life but no sentient forms. It also contains remnants of a lost civilizations and a Chaos Emerald equivalent artifact set, The Time Stones.
2. Space Colony Ark/Death Egg: This Pseudo-Planet is a high tech man made structure that contains varied laboratories and manufacturing facilities as well as destructive weaponry.
3. Planet Wisp: This Pseudo-Planet contains a sentient species known as wisps. These creatures can provide energy or special powers that are unique to the type of wisp being used. These wisp are loyal to you.



Master Emerald/Powerful Artifact (600 CP/1000 CP): You gain access to The Master Emerald at the start of this jump. Using The Master Emerald you can nullify or boost The Chaos Emerald or comparable weaker item set. Making others incapable of using Chaos based power, disabling machines powered by them or cancelling out the Superstate Perk, or boosting them to greater effectiveness.

The Master Emerald can be used as if it was a single Chaos Emerald, or if the 1000 CP version is purchased can be used as a full set of Chaos Emeralds in addition to its nullifying powers. You can instead use this perk to buy another powerful but singular object such as the Phantom Ruby, or Caliburn/Excalibur, but these also require the upgraded perk to reach their full potential.

Companions

Import/Create a Companion (50 CP/100 CP): You may create or import a companion into this world. This costs 50 CP, if they are given the Man or

Machine Origin and have 400 CP to spend. If they are given the Mobian origin, they are given 600 CP to spend, but cost 100 CP instead.

Canon Companion (0 CP/200 CP): You may add any character who willing joins you or is otherwise enslaved or mind controlled by you as a companion for free. Any character can be added as a companion even if they wouldn't be willing/forced into doing so by spending 200 CP.

Drawbacks

You can take drawbacks to gain additional CP. There is no limit to the number of drawbacks you may take. However you must make sure not to take drawbacks that are listed as conflicting with each other.

Setting: The following drawbacks relate to the setting, and change towards it.

- **Choosing Canon (+0 CP/+200 CP):** You can choose to exclude characters, or objects from certain different canons as you choose for 0 CP. For 200 CP you must pick a specific canon, such as the games or movies. Only objects and characters that have appeared in that canon can appear in this jump.
- **Shadow Has a Gun?! (+100):** The world becomes darker and grittier. realistic injury and death become possible, instead of everyone living most of the time, and more realistic weaponry is common.
- **Plot Beacon (+200 CP):** No matter how much you try to simply use this jump as a relaxing and enjoyable sexual escape, the plot always seems to find you. Eggman may attack, or the G.U.N. may attempt to arrest you. Things will never be peaceful for long.

Gender Swapping: The following drawbacks relate to the swapping or rearranging of genders and sexual characteristics.

- **Generic Genderswap (+0 CP):** You can swap the gender/sex of canon characters that appear in this swap on a case by case basis. Applying it to characters as you choose.
- **Dysphoria (+100 CP, take only if you have been changed by another genderswap drawback):** You suffer from dysphoria due to the changes in your self identity or physical body. Your mental well-being is frayed due to you not being who you think you should be, and you are more prone to anxiety and depression.
- **Mandatory Genderswap (+100 CP, cannot be taken with other genderswap drawbacks):** All characters including yourself have their

gender/sex swapped. Those who non-binary/agender do not change their gender but if they have biological sex, that is still swapped.

- **The Third Option? (+0 CP/+200 CP):** You may choose to make any biologically female characters in this jump into futanari. Giving them large balls and cocks, along with retaining their pussies. They can both be bred and breed others. For the 200 CP option, this applies to all characters it could apply to (even you, if applicable) and they will expect you to show their cock attention in sexual situations.
- **The Fourth Option!? (+0 CP/+200 CP):** You may choose to make any biologically male character in this jump into a breedable sissy. Shrinking their cocks, and giving them anal wombs. They can be bred, but would find breeding other difficult without intervention. For the 200 CP option, this applies to all characters it could apply to (even you, if applicable), plus they are completely unable to get hard or breed others.

Time Sensitive: The following drawbacks relate to the length of time you will spend in this jump and what you are expected to get complete in that time.

- **Speedrunning (+200 CP/+400 CP, incompatible with Completionist):** For 200 CP, you time in this jump is reduced to 5 years, you can only take up to 2 scenarios, if you do you must complete them prior to the end of your five years or you fail your jump. For an additional 200 CP, you can further reduce your time to only 1 year in this jump, if you do you may only take one scenario and must complete it if you do.
- **Completionist (+300 CP/+600 CP, incompatible with Speedrunning):** For 300 CP your time in this jump is extended to 20 years, additionally you must take every scenario that you meet the requirements for. You must complete all but two of those scenarios during your time or otherwise fail your jump. For an additional 600 CP, your time is increased to 30 years, and failing more than one scenario you meet the requirements for will end your jump.

Jump Restrictions: The following drawbacks relate to restrictions on your other jump abilities and possessions. If this is your first jump you cannot take these drawbacks. Instead you gain a consolatory 100 CP.

- **Powerless (+300 CP):** For 300 CP you gain none of your perks or powers from previous jumps. You also arrive in this jump feeling tired until you have rested.
- **Poverty (+300 CP):** For 300 CP you have no items, bases or the warehouse. You also arrive with no valuables.

- **Private (+300 CP/+150 CP):** For 300 CP you cannot import companions or followers into this jump. You can still create or purchase companions from this jump, however if you do this drawback only provides 150 CP.



Scenario: Repopulation Program

Requirements: The ability to impregnate others and/or be impregnated. Breeding Across Lines or otherwise have the ability to impregnate other species, if you are not Mobian.

You have been pulled into efforts to try and raise the number of Mobians on the planet. If you are capable of impregnating others, you must impregnate at least 50% of the Canon Mobians that you meet while in this jump, that are capable of being impregnated. If you are capable of being impregnated, then you must be impregnated and give birth to the offspring of at least 50% of all Canon Mobians you meet that are capable of impregnating others. Mobian Characters will know of this breeding program and will accept you invoking it, only if you truly intend to impregnate/be impregnated by your partner.

Speedrunning: You only have to impregnate/be impregnated by 25% of Canon Mobians you meet during this jump. If you are being impregnated, then meeting any more than a few Mobian will require the Accelerated Biology perk to give birth rapidly enough.

Completeionist: You must impregnate/be impregnated by at least 75% of Canon Mobians you meet during this jump. Your additional time may make giving birth enough possible, but you may also meet more during this time and still require Accelerated Biology. If you hit 100%. You may take an additional reward for this scenario.

Rewards: You may pick any two of the following rewards. If you managed to hit 100%, you gain an additional reward if you have the completionist drawback.

- You may import the Mobian species into future jumps.
- You may take any Mobians you impregnated/were impregnated by for this program as Companions for free. They each require their own slot to be imported but you may import them with any offspring you had with them as well.
- **Designate Breeding Programs:** Species in decline will create breeding programs like this in future jumps. You hold a position of authority in them, and may breed as you wish.
- You gain the **Breeding Across Lines** perk if you don't have it. If you did, you are more attractive to species that are not your own.
- **Guaranteed Births:** Pregnancies you go through, or pregnancies you cause will not have complications. Mother and offspring will always survive childbirth. Pregnancies you go through, or pregnancies you cause cannot be terminated without your permission. Attempts to do so will fail.
- **Repeated Reproduction:** Those who have impregnated you/been impregnated by you will always be willing to do so again.



Scenario: Hyper Hero

Requirements: One of the following, The Master Emerald, Chaos emerald, Angel Island or True Treasure Hunter.

Having some of the items needed to start with, or at least the skill to find them. You have to track down all 7 Chaos Emeralds, bring them to The Master Emerald on Angel Island. After that you must go through 7 major trials in order to convert the Chaos Emeralds into the Super Emerald. If you do so successfully, you pass this challenge. These trials are not the simple special stages seen in the original canon but are gruelling contests that will test your body and mind to their limits.

Speedrunning: If you complete this task within the first year of your 5 years, or within the first 2 months, if your time limit is only 1 year. Then you gain an additional reward for this scenario.

Completionist: If you have the 300 CP version of this drawback you must fully collect an additional artifact set such as the Sol Emeralds, or World Rings. If you have the 600 CP version, you must fully collect a third artifact set or you must discover another Powerful Artifact equivalent to The Master Emerald and discover how it could be used to super charge your second artifact set.

Rewards: You may pick any two of the following rewards. If you manage to hit this goal fast enough as a Speedrunner you gain an additional reward if you have that drawback.

- You gain the **Superstate perk** if you did not have it. If you did, it is upgraded to the **Hyperstate:** Your superstate now improves all your abilities by twice as much as they would normally be.
- In future jumps you gain a full set of **Chaos Emeralds**, if you already possessed them, they are instead upgraded to the **Super Emeralds,** which are required for the **Hyperstate perk**.
- Choose the **Fastest Thing Alive perk**, or **The Ultimate Lifeform perk**, that you do not have. You gain that perk while in superstate or hyperstate. This choice is made only once.
- **Unflinching Transformation:** Your Superstate, Hyperstate or other temporary forms cannot be negated even by effects designed to do so. Your superstate could not be cancelled by The Master Emerald as an example. It however does run out as normal.
- **Prolonged Transformation:** Your Superstate, Hyperstate or other temporary forms last twice as long as they normally world, and consume half as much energy/resources.



Scenario: Sonica the Sluthog

Requirements: Generic Genderswap or Mandatory Genderswap, Sonic the Hedgehog effected.

Unlike other options where gender changes are retroactive to your arrival, if you select this scenario, Dr. Robotnik has just managed to modify Sonic into Sonica in hopes of making them more manageable to handle. While it shows promise, Dr. Robotnik is unsure if it will stick. As such he has tasked you with corrupting the hero turned heroine into a massive slut. Either for your personal use, or to lend out. As long as your training effectively removes Sonica as a threat to Dr. Robotnik tries to achieve his plans, and makes sure Sonica is addicted to sex and pleasure; this can be considered a success.

The Third Option?/The Fourth Option!?: Dr. Robotnik's attempt to change Sonic didn't exactly go as planned. Turning Sonic into a Futa/Sissy respective as per those drawbacks. Still susceptible to the plan as a whole, your tactic may have to change to be successful.

Speedrunning: Time is limited, and if you fail to pull this mission off before Dr. Robotnik changes revert to normal, when Sonic does return to normal he will hunt you down. This time limit can be up to 1/10th of your time in this jump. However it is not guaranteed and could wear off earlier than that. To succeed you have to make Sonica accept her current state, this will prevent her from reverting.

Completionist: If you have the 300 CP version of this drawback, choose one additional canon male Mobian character that is hostile to Dr. Robotnik. They have been transformed as well and your mission is to sluttify both. If you have the 600 CP version, choose a third.

Rewards: You get any sluttified version of character you successfully train as part of a scenario as free companions. If you have the completionist drawback, and

sluttified any of the combinations below, you may import those combinations into future jumps with a single companion slot. These combinations are just examples, if you feel that the combination of slut made this way, teamwork/rivalry thematically make them a group, you can transfer them as one unit.

Sonic/Tails	Sonic/Shadow	Sonic/Tails/Knuckles
Sonic/Shadow/Silver	Knuckles/Mighty	Knuckles/Fang(Nack)



Scenario: Jumper's Jurisdiction

Requirements: One of the following, Egg-cellent Inventor, Authoritative Commander, Historical Ancestry, Alien Creation, Roboticizer, Accelerated Biology, Hivemind Program or other perks allowing the creation of large armies.

Either by creating your own army, or aligning yourself with an army you background perks provide, such as assisting The Black Arms, if you have the Alien Creation perk. You have decided to carve out a section of the planet into your own kingdom/country. To be successful, you must create your equivalent goal to Dr. Robotnik's Eggman Empire. The size and exact nature is up to you.

Speedrunning: True global conquest like Dr. Robotnik, is out of your grasp. You reduced time in this world to pull off creating your Jumper's Jurisdiction means you can never take over more than 25% of the world before you run out of time.

Completionist: You will not accept half measures. If you have the 300 CP version of this drawback, you must take over at least 50% of the world before your time in this jump ends. If you have the 600 CP version instead you must take over at least 75%. In either case if you take over 100% of the world your reward is improved.

Rewards: If you took over less than 50% of the world, then you may import your Jumper's Jurisdiction into your next jump as a territory in that world. You don't erase part of that world, the world instead increasing in scope to fit your empire. If you took over more than 50% of the world. You may instead import Mobias into the solar system of any jump you enter as an additional planet, though you face rebellion from within attempting to destabilise your control, when you are not present. If you manage to conquer the entire world, and also have the completionist drawback, you no longer suffer rebellion when you import Mobias.

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