

Jump by dragonjek
Version 1.0

Once, there were two great echidna civilizations. One, the clan lead by Pachacamac, was wiped out by Perfect Chaos as punishment for their hubris. The other, known in the modern era only as the Fourth Great Civilization, was destroyed by a superweapon of their own creation, the Gizoid known as Emerl.

Or so the legends say. But to say that they were “destroyed by the Gizoid” is just a metaphor; in truth, their creation of the Gizoids as advanced as Emerl was simply one of the signs that showed that they had become too strong, and the terrible god Argus kidnapped their entire civilization and sealed it away with the other powerful cultures it had encountered over the ages in a dimension known as the Twilight Cage, so that they might never threaten him. But the Fourth Great Civilization—or as they called themselves, the Nocturnus Clan—was not content to waste away, and with their advanced technology, they eventually discovered a method to reach out beyond the reach of their prison…

It has been four thousand years since then. Yesterday, Sonic and his friends defeated the villainous Dr. Eggman, and believe him to be dead. Sonic is about to go on a long vacation to see the world… but in less than two years, a strange

group titled “the Marauders” by the locals will start to appear and will steal the Chaos Emeralds. At around the two-year mark, Knuckles will be kidnapped and Tails will call Sonic the Hedgehog back home to help rescue him and solve the mystery of the Marauders.

And in the process, they will reunite with old friends, ally with old enemies, and travel to dimensions beyond their own.

Take **+1000 Chaos Points** to prepare for your stay here.

LOCATION

You may freely select where you start in this world, or you can roll 1d8 to decide where to go, gaining **+100 CP** in the process.

1 – Green Hill Zone:
Located to the north of Central City, it is host to a multitude of friendly animal creatures, who have just been freed from captivity by Eggman. However, in a couple of years, the Marauders will set up machines that emit a frequency that induces violent behavior in the local fauna, making it a dangerous place to visit. Until then, though, it’s quite safe. Although Eggman’s secret base is hidden away there, he has a vested interest in not attracting attention to it.

2 – Central City:
A large city located below Green Hill Zone and above the Mystic Ruins, it is vibrant and full of life. However, it has also been infiltrated by Eggman in the past, and if you know where to look, you can still find small hideouts of his hidden away around the city. They occasionally have problems with giant wasp infestations—and these wasps can be as big as people, so that’s quite a problem. The Guardian Unit of Nations (G.U.N.) has their headquarters here. G.U.N. is the world’s primary military and defensive force, and serves as the national defense forces of the United Federation.

3 – Mystic Ruins:
Located south of Central City, the Mystic Ruins is all that remains of the once-great tribe of echidna that Knuckles is descended from and named after. Angel Island and the Master Emerald float in the sky above the great statues and rubble that

litter the area, and there's also another base of Eggman's hidden away in here. It's abandoned for now, but once the Nocturnus arrive, mislabeled as "Marauders", they will use it as a base and a prison. When G.U.N. soldiers try to occupy the area to ensure that nobody approaches the Master Emerald after the Chaos Emeralds were stolen, the Nocturnus drove them off by releasing toxic (and foul-scented) gasses.

4 – Blue Ridge Zone:
This is a majestic, yet hazardous mountain range lies between Eggman's home base of Metropolis and the rebuilt Station Square; although not nearly as large as the city that it once was, a number of the survivors of Perfect Chaos's flooding of the city have gathered here to recreate their home. Although the pass is the most obvious way of reaching Metropolis, Eggman also built a secret tunnel for covert entrances and exits. Blue Ridge Zone is located on a separate land mass from the previous locations.

5 – Metropolis:
A city designed by and created by Eggman and his robots; despite his death, it is still full of hostile machinery. When Sonic and co. defeated Eggman, they also crashed the latest version of the Egg Carrier into Metropolis, which reduced the city to ruins—although not *nonfunctional* ruins, as with effort parts of it could be put to use once again. However, with the Nocturnus's command of technology, it will be simple for them to make the robots avoid the main base they will set up here. In roughly two years, E-123 Omega will make an attack run into this city, believing that Eggman is still alive and desiring to kill him with his own mechanical claws; however, while he is right that Eggman lives, he was not prepared to face the Nocturnus, and will be temporarily deactivated.

6 – Twilight Cage Colonies:
The Nocturnus were by no means the first civilization to have become dangerous enough for Argus to lock them away in his hidden dimension. The Zoah, the N'rrgal, the Voxai, and the Kron all have planetoids there that they reside on. Although the environment of the Twilight Cage resembles space, its atmosphere is breathable. You may be present in any of the non-echidna species' colonies that you desire, including both the Alpha and Beta Voxai colonies. But you might want a good excuse for being there depending on your own species…

7 – Nocturne:
Nocturne was the capital of the Nocturnus civilization, and the entire city and its lands were sucked up through the void into the Twilight Cage during the Argus Event. Heavily populated by echidna and martial Gizoids, it is possibly the most dangerous place in the Twilight Cage, as the echidna were able to conquer the other species by force during the few years of their stay. Despite 4,000 years passing in the main universe, in this dimension it has only been a matter of years, and that was still all the Nocturnus clan needed.

8 – Free Choice:
You may begin anywhere in this version of the Sonic universe that you like.

ORIGINS

Who are you here? You can be a drop-in if you like, but otherwise you will have a history here to suit the origin you pick. You can be of any age you like appropriate to your species, and may freely pick your sex and gender.

Hero:
The world isn't going to save itself! People keep wanting to take what isn't theirs, and hurt people in the doing; it's your purpose to keep the world safe for people who can't protect themselves. Until recently, the biggest threat you had to protect people from was Dr. Eggman, but maybe you can take a rest now that he's supposedly gone? A vacation would sound nice, right?

Leader:
Maybe you lead a small team of people, or perhaps you're the ruler of a larger group than that; the point is, you've been put in charge of people, and their safety is your responsibility… or are they just tools to ensure your supremacy?

Innocent:
You don't really care about all this complicated stuff about saving the world. You just want to enjoy yourself and do the things you like to do.

(Ex-)Villain:

You might have done terrible things before, but you're reformed now. "Reformed" might deserve quotation marks, depending on who you are… or maybe, like Ix, you just don't consider yourself to be evil at all?

SPECIES

What are you in this world? Besides the variety of sapient species on Sonic's world, a few unique races have been pulled into the Twilight Cage over the ages that are also possibilities for you. Your choice becomes an alt-form once the jump is complete. If you're a robot, deactivation won't "kill" you—but destruction will, so watch out.

Human (+100 CP):
You are a plain, normal human. They make up a good portion of the world's population.

Anthropomorphic Animal (Free):
You are some manner of humanoid animal, perhaps with features that aren't normally found in nature, such as having two tails. You have an expressive face capable of showing emotions that are clearly understandable to a human, and in behavior have more in common with people than animals. You could be a crocodile, a fox, a chameleon, a hedgehog, or even join Knuckles as one of the "last" echidnas. Regardless, you're about the same size as a human being, if a bit shorter. However, your physical abilities are superior to what you can find from a human being.

For **-100 CP**, you can instead be the size of Big the Cat, towering over other people… although you don't need to have his, ahem, *girth*. Still, your mass alone makes you a great threat and a powerful opponent.

Badnik (Free):
You are one of Eggman's robots, and are easily capable of defeating a normal human in a fight. You have some form of weaponry equipped to your form; perhaps you have incredible strength to rip your enemies apart, maybe you have a built-in gatling gun, or you could emit lethal lasers. Unlike many of Eggman's robots, you do not have a small living creature inside of you being harvested for bioenergy; you are instead fueled by the power of Jumpchain.

Kron (-300 CP):
You are one of the Kron, a massive species made of living rock formed around a differently-colored stony core. Normal attacks barely scratch you even if they come from someone strong enough to break boulders, and your strength is something out of legend. Your people were once conquerors, but after being imprisoned in the Twilight Cage, your leader experienced slavery at the hands of Ix, and he realized that he must be better than that. Your midsection has a cavity containing a special, especially-heavy orb, which you can remove to use as a large bashing weapon, one requiring two hands to use even for you.

As a being of stone, you do not need to eat or rest, and barely age.

N'rrgal (-300 CP):
You are one of the N'rrgal, a race of slimy slug-like beings that emerge from spawning pools. Although you have your own personality, members of your species are all connected in a hive mind led by your queen—who isn't a physical being so much as a consciousness that forms from an amalgamation of lesser N'rrgal who gather to form a body for her.

For the listed price, you are a N'rrgal Drone; you're a bit smaller than, say, Sonic the Hedgehog. For an additional **-100 CP**, you can be a N'rrgal Warrior, significantly larger and more powerful.

As a N'rrgal, you survive by consuming energy. On your colony planetoid this is easy, as beams of electricity form all over the place; however, when you encounter machinery or energy fields, you are able to drain them to fuel yourself without being harmed. Furthermore, you are able to spit caustic slime as a weapon. Last, but certainly not least, is the fact that you possess a truly absurd healing factor. As long as you aren't dead, you will return to full health in mere seconds.

Normally, as a N'rrgal you could amalgamate with others of your species to form a larger, more powerful form; you, however, are incapable of this act (as you are a true individual, you can't afford to lose your individuality in such a fashion).

The N'rrgal are in an endless war with the Zoah, which Ix has done his best to ensure continues unabated by providing both sides with weapons.

Zoah (-300 CP):
You are a four-meter-tall species formed from living, energized crystals, and your body is supplemented by a coating of armor. You have incredible natural strength and potent defenses. You have limited control over your crystalline structure; you can form spikes, fire shards of yourself, and produce ranged energy blasts that home in on your opponents.

Your people are locked in war with the N'rrgal after you attempted to conquer them long ago, but failed due to their energy-eating and healing abilities despite your greater offensive power.

Voxai (-300 CP):
A flying, manta ray-esque species, the Voxai consist of distinct individuals connected by the Overmind, which has long given your people gentle suggestions and guidance on how to most effectively and harmoniously live your lives. In a couple of years, however, the Overmind will be provided with a Chaos Emerald, and they will go mad with power and outright dominate the wills of those who trusted them. It will be possible to be an "outermind" and hide from the Overmind's influence, like Thebes did, but it will be difficult.

The Voxai are unique of the species in the Twilight Cage in that they have not been conquered by the Nocturnus; this is because every Voxai is a potent psychic, with powerful telepathic and telekinetic abilities. They can read minds effortlessly, mentally attack enemies, and form blades of psychic poison along their wings to give them melee abilities.

However, for an additional **-300 CP**, you can be one of the larger Overminds, with incredible psychic powers allowing you to feel and contact an entire species at once, parts of your mind especially able to give guidance to them all individually without detracting from your ability to focus on the task at hand. With dedicated focus, you can even take over the minds of others and dominate them, although this would be quite difficult without the effect of some sort of amplification device like a Chaos Emerald.

Gizoid (-300 CP):
Created by the Nocturnus tribe, the Gizoids are robots capable of duplicating any skill upon seeing it or having it used on them, modifying their body to make the technique possible. By default, you are a "normal" Gizoid, only able to copy techniques and a limited degree of ability needed to make those powers work. For instance, you aren't advanced enough to just duplicate Shadow's Chaos Control or Sonic's speed, but you might copy the life-absorbing techniques of Shade or the ability to apply specific "debuffs" to special attacks.

For another **-100 CP**, you can be a Gizoid Guardian or Prefect; your copying power is not increased, but you are significantly more powerful than the default Gizoid. You also gain a special ability of some sort; perhaps you can manipulate water or fire, for instance.

For an extra **-300 CP** (potentially in addition to the previous purchase), you can be a Gizoid Centurion; your body emits a sonic field that, unless the enemy can somehow interfere with it, makes you virtually immune to damage. Not completely immune; death by a thousand cuts can wear you down, but even the strongest attacks won't more than scratch you.

But if you instead pay **-700 CP** on top of the base price, you will be on the same level as the peak example of Gizoid design, the Gizoid who eventually took the name "Emerl". Emerl was capable of copying Sonic's speed, Knuckle's strength, and Shadow's ability to use Chaos Control. He could absorb weapons, and reproduce them and their powers at will (so long as that weapon is less powerful than he was, at least). Any power you perceive or that is used upon you, you will now be able to modify your hardware and software to reproduce that ability. Emerl was said to be strong enough to destroy the world, and that's a claim you can make, as well.

PERKS

Perks are discounted by 50% towards their respective origin; 100 CP perks are instead free for their origin.

General Perks

Common Language (Free):
The Nocturnus are the most recent additions to the Twilight Cage, but have been there for 4,000 years; despite this, modern people can still communicate with them and the other, completely alien races of the Cage without difficulty. By taking this perk, you can spread this to other worlds; language barriers between speaking peoples just don't exist.

Class (Free):
All the "main characters" of this world fall into certain archetypes of combat. Choose which role you wish to play in combat, and you will gain special benefits.

> **Power**:
> Focused on forward assaults, this class grants you a bonus to the damage you inflict, and you gain extensive training in the fine art of inflicting violence upon others.
>
> **Shifter**:
> You balance attacking the enemy with supporting your allies. If you try to provide healing or a buff to an ally in the middle of combat, your actions will not interfere with either your or their attempts to maneuver and protect themselves.
>
> **Support**:
> Sure, you don't necessarily do much direct fighting, but your role in supporting your allies is the only reason they're still alive—just as Cream. The energy cost of using your abilities is reduced, and when you have the ability to recover your lost energy, it is restored at a boosted rate.

POW Moves (Free):
Everyone in this world capable of fighting seems to have "special attacks" of their own. In appearance, these can sometimes be very simple—just a normal attack with extra wind-up—or they can be quite advanced in function, such as calling down a missile bombardment from nowhere or utilizing abilities such as Chaos Spear. It uses up your supply of personal energy to use these techniques, but they can be rather spectacular.

What makes these POW Attacks special is the unique qualities they can apply. For instance, your attack might just look like a spinning kick, but it can apply “debuffs” to your enemy—make them move slower, make them inflict weaker attacks, impede their aim, weaken their defenses—that sort of thing. Alternatively, they could always hit the enemy, could pierce any defense, inflict elemental damage, hit all enemies facing you, steal an item, paralyze an enemy, cause you to regenerate health by inflicting damage, cause poison damage, instantly defeat a single “common” enemy, or even simply inflict more damage than they would otherwise. They don’t have to be offensive, either; you could heal your allies, apply energy or health regeneration, restore lost energy, or apply “buffs” to your friends.

You gain three POW Moves to start with. You can apply 3 of the aforementioned qualities to a single move; restoring health/energy, applying a buff, or paralyzing an enemy counts as 2 qualities, while the insta-defeat ability is worth 3 qualities. You can apply the damage increasing quality multiple times for more damage. Alternatively, you can remove the ability to do damage at all from your POW Move in order to gain an additional quality you can apply to your move.

Experience Points (Free):
As you fight enemies and complete quests, you will gradually grow in experience, which will cause you to gain levels. Gaining levels will result in your stats increasing; this is done automatically, but you can also influence this growth by focusing on a single part of yourself you’d like to be increased, which will occur in addition to the default growth across the board.

But what’s really special is the interaction with POW Moves; you gain Special Attack Points with each level up. These can be spent on POW Moves you possess in order to increase their level—this doesn’t add new features, but instead boosts their existing effectiveness (unlike the game, you are not limited in how many times you can level up a move). However, you can also expend these Special Attack Points in order to gain brand new POW Moves; you will gain new POW Moves to purchase as you gain new abilities and go to new worlds.

Furthermore, you will also be able to purchase Team POW Moves; by performing a move in combination with an ally, you can increase its potential twice over for every ally who participates in the move. Team POW Moves are selected

individually for each combination; however, if you pick a POW Move that is used with an ally who is unique to a given Jump and won't travel with you to a new one, any Special Attack Points you spent on the POW Move will be refunded at the end of the jump. For every team member who is required to perform a Team POW Move, you may add an additional quality to the technique.

Movement Ability (Varies):
There are a variety of abilities in this setting that improve your ability to roam freely and safely—some of which you might not normally consider a "movement" ability. They each have their own prices, but you freely receive **+400 CP** with which to spend on sub-options for this perk. However, like Dr. Eggman, you can reduce this to **+100 CP** to spend anywhere in this document in exchange for not taking any Movement Abilities whatsoever.

> **Fly (-100 CP)**:
> Now, this isn't unlimited flight, but don't underestimate the potential of having a few moments of air time. You can fly at your running speed for about 10 seconds at a time; alternatively, you can for any distance, but have no ability to provide lift of your own accord, and will slowly lose altitude. The amount of weight you are carrying does not impede your ability to fly/glide, as long as it is an amount you can lift unaided.
>
> For a second purchase, you will now be able to fly for about two minutes at a time.
>
> For a final purchase, you can fly for the same length of time that you can maintain a sprint, or for five minutes (whichever is longer).
>
> **Invulnerable (-100 CP)**:
> Not something you'd normally consider a "movement ability", right? But there are a number of hazards in this world that can inhibit your ability to move freely. But this isn't quite an immunity to damage. For one purchase, you have the ability to ignore environmental hazards that are dangerous, but wouldn't directly damage you, such as poisonous fog.

For an additional **-100 CP**, you're immune to environmental effects that would be directly damaging, such as the streams of energy that are native to the colony world of the N'rrgal.

For another **-300 CP** on top of that, you become outright invulnerable to injury outside of a combat-based situation.

Climb (-100 CP):
Like the echidnas of this world, you have the special ability to climb completely vertical surfaces.

Dash (-200 CP):
You can't have a Sonic game without the ability to go fast, right? With this purchase, your running ability gets a major boost—you aren't going to go the speed of sound, but you could easily run about 100 mph.

But many movement abilities in this game have levels, so you aren't restricted to that speed. You may purchase this option a second time, to gain the ability to run at roughly 400 mph.

For a third purchase, you're roughly as fast as Sonic the Hedgehog himself. Now, this is one of his slower incarnations, so you'll only be running at a bit above the speed of sound, but don't underestimate how useful that can be in a world with as many ramps and loops as this world features.

Finally, regardless of your purchase tier, you will get Sonic's signature ability to roll up into a ball and spin at up to your rolling speed, which can do some pretty hefty damage if you hit someone going fast enough. Additionally, any impacts you make while moving at up to your running speed will always be safe for you, and you will never suffer from friction nor will you damage yourself impacting an enemy.

Smash (-200 CP):
There are plenty of blocks that will interfere with your ability to travel around freely. For one purchase, you're strong enough to destroy a solid block of wood that is about as large in every dimension as you are tall.

For two purchases, you're strong enough to break a stone block of the same size.

For three purchases, you've become mighty to the point that you could break a block of solid steel with the same dimensions as the previous blocks.

For all three purchases, you are protected from damaging yourself as a result of your strength or attempts to destroy something—smashing a steel block with your fists won't hurt you, for instance.

Stealth (-300 CP):
Like certain characters, you have the ability to turn yourself invisible, letting you sneak around without alerting enemies—or activating machinery triggered by line of sight, such as the Zoah's turrets. However, you can only remain invisible for a short period of time—about thirty seconds or so.

Teleport (-300 CP):
You have achieved the power to transport yourself through space. You are limited to distances within what you could run in 5 seconds, and need to have line of sight to wherever you're going… but this could let you move through transparent barriers or cross gaps easily. You don't actually need to be looking where you go, you just need to be *able* to see it; if you fell down, for instance, you could teleport back to where you were standing a moment ago.

We Move as One (-100 CP):
[Requires **Movement Ability**, or equivalent abilities from prior jumps]
Some things aren't well explained in this game. How does Tails manage to fly while carrying three other people (possibly more, considering that people who aren't in your party can still comment during conversations)? How does Sonic run so fast when he has Big the Cat, Omega the towering robot, and a six-year-old child like Cream on his team? How does Rouge stealth the entire team, when half of them couldn't be sneaky if their life depended on it? How does Big's immunity to poison somehow transfer to his allies?

Perhaps it doesn't matter how they did it—what matters is that now you can do something similar. When you use a **Movement Ability** (or power with similar qualities from a previous jump), you may treat your nearby allies as if they had used the same perk/power, as well. For instance, if you activated this perk rolled off a ramp at high speed, soaring over the land, when you arrived on the other side you would find that your allies came along with you. The didn't actually move under the effects of **Dash**, they just arrived with you *as if* they had. If you teleported through a wall, your allies could come with you. If you flew to a hard-to-reach place, your friends could accompany you. If you walked through beams of electricity, your friends would appear by your side on the other side of the beam, completely unscathed as though they benefited from your **Invulnerability**.

This doesn't apply in combat situations, though. Sorry about that.

Ambush (-200 CP):
When you catch an enemy by surprise, there is nothing they can do to resist you. For the first couple of moments of combat, should you catch your enemy unawares, they will be completely unable to take action against you. Even a robot, which should respond instantly to a perceived threat, will spend a moment in dumbfounded shock at your assault.

Like a Shadow (-200 CP):
Sometimes, you can only take a small group of your allies with you. But that's no reason for those of your allies who are "in reserve" to sit around twiddling their thumbs. Just like Shadow the Hedgehog dashed around behind the scenes in the Twilight Cage doing his best to fight against Ix, so too do your "inactive" friends manage to find ways to contribute to your cause. This might consist of them doing work crafting tools for you to use, or they might carry out covert missions in the background that wind up being beneficial to you.

But even those allies you don't bring with you into the field will find a way to help.

Throw Open the Cage (-200 CP):
In the intended sequel, Argus would arrive, and Eggman and Sonic would ally to fight against him, with the result being Eggman firing Super Sonic out of a giant gun as a bullet to weaken Argus. This would result in the Twilight Cage being broken, unleashing all the species the evil god had captured within.

Whenever you inflict a particularly damaging blow onto an enemy, it will negate one continuous effect that they are maintaining or that effects their person. For instance, when Argus was injured, it emptied the Twilight Cage, but you could also end a powerful buff boosting one of your enemies, deny a god the right to grant spells to their worshippers, or cancel out an aura ability of whoever you're injuring, amongst other effects.

Viva la Revolución (-300 CP):
While Sonic and friends were in the Twilight Cage defeating Ix, Eggman had the world all to himself—and since time passes differently inside the cage and outside of it, he had years to conquer the planet and prepare for Sonic's arrival. The second, unmade game was intended to be spent fighting against Eggman's control and freeing the oppressed populace to form a multinational army to fight to overthrow their egg-shaped dictator… well, until the cosmic god Argus would arrive and throw all those plans out the window.

You make for an outstanding revolutionary. Not only are you luckier when it comes to evading the authorities, but you are a passionate speechmaker capable of moving the hearts of even the most jaded and pessimistic people. You can inspire people who have given up on life and freedom to fight for their future—and what's more, you have a spectacularly easy time finding weapons to arm your new allies with.

It seems that there's always a weapons depot you can raid somewhere in the vicinity, which is never guarded as well as it should be… or something along those lines. Maybe there'll be a retired weaponsmith amongst the people you liberate, or maybe the people you inspire are the same people working in factories to create weapons for robots; regardless, you'll never find yourself inspiring people to revolution, just for them to be killed because they were under-armed for such an uprising.

Oracle God's Gift (-300 CP):
Long ago, Argus heard from a prophetic deity that he would meet his death at the hands of a mortal, inspiring him to capture mortal civilizations in his Twilight Cage. But this was a lie, intended to gather up powerful civilizations so that when they

inevitably broke out, there would be a force strong enough to kill Argus gathered by his own hands… er, tentacles.

Not only have you been gifted with the ability to foresee the future by this same god, but you are now highly gifted in manipulation, especially when you lie about what you see in the future. People are inclined to believe you—both your true prophecies and those you lie about—allowing you to better manipulate them to achieve your goals.

The future is mutable, however—simply knowing it can change it, so while an invaluable tool, be sure not to assume that just because you saw the future, everything that happens will lead to the same result no matter what you do. Your actions have an effect on the world, after all.

Group Leveling (-400 CP):
One good thing about *Sonic Chronicles* is that you didn't have to worry about individually leveling every party member; sure, different characters leveled at different rates, but your entire party shared a single XP stat, and any new characters added to your party were brought up to the same XP as you.

You now carry this with you into new worlds. Whenever you gain something like "experience points", all of your companions will also gain experience. When you grow in power, all of your companions grow in power. This doesn't mean you'll get the same abilities or powers, but you'll have the same power *level*. And should one of your companions grow stronger than you are, you will be pulled along to the same tier as they.

The World's Greatest Scientific Mind (-600 CP):
You are a genius beyond what the pitiful fools of this world could ever hope to imagine! Indeed, your only intellectual equal is none other than Dr. Eggman himself… although perhaps that fox Tails comes close. Your mental capacity is staggering, allowing you to design advanced weaponry and robots in moments, create advanced plans for world domination, and develop schemes in a multitude of layers—even taking your own potential defeat into account, to ensure you always have a way to escape should the worst come to pass.

You don't have the same technological and scientific understanding as Dr. Eggman, but your brilliance is such that you could catch up to his prowess in time—and a very short amount of time, at that—and could even design your own machinery along the same principles as he.

What's more, you will find that it is very easy for you to decipher technology and turn it to your desires, even if that technology is even more advanced than your own. Tails was able to look at disabled Gizoids, and use that knowledge to construct a device that disabled that model's field of invulnerability—over the course of an ally having one single battle against that type of robot. This sort of feat is easily replicable by you.

Let the world stand in awe of your brilliance, Dr. Jumper!

HERO PERKS

"Knuckles won't rescue himself" (-100 CP):
As a matter of fact, he will—and so can you, when you get into a pickle. As long as people are actively attempting to rescue you, your ability to escape from any situation will skyrocket. Part of this is an increase in skill and competency on your part, part of it is luck, and a part of it can just be stupidity on the behalf of your imprisoners. But the closer someone comes to rescuing you, the more able you are to escape on your own.

Lucky in Love (-200 CP):
Amy Rose has historically not been particularly successful in her pursuit of Sonic, but this time around it's entirely possible that she'll actually win his heart. Maybe absence made the heart grow fonder, or maybe pretending like she had a boyfriend actually made him jealous? Who knows—but if you had this perk, you'll be just as lucky.

When you feel affection for someone, circumstances will align to create situations that can evoke the same sort of affection in them. Emphasis on "can"; you will need to take advantage of these situations in order to win their heart, but as long as you earnestly do your best, your love will eventually be requited.

The Unifier (-400 CP):

When Sonic and co. entered the Twilight Cage in pursuit of the Emeralds, they were faced with multiple worlds, which were disunited and ununified due to the machinations of Ix, who not only dominated all the other species in the Cage, but who ensured that they could never work together to oppose him. Sonic defied this, and through his efforts the oppressed races—some of whom mistakenly viewed Ix as a friend rather than their conqueror—would rise up to cast down their tyrant.

This is a trait you share. It is easy for you to find commonalities between fervent enemies, and just as easy for you to make people and societies understand that they have more to gain from working together than fighting each other. This is particularly relevant should you be uniting people to fight against a dictator, as it seems that opportunities to prove the villainy of your enemy and earn the trust of others just fall into your lap.

Just in Time (-600 CP):
You are under attack by an army, and you manage to hold out long enough for backup to arrive. The hole in the enemy's force field is closing, and you just barely manage to slip your ship through before it closes completely. Your enemy tries to capture you in a prison dimension, but you manage to slip through the wormhole just before it destabilizes.

Whenever there is a time limit—be it something you need to accomplish before time runs out, or if you need to run out the clock in a delaying action—you experience preternatural luck and success, and are pretty much always guaranteed to manage to accomplish your task before time runs out (or, if you're trying to run the timer out on purpose, you'll manage to do that, too).

LEADER PERKS

The Hedgehog in Charge (-100 CP):
Once, Sonic was the undisputed head of his team. But then he left for two years, and his friends were forced to learn to get on without him. Knuckles openly challenged Sonic's position as the leader, and even Tails and Amy weren't in opposition to this. But you? No matter how long you're gone, once you return to a previous team or organization, you will be restored to the same position you once held, and will be viewed with the same regard. Even if you left for years, you would still be held up as the leader of your little gang.

You can disable this, in case your previous position happened to be lower than the one you can get now.

Split the Party (-200 CP):
Usually the advice goes the opposite, but sometimes you need to accomplish two objectives at once, and splitting the party is the best idea. Fortunately, you have the guarantee that whatever method of communication you use to maintain contact between your divided party members will never fail, be interrupted, or get intercepted.

Coordination between the parts of your group will be unrealistically effective, and should one part of the team find their progress stymied, it is most likely that the other group will be able to do something from where they are in order to allow the first team to progress unhindered.

Unending Loyalty (-400 CP):
When Ix revealed that he intended to conquer the world once the Nocturnus returned to it, not merely to free his people, the once-loyal Shade turned on him. It would be a shame if the same were to happen to you, would it not? If someone is loyal to you, nothing short of your direct betrayal of them will shake their loyalty to you. Someone who was loyal to you for thinking you only intended the best for your people would still be just as loyal if you were to reveal yourself to be nothing more than a greedy conqueror using your people's future as an excuse to rule.

Might Makes Right (-600 CP):
Well, the Kron have learned that leadership through violence and conquering isn't a good thing, but the Zoah still determine their leadership by military means—and any citizen has the right to Challenge the General, and have a single request granted, no matter what it is.

You may now carry this forth. Whenever you defeat someone and do not kill them, you may issue a single command or make a single request, and they will fulfill it to the best of their power. This can be as short and small as "give us the Chaos Emerald", or as grand in scope as "serve my empire as my loyal subjects". Should the person you defeat be in a position of power, their subordinates will likewise comply with your demand. But nothing prevents them from being

defeated by someone else… and if they didn't serve you willingly, then they might make the same offer to fulfill the wishes of someone else in order to escape their servitude to you.

INNOCENT PERKS

Carefree Days (-100 CP):
No matter how terrible things get, how bleak the future looks, or how great the danger around you, nothing can prevent you from enjoying life. You can still find things to be happy about even when your world is at risk of being conquered, and you can find an upside to every problem that faces you. This doesn't make you blind to danger, risk, or negativity, but it will never prevent you from being able to see the positive side of things.

Go Cheese Go! (-200 CP):
Cream doesn't really do any fighting herself—she's only six years old, after all. Instead, she stands back and supports the party, while Cheese the Chao fights for her.

You have the ability to temporarily offload all of your combat powers and potential onto another being. You still retain any non-damaging "support" abilities, such as powers that buff or debuff, and you are still just as good at protecting yourself or dodging. But all your offensive capabilities (as well as a duplicate of your protective/dodging abilities) will be imbued into your ally or pet, to fight on your behalf. Who- or whatever you empower in this fashion will have your knowledge and skill at combat as well, and follow your directions in combat as long as they don't have a good reason not to.

Untouchable Mind (-400 CP):
Only four characters have proven themselves immune to the mind control of the Chaos Emerald-empowered Voxai Overmind. Sonic, who had a psychically-enhanced Great Emerald and the robot E-123 Omega are two of them. But the innocence of Big the Cat and Cream the Rabbit were such that their psychic powers had no hold over them.

You might not be as innocent as a ditz and a child, but your mind is nonetheless as protected as theirs, if not more so. Mind control and corruption fail to find a grasp

on your mind, and you can easily ward off telepathic attempts to access your thoughts and memories.

Knocked Out (-600 CP):
It's convenient that none of the main characters ever get killed, despite their injuries; even Cream the Rabbit doesn't die when giant rock-monsters bash her with stones or she gets shot with lasers, and she's only an elementary schooler.

From now on, the attacks and offensive abilities of your enemies will only knock you and your allies unconscious, no matter how lethal they reasonably should be or what sort of "instant death" effect they have. Now, you can still be killed normally *after* you're unconscious, but hopefully your still-awaken allies can revive you or get you to safety first.

This also allows you to make any of your own offensive abilities and items non-lethal.

(EX-)VILLAIN

I Have Utterly and Completely Reformed (-100 CP):
When Dr. Eggman told Sonic and the gang that he reformed, they… honestly didn't believe him. But he still had motivation to help save the world, so they worked with him. And with Shade turned against Imperator Ix, she was accepted into the group quite quickly. It would be a shame if it was more difficult for you to team up with the heroes than it was for them, wouldn't it?

It's good for you that you won't have to worry about that. When you say that you've changed sides, altered your loyalties, or switched from good/evil to the other morality, people will believe you. At least, until you do something to prove them wrong. But you'll always get the benefit of the doubt and a second chance.

Very few people will be foolish enough to give you a third chance, so use this opportunity well, alright?

Bonds of Friendship (-200 CP):
When E-123 Omega marched into the ruins of Metropolis in his attempt to find and kill Eggman—and more importantly, did not return—Shadow the Hedgehog

set about investigating his disappearance. He did this from nothing more than the friendship he felt towards his sociopathic robot friend.

Your friends and followers are similarly ready and willing to help you whenever you get into a mess. Should you ever be captured, disabled, or deactivated, any allies you possess will become aware that you are in need of help. It is up to the friendships you have built with them to determine if they will try to save you or not—but if you've been a loyal comrade, it is almost guaranteed that they will do their best to save you.

What's more, you find yourself able to make friends with anyone, regardless of previous allegiances or conflicts—as seen in the burgeoning friendship between Tails and Eggman. Although whether your friendship is honest or a sham… well, that's up to you, isn't it?

A Thief at Heart (-400 CP):
Rouge the Bat might be working with G.U.N., but that doesn't mean that she's any more generous than normal. She's still out for personal gain, and that means stealing anything that catches her eye. Fortunately, your targets always seem to have something for you to steal. It may be a weapon, it may be a health item, it could be food, it could be precious jewels, or it could be money—but it will always be something that would be useful. Not necessarily immediately useful to you, but useful nonetheless… if only for what you could sell it for.

Any given individual is only guaranteed to have something stealable once. Other than that, it's down to whether or not they'd "normally" have anything worth stealing.

Opportunity Awaits (-600 CP):
Just play along. Act the part. Be a good little party member. Help save the world—you live there too, after all, there's no reason for the heroes to suspect you. And, when you help the mighty defenders of the world leave to go fight the enemy that seeks to conquer your world, why… there'd be no one left on the planet to stop you, now would there?

When you play the "good guy" or the "hero", you will find that opportunities will fall into your lap for you to advance your interests. The more that you do "good",

the greater these opportunities will become. And if you did something as grand as helping to save the world, well… it might just provide an opportunity for you to conquer the world yourself.

ITEMS

Items are discounted to their associated Origin by 50%, but 100 CP items are instead rendered free to their Origin. If you already possess a similar item, you can import it into your purchase here, providing the item with all the abilities of your purchase and giving it a new alt-form.

If your item is lost, destroyed, or stolen, it will be returned to you in perfect shape within one week. Any deliberate alterations you make to it will be maintained, however.

As always, these items are only perfect duplicates of the ones you would find in this world (if modified by Jumpchain fiat), and do not replace what the characters in this setting would use or possess themselves.

GENERAL ITEMS

Piko Piko Hammer (-100 CP):
This is an incredibly hard and sturdy hammer, one able to withstand any use you put it to; no matter how strong you are, it will always be able to handle your strength without being damaged. It is lightweight enough to be swung swiftly, and is powerful enough to destroy robots or send enemies flying even if you don't have any form of strength enhancement.

It has the curious property to be able to hit your allies without damaging them, but still increasing their speed and force; for instance, you could use it to whack a rolled up, spinning ally towards an enemy like some sort of violent, hammer-wielding tennis player to inflict incredible damage without putting your friend in danger.

Great Emerald (-400 CP):
You now possess a Great Emerald—a single Chaos Emerald that has been psychically empowered by the will of the Voxai Overmind. A single Great Emerald

was enough to allow the Overmind to psychically dominate almost their entire species at the same time across two different planetoids (although it must be mentioned that they were already capable of psychically *communicating* with their entire species at once even before receiving the Emerald). Using a Great Emerald will drastically boost whatever psychic powers you possess; furthermore, simply possessing the Great Emerald on your person will provide you with a complete immunity to mental control, influence, or domination.

If you also possess the **Chaos Emeralds** item, one of your Chaos Emeralds will be augmented into a Great Emerald, instead of counting as a separate item.

Tech Database (-600 CP):
What you have here is a collection of all of the schematics and technological/scientific principles behind the machinery shown by Eggman, Tails, and the races locked into the Twilight Cage. This fantastic collection of knowledge will allow you to build such devices even in worlds where the local metaphysics doesn't allow for such devices.

Chaos Emeralds (-1000 CP):
You possess the seven Chaos Emeralds—which isn't quite as significant in this setting as it is in many other versions of Sonic's world. Sure, each individual Chaos Emerald possesses effectively infinite chaos energy, but it isn't capable of outputting all of that power at one time. Rather than individually used to accomplish incredible feats in this setting, they are instead a resource to provide power. A single Chaos Emerald can power a high-tech factory, was used as the centerpiece of the Zoah weapon that could destroy the N'rrgal (who possessed their own Emerald to defend themselves against this threat), and one was used by the Voxai Overmind to empower their psychic guidance into outright mental domination of almost their entire species.

But you aren't going to find these versions of the Chaos Emeralds altering reality or destroying stars.

What they can do, however, is empower you—specifically, when using all seven Chaos Emeralds, you have the ability to assume a Super Form, strengthening you to the same degree that the Chaos Emeralds empower Super Sonic, granting you flight and serving as an exponential power increase. That said, you can't maintain

this form indefinitely, and after being used your versions of the Chaos Emeralds will go dormant for several days, preventing consecutive uses.

Master Emerald (-1200 CP):
You are now in possession of the Master Emerald. But don't get too excited, now—it isn't quite as spectacular as you might be used to from other *Sonic* media. Still, it is able to manipulate the Chaos Emeralds, suppressing or amplifying their power. But even on its own, it's still quite potent; the Master Emerald alone possesses as much chaos energy as all seven of the Chaos Emeralds, with power like unto a god, allowing the Nocturnus to rip a wormhole from the Twilight Cage into their home dimension.

It can even be used to achieve a transformation similar to the Super State transformation of the Chaos Emeralds, as seen when Imperator Pir'Oth Ix utilized the power the Master Emerald had sent flowing through the city of Nocturne, letting him fight on almost even terms with Super Sonic.

But it cannot be used to provide such a boost forever; like your version of the Chaos Emeralds, once the Master Emerald has provided this increase, it will cease to function for a few days to recharge.

HERO ITEMS

Restorative Items (-100 CP):
You now have a box full of single-use health- and energy-restoring items. This includes Health Seeds, Health Leaves, Health Roots (which all refill your health in increasing amounts); POW Candies, POW Gums, POW Drinks (which refill your energy in increasing amounts); and Antidotes (which eliminates "debuffs" or "status effects" that may be affecting you). You have about 10 uses of each of these items, which replenish every week.

In addition to those, you also have a single Med Emitter (an alien device which heals a great deal of health to all team members), a single Refresher Wave (an alien device which restores all the energy of all team members), and a single Cure All Spray (which eliminates the ailments of all team members). These also replenish once every week.

The Tornado (-200 CP):

Sonic's trusty biplane… even if Tails is the one who flies it most of the time. It is capable of long-distance flights without refueling, never needs maintenance, and is armed with machine guns and homing missiles. Although its base speed is a mere 280 mph, the booster engine designed by Tails allows it to travel at faster than the speed of sound. Although it only has two seats, it is somehow capable of carrying four times that many people.

If you stand on the wings, you somehow won't fall off, even at maximum speed. Curious how that works.

Oh, and this model of the Tornado doesn't transform, sorry.

Angel Amulet (-400 CP):
This necklace has a limitless and inexhaustible ability to revive the fallen; once every battle, the person wearing this necklace will be revived to consciousness and life should they be either killed or knocked unconscious, their wounds sufficiently stabilized to allow them to function without further injuring themselves. Still, you'll be so fragile a single injury would cause you to abandon consciousness, or even die, so be careful.

This only applies if you are wearing the necklace at the moment you are disabled; you can't place it on the fallen and expect it to work.

The Blue Cyclone (-600 CP):
No, this isn't the transforming plane/walker hybrid used by Tails in a previous adventure. Rather, this is the significantly larger ship designed by Eggman and Tails, equipped with a Dimensional Buffer to allow it to safely travel between dimensions. Now, this doesn't mean you can open wormholes to travel—but if you *did* travel through any sort of dimensional barrier, you have the assurance that you would do so safely. In fact, it is remarkably resilient to any sort of environmental danger, although it possesses no special protection from actual attacks other than thick armor.

The Cyclone was built for speed and defense rather than offense, and does not have any weaponry. However, it can carry a fair-sized crew, and can quickly travel interstellar distances.

It has the special property of being able to crash land while preserving the life and health of everyone on board, no matter how damaged it might be.

LEADER ITEMS

Rings (-100 CP):
You can't be in charge if you don't have the resources to care for your crew! You have a supply of about 10,000 rings, the currency used in the Sonic universe; unlike many versions of this world, being injured doesn't make you drop rings, and they have no capacity to keep you alive. They're just golden currency.

Furthermore, in this and future jumps, you will encounter a bizarre amount of money just left lying around. Just by wandering through the place and picking stuff up, you could gather up a hefty amount of cash.

Communication Wristbands (-200 CP):
Considering that the team often needs to break up to accomplish separate goals in this game, having a means to stay in contact would be useful, yes? You have this tool; although it resembles a wristwatch, it is capable of communicating with any other communications device at any distance, even through interference or dimensional barriers.

What's more, it can be used as a medium to perfectly project sound attacks or frequencies—useful if your ally happens to be fighting an enemy defended by an impenetrable barrier that can only be disabled by a specific sonic frequency.

In addition to this, the Communication Wristband can be used to track the communications from other devices you may encounter.

A wristband is given to you, each of your companions, and each of your followers.

Tools of the Twilight Cage (-400 CP):
You have a collection of tools and accessories belonging to the species that inhabit the Twilight Cage.

From the Kron, you have a hammer made of rock. Besides being an excellent, if slow, weapon, simply having it on your person greatly improves your strength and destructive power.

From the echidnas, you have the Nocturne Blade, a high-tech blade shaped like half a disk with a handle in the middle. Yours doesn't feature the energy-draining abilities of other Nocturnus weapons, but instead is infused with "ultimate martial skill"; simply having it on your person improves your skills in combat tremendously, making you more accurate against even the most evasive of foes.

From the Voxai, you have a teleportation device. It only allows you to perform a short-range teleport every thirty seconds, but simply having it on your person improves your reflexes and allows you to dodge attacks more easily.

From the Zoah, you have an energy shield imbued with the essence of invulnerability. This shield, quite simply, cannot be damaged or destroyed. It resembles a tower shield encased by half of a ring around the middle, with the shield part being composed of pure energy, yet capable of blocking physical attacks. Simply by possessing it on your person, you become more resistant to damage.

Finally, from the N'rrgal, you receive a crate filled with N'rrgal sweat. Which is… uh… useful, somehow? It's either a strong adhesive or a highly effective lubricant. Probably. Look, people pay a lot of money for this stuff, okay? Just having it with you makes you luckier. You don't need the whole crate, just a bit of the stuff on your person will do.

Unfortunately, the effects of these items interfere with each other, so you can only benefit from the benefits of possessing one of these items at a time.

Stronghold (-600 CP):
Every good leader needs a base of operations! This… doesn't actually give you that place. Instead, you can designate any one structure (including a sufficiently large vehicle); this location will count as your "stronghold". While within your stronghold, you and your allies' health and energy will rapidly replenish, and ammunition will be refilled. After only a short rest here, you should be good to go on any adventure, no matter how injured or exhausted you were beforehand.

Now, this won't restore the dead to life, but anything short of that can be quickly fixed. However, if someone engages you in combat inside of your stronghold, this healing/re-energizing aura will be disabled until battle is over.

If you possess **The Blue Cyclone** item, then the Cyclone automatically counts as an "extra" Stronghold.

INNOCENT ITEMS

Chao Egg (-100 CP):
You possess a large purple egg that will, in a matter of minutes, hatch into a Chao. A Chao is a small flying creature that is highly affectionate and malleable in behavior. But you won't find Chao turning into Hero Chao or Dark Chao in this version of the world, no; instead, every Chao emerges from their egg with a unique appearance.

Chao have the ability to bond with someone in order to provide them with a special benefit. This benefit is usually small at first; however, by trading Chao with someone else who has a Chao, you will find your Chao's power growing in effectiveness when you swap back to the Chao you lent out to your friend. This can occur twice before your Chao's ability is at peak potential.

You can only be bonded to a single Chao at a time, but can switch which Chao you're bonded to in only a few moments—don't worry, they don't get upset over this.

For the listed price, you can obtain a Common Chao. For **-200 CP** instead, you can obtain a Rare Chao. If you'd rather raise the price to **-400 CP**, however, you can obtain a Unique Chao. Finally, for **-600 CP**, this can be a powerful Event Chao. All these options are discounted to the Innocent, just in case that wasn't clear.

A Common Chao can provide one of the following abilities:

- Increase your maximum health.
- Increase the damage you do in combat.
- Slightly restore some of your energies every few seconds.
- Increase your accuracy.

- Turn your physical attacks into elemental attacks for a specific element, such as water, ice, earth, lightning, wind, or fire.
- Provide you with an elemental shield that slightly reduces damage from all sources *except* the same element that comprises your shield.
- Increase your evasiveness.
- Increase your maximum levels of energy.
- Increase your luck.
- Slightly restore some of your lost health every few seconds.
- Increase your resistance to damage.

A Rare Chao can provide one of the following abilities:

- Greatly increase your evasiveness.
- Cause enemies you fight in combat to attack you to the exclusion of your allies until you have been defeated.
- Greatly increase your damage in combat.
- Find extra rewards on the bodies of defeated enemies when combat is over.
- Allow you to run faster.
- Greatly increase your luck when it comes to collecting things
- Greatly increase your resistance to damage.
- Slightly restore the energy for your entire team every few seconds.
- Slightly restore the health of your entire team every few seconds.
- Increase your awareness of danger, allowing you to avoid being ambushed.
- Increase the fear your enemies feel for you, and the likelihood that they will free.
- Greatly increase your maximum energy.
- Greatly increase your accuracy.
- Greatly increase your maximum health.
- Increase your stealth abilities, increasing the likelihood that you'll ambush an enemy.

A Unique Chao can provide one of the following abilities:

- Greatly increase the luck of all your allies.
- Increase the "experience" your entire team gains from combat and quest completion.
- Your special attacks will always hit your enemy.

- You are automatically revived once when defeated in combat, albeit with only a portion of your health. This applies even if you die.
- There is a small chance for your ordinary attacks to instantly knock unconscious or disable any “common” opponent you fight.

An Event Chao can provide one of the following abilities:

- You will automatically avoid “normal” enemy attacks until at least 3 of your allies have been defeated.
- You gain greatly increased resistance to damage, and any injuries inflicted to you or your teammates are evenly split up between everyone in your team.
- You automatically avoid the first 3 attacks directed or way in each minute of combat.
- Gain moderately increased damage in combat, and inflict a random status effect to every enemy that you face.
- Automatically parry “normal” attacks directed at you; only a special attack or “strong” attack can penetrate this effect. Furthermore, you gain a moderately increased boost to damage in combat.

Normally a Chao can’t fight, but if you possess **Go Cheese Go!**, then you can empower a Chao to engage in combat on your behalf.

Froggy (-200 CP):
Alright, maybe this isn’t Froggy himself. But it’s a frog, and it’s your friend, and it tells you things. Not only does it give you the ability to speak to frogs of all stripes, but it also tells you about other frogs. Indeed, it’s safe to bet that after only a week of living with Froggy, you would be able to identify each and every frog in the world by sight. Not the species, but each and every individual frog. You know their behaviors, their personalities, their likes and dislikes, the fun and troubles they’ve been in… it’s really miraculous how Froggy manages to tell you all these things in such a short period of time, and without talking your ear off, at that.

Oh, and you can call upon the mystical connection between all frogs to summon a rain of frogs from the sky, each imbued with the power to inflict terrible damage on every enemy within your sight. Somehow. Also, this doesn’t hurt the frogs in question, and they are banished back home after just a moment.

Immunity Idol (-400 CP):

This small statuette is exactly what someone who wants to live a carefree life needs. There are all sorts of ailments out there that can get you down; illness, sluggishness, poison, being stunned… it can really interfere with your life. Fortunately, you have this little thing. As long as you have it on your person, you will be completely immune to any sort of "status ailment" or "debuff" type of effect.

Chao Garden (-600 CP):
[Requires **Chao Egg**]
You have access to a special interdimensional space that allows you to store a limitless number of "pet"-like creatures, such as your Chao. They will be freely provided for in this place, given food, and will be able to find companionship with each other (even for creatures that would normally predate one another or be hostile or fearful of others). People you invite can enter this place, but they cannot stay here. However, they can bring a pet with them out of this world, such as a Chao. If they bring a Chao out with them with your permission, then they can bond with that Chao.

Speaking of which, from now on, you will find purple Chao eggs in every setting that you go to, periodically scattered about the place. They will have abilities that may be based on the example provided earlier, but are just as likely to have unique powers based on the setting you get them in. These eggs will never hatch until you pick them up, at which point they will disappear into your Chao Garden. The maximum strength of the abilities of the Chao that you can find will be based on the highest level of **Chao Egg** that you purchased.

(EX-)VILLAIN ITEMS

Booster Items (-100 CP):
Never play fair when you can give yourself an advantage! These items all serve to provide you with a temporary increase in your abilities when used or consumed. Clover Juice increases your luck. Iron Tonic increases your durability. Prune Juice increases your combat acuity and accuracy. Psychic Water gives you psychic premonitions for a short time to increase your dodging ability. Rock Salt is a rare earth extract that increases your strength and the damage you can inflict. And Crazy Beans will randomly boost any aspect of you, with no way on your part to influence it. Still, when it's effective, it's really effective.

You receive 10 doses of each of these, which will replenish on a weekly basis.

Beam Cannon (-200 CP):
The ultimate anti-Nocturnus weapon devised by Eggman and Tails; while the former is quite disappointed at its lack of lethality, he still acknowledges it as a superlative weapon against the foe they faced. Attached to an Egg Mobile base, this weapon could be flown as a vehicle, and possessed special properties that made it excessively powerful against the Nocturnus… at the cost of being useless against most other enemies.

See, the Nocturnus are locked in the Twilight Cage. Without something like the Master Emerald, they can't escape. However, they can project themselves back into their home dimension, utilizing Warp Belts that bring "bubbles" of the environment of the Twilight Cage with them, letting them trick the cage into letting them temporarily be free. The Beam Cannon is basically a fancy teleporter, locking onto the coordinates an enemy is "from" and beaming them back where they belong. This doesn't work on an enemy who is physically present, and is entirely useless if you're in the Twilight Cage itself. However, if you're facing an enemy who is projecting themselves elsewhere, or who is some fashion of summon? It is spectacularly effective, capable of sending small armies back home with a single blast.

Nocturnus Uniform (-400 CP):
You are equipped with the high-tech uniform utilized by the Nocturnus. By default, this allows you to augment your melee attacks; not to make them stronger, but to allow them to siphon the energy and life force out of your opponents, restoring your health and reducing their energy stores at the same time. Additionally, whenever you are critically wounded or knocked unconscious, the suit will automatically teleport you to a safe place. You can purchase additional effects for your uniform, as well, although they are not discounted.

For **-100 CP**, you can produce energy spears and launch them at your enemies, inflicting tremendous damage.

For **-100 CP**, given a moment to charge attack you can unleash waves of energy that leech from your opponent in the same fashion that your melee attacks do.

For **-200 CP**, your uniform lets you teleport, as per **Movement Ability (Teleport)**.

For **-200 CP**, you can turn invisible, as per **Movement Ability (Stealth)**.

For **-200 CP**, you can indefinitely fly while in your Nocturnus Uniform.

Power Throne (-600 CP):
The personal seat, vehicle, and weapon of Imperator Ix, when he does not deign to fight with his immense personal strength. This throne is capable of flight, fires powerful energy blasts, and is supported by two Power Pylons, which will periodically repair the Throne if not destroyed. However, the Throne itself also possesses the means to replace destroyed Pylons.

COMPANIONS

Import/Create Companions (Free):
Sonic didn't fight the Nocturnus on his own, and you don't need to either. You may freely import as many companions as you like, or you may create up to nine brand-new companions of your own creation. Regardless of whether they are imported or created, your companions gain 800 CP with which to make their build (in addition to the stipend from **Movement Ability**).

Export Companion (Free):
Is there anyone in this world you would like to bring with you? If so, feel free to take this option. This doesn't guarantee they'll agree, but if you can get someone to say "yes" to accompanying you on your Jumpchain journey, then at the end of your stay here you may bring them along as a companion.

Moxxie the Muskrat (Free):
This anthropomorphic animal has had a harsh life with a lot of personal tragedy, but she pushes through it for the sake of her friends. Not to say she ignores it—she goes to therapy and everything—but in the end, it's her loyalty to her companions that allows her to push herself out of bed in the morning. She isn't quite at the same level of speed as Sonic, but she is fast enough that even the Fastest Thing Alive would have to actually exert himself to stay ahead of her.

Johann the Platypus (Free):

He's an accomplished inventor with a number of patents to his name, but unlike Tails and Eggman, he isn't much involved in the fields of robotics, weaponry, or aeronautics. Instead, he prefers to design for the open ocean. As a marine mammal, water is a big part of his life, but it has always galled him that there's a limit to how deep into the water he can go, and how long he can stay under. Technology can, and has, fixed that, and he's spent years working on ways for people to start building underwater habitats for air-breathers. Still, he's done some adventuring in his time; he's even developed his own teleporter (which safely protects against changes in pressure for those being teleported).

Samwise the Kiwi (Free):
All his life, Sam has had to hear about powerful people getting away with terrible things because nobody stood up to them. Sure, that Sonic guy's been making a difference lately, but Eggman's just an outlier; the real evils of the world occur at the hands of politicians. Samwise is a staunch anarchist, but lacks the self-esteem and courage to actually do any anarchistic things. The most he's done is attend some rallies and protests against inequality. Still, he's been training his body for the eventual uprising against structured society, and if he runs headfirst into a boulder, he's sure to bust it to smithereens. But only if he's screaming while he does it, the screaming is very important.

Brie (Free):
Brie is just a human, like many other humans you might find. But after seeing a rabbit fly through the air by flapping her ears, Brie developed a dream—to achieve flight under her own power. And after years of flapping her arms like an idiot, she finally achieved the miracle of flight. She still looks foolish, but now she looks foolish *in the air*, which she thinks proves all the haters wrong. Her arms are freakishly strong as a result of all her training, making her surprisingly adept at combat once she puts on gauntlets.

Kasugawa the Gibbon (Free):
Kasugawa (or "Kawa-tan", as they like to call themselves in a cutesy voice), is a ninja. Well, that's a bit of an exaggeration. They're someone who desperately admires ninjas, and has spent half of their life putting themselves through what they imagine ninja training regimens would be like. As a result, they're… actually surprisingly skilled. They can practically turn invisible, can move without making a sound, can climb up sheer surfaces, and created a "ninja art" where they turn

their fur as hard and resistant to damage as stone, even becoming immune to poison while they use it. They've never met a real-life ninja before, though, and are beginning to despair of ever meeting the kawaii ninja senpai they *know* is waiting for them somewhere.

DRAWBACKS

Take drawbacks for extra points beyond what you've been allotted, but be careful not to push yourself too far.

Canceled Sequel (0 CP):
Ultimately, *Sonic Chronicles* never got a sequel, although one was planned out. Because the future exists in such an unstable state, it is easy for you to decide just whether the events of the planned sequel will take place or not.

Series Continuity (0 CP):
Have you been to the world of Sonic the Hedgehog before? If you've been to a jump based on Sonic the Hedgehog before, you can carry over the events from past jumps into this world, if you so desire, giving you a past history in this setting built from your own achievements.

Too Tired for Items (+100 CP):
Like the poor woodcutter, you're just too exhausted to be affected by healing and energy replenishment items. Not only are you pretty tired, but you'll also have to look elsewhere to get your recovery effects.

His Name is Dexter (+100 CP):
There's somebody you like, and even have a crush on—maybe even that you love! But instead of trying to honestly win their affection in a sane and healthy manner, you have decided to pretend to have a girl/boyfriend in order to make them jealous. The nonexistence of this "boyfriend" is patently obvious to them, but they'll still respect the boundaries of you being in a relationship. And no matter what, you're going to stick to the bit, and will never admit that your "boyfriend" doesn't exist. Nor will you "break up with him".

Trap Jamming (+100 CP):

When Knuckles and Tails tried to set a trap for the Marauders, all they needed to do was use a device to interfere with Tails' machine and ruin the trap. It looks like they've spread this technology about, because any time you try to set a trap or ambush someone, it's going to fail. Now, this doesn't mean you'll fail in the fight that follows, but the actual attempt to trap or ambush someone will be unsuccessful.

"Aye. A speech impediment it be." (+100 CP):
You've been afflicted with a foul and insidious ailment, in the form of a speech impediment that forces you to speak like a stereotypical pirate every time you open your gob and start making noise. At least the space pirates of the Twilight Cage can empathize?

Treasure Obsessed (+100 CP):
You're… kind of greedy. Like Rouge, your primary motivation in this world is to get rich (or richer) via material wealth. But also like Rouge, your interpretation of "material wealth" is a bit narrow, consisting of money and jewels and similar objects. You don't really appreciate the research value of alien artifacts, for instance.

We All Fall Down (+100 CP):
Missing an attack is a pretty dramatic occurrence in this world, as the inevitable result is falling flat on your back. From now on, whenever you make an attack on an enemy and don't hit them, you will fall over—and so will all of your allies. Note that this only applies to melee attacks, ranged abilities aren't similarly restricted.

Time in the Cage of Argus (+200 CP):
Time passes differently in the Twilight Cage. For the Nocturnus Tribe, they had only been contained for a few years; to the outside world, four thousand years had passed.

The length of your stay in this world is now adjusted to account for this discrepancy. You will experience time passing as though you were in the outside world, but will only leave after 10 years pass in the Twilight Cage. For you, this will mean you're here for… well, it's a little unclear just how long the Nocturnus have been imprisoned from their perspective, so let's say that you will experience the passing of 8 centuries for each year that you're supposed to stay in this setting.

Eggman's Arrogance (+200 CP):
It seems that you're much like Dr. Eggman—not in that you're evil, but in that you're prideful and arrogant. You can't help but exalt yourself in conversation, and hold yourself in the highest regard. Your dialogue is peppered with reference to your own magnificence. Making friends will be hard. Not impossible, but hard.

We're Wasting Time (+200 CP):
You are quite impatient, focused on your goals and wanting to head immediately to the end result. You don't see that success is made of a number of small steps that add up towards progress. You're likely to be dismissive of solutions that don't immediately solve your problems.

Unnaturally Aggressive Animals (+200 CP):
It seems like the Nocturnus set up more emitters than was originally thought. When they arrived, in order to interrupt travel, they set up emitters that produced frequencies that turned the local wildlife hostile. Now, this won't affect every animal—but wild animals? They're going to be unnaturally hostile, and will attack you on sight. This doesn't affect microscopic creatures, or creatures smaller than your hand, but considering how large some of the wild animals around here can grow? This can get pretty dangerous. Or at least, pretty exhausting.

Note that this does not affect anthropomorphic creatures.

He's Gotta Be Dead This Time, Right? (+200 CP):
Whenever you defeat an enemy, you will assume that they will never be a problem again. Perhaps you assume that they'll reform, or maybe that they died. Regardless, you never take the steps needed to ensure that a defeated enemy doesn't become a recurring threat.

That Requires PP, Jumper! (+200 CP):
Sorry about that, Jumper, but it looks like all your special powers require PP to function, like they were POW Moves! You only have a limited store of this energy, so be sure to refill it where you can by acting defensively instead of fighting.

Back to Level 1 (+300 CP):

It looks like Sonic's vacation has had an effect on your own level; you have been reduced to first level, and all of your powers from other jumps are locked away. You need to earn them again by level up if you want to obtain them before the end of this jump.

Old, Run-Down Jumper Tech (+300 CP):
When the Nocturnus arrived, they tried to frame Eggman for their misdeeds by reactivating and using old Eggman tech to cause havoc—which was an alert to the heroes that something was wrong, because Eggman would *never* rely on outdated technology like that.

It seems like all you have left to use, though, is old and decrepit versions of your items and technology. No matter what of your items from past jumps you try to use, you now only have an older, frailer, less effective version of it. Don't worry, you'll get your original gear back once the jump is over, but can you handle using inferior tech for that long?

Rather Stupid (+300 CP):
You share something in common with Big the Cat; you're… uh, sort of dumb. You don't necessarily speak almost exclusively in non-sequiturs, but you're slow to pick out when something's wrong, are never aware of the mood of conversation, and are quite uneducated. Unlike Big, this does not give you protection from mind control.

You're Not the Leader Anymore (+300 CP):
Sonic the Hedgehog took a vacation for two years, and in the interim his team moved on without him. Knuckles the Echidna in particular took offense to the idea that Sonic could just waltz back in and take charge again. Now you face something similar, because nobody will ever accept you being in charge of a group, regardless of how important or minor the group is. You can't be the leader anymore. This doesn't mean people won't listen to you, or will dislike you—but they won't take orders from you.

"I knew it! He's gonna betray us!" (+300 CP):
When Sonic spotted Knuckles talking with Ix, he immediately assumed Knuckles was going to betray them—and apparently had assumed as much for a while. And now, it seems like Sonic has jumped to the same conclusion about you—except

unlike Knuckles, Sonic doesn't have a reason not to try to spin-dash you in the face. You're going to be opposed at every turn by Sonic and his allies (who all leapt to the same conclusion), and you'll never be able to convince them that you're not a terrible threat.

The Punishment of Pachacamac (+300 CP):
Once, there were two great and ancient tribes of echidnas. The first tribe, known as the Knuckles Tribe from which the "last" surviving echidna took his name, was destroyed by Chaos itself as punishment for their wrongdoings. For some reason, Chaos holds you to blame for the actions of Pachacamac, and has returned specifically to destroy you. To begin with, it will only appear in its first, weakest form. But it will survive any attempts to destroy it, and it *will* gradually absorb the negative energy from the Chaos Emeralds to evolve into new and stronger forms. Eventually, it will assume the form of Perfect Chaos, a being so powerful that only someone at least as powerful as Super Sonic would be able to defeat it.

The Will of Argus (+600 CP):
Long ago, the evil god Argus consulted a deity of prophecy, as was warned that he would one day be defeated by a mortal. As a result, he gathered the most powerful mortal civilizations he could find and imprisoned them in the Twilight Cage.

But now, it appears that there has been a change in history—apparently, he was told that a mortal *and a Jumper* would be the ones to kill him, and when he shows up in two years, he will take no chances. He doesn't want to stick you in his prison, he wants to slay you.

Argus is an immensely powerful deity, so great in stature that it took the combined forces of all the species locked away in the Twilight Cage to defeat him, along with Sonic's allies, the armies of an Eggman who successfully conquered the world, the Chaos Emeralds, and the Master Emerald. His tentacles alone are large enough to descend from space to the earth below, and his powers are great enough to rip cities and civilizations from the earth to carry them into space, where he locked them through dimensions into the nigh-inescapable prison realm he created.

ENDING

Your time in this world has come to a close. Hopefully everything ended in a way that you found satisfactory. Regardless, your drawbacks disappear, and it is time for you to make a choice.

Stay in this world.
Go back home.
Continue the Chain.

NOTES

Yeah, I sort of gave Invulnerable more uses than you see in the game, but there isn't any real difference between level 2 Invulnerability and level 3, other than the size of the electric barriers you can walk through.

Changelog:

- Version 1.0
    - Spelling and grammar corrections
- Version 0.5
    - Created jump