SONIC ADVENTURE 2

LIVE AND LEARN

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Welcome to Sonic Adventure 2! Well this is a bit of a problem it seem like Sonic has been arrested for a crime and Eggman has found something. There is sure to be trouble ahead so take these

2000 SONIC TEAM POINTS

Hmm? Want to know why you are getting double the amount of usual budget? Well two reasons: 1) I think it's appropriate seeing this is a sequel to Sonic Adventure 1. 2) there are two categories of Origins in this jump. Alignment (Hero or Dark) and Style (Speed, Shooter, Treasure Hunter). That's not all though some perks will only have a discount if have the same style and alignment listed

ALIGNMENT:

Hero



You have chosen to side with Sonic, Tails, Knuckles, and Amy.

Dark



You have chosen to side with Eggman, Shadow, and Rouge.

STYLE:

High Speed: Running around at the speed sound. Got places to go. Gotta follow the rainbow! You are fast running type. Your species is hedgehog

Shooter: Ready Aim Fire! Fire missiles, Fire Rockets, Fire power laser. You get the idea. You are marksman and a mech pilot. Your species is either fox or human

Treasure Hunter: There are so many shiny things that are just waiting to be taken. Let that be discovered in some ruins or stolen from someone else you how to get the shinies.

LOCATIONS

Roll 1d5 to see where you end up or pay 50cp to choose for yourself.

1. Station Square: A large metropolis and was the main location of the previous game
2. Pyramids: A group of pyramids that hide Eggman's base.
3. Prison Island: A large island that is a military base and a prison. Sonic Ends up here later on
4. The Ark: A large space station that was originally used for research it seem abandoned now.
5. Free choice

PERKS



GENERAL PERKS

Cool Tunes (50 SP): You have your own theme song and the soundtrack of Sonic Adventure will play whenever you want it.

Singing Skills (50 SP): You know how to carry a tune and sing. But more importantly you can sing good. How good? Well, you're singing is on par with Crush 40

Boarding skills (50 SP): You know the ins and outs to Snowboarding. However, this also means you can snow board over any surface. Snow, Sand, even metal. As long as you are on a snowboard.

Chao Caretaker (50 SP): Chao are baby like creatures that require loads of love and care. You know how to take care of these creatures.

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

Small Animal Assimilation (200 SP): There are these small creatures called Small Animals. They can be used to generate energy to power machines but Chao can absorb that energy to undergo a metamorphosis that causes them to obtain the traits of these creatures and in doing so improve their abilities in running, swimming, flying, and power. By eating fruit, they increase their stamina. This ability is now yours. On command you can take the essence of a defeated enemy and absorbing it will grant you traits from that enemy and improvement to your abilities in running, swimming, flying and power. For this jump is it is exclusively small animals. Afterward it will be things like a power core or some blood. But don't expect a grand improvement over all.

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

ALIGNMENT PERKS



HERO

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

Never Fear (200 SP, Discount for Hero): You have this vibe to you. To complete strangers you are seen as not a threat. To those who have heard of you in passing, you're a friendly face. You get the idea you will not be seen as enemy or villain unless you go out of your way to hostile or villainous acts. In addition, this perk can be toggled on and off at your leisure.

Just in Time (400 SP, Discount for Hero): You have this strange tendency to arrive on the scene when you are most needed. You have this intuition on where your friends are when they are in trouble, and fate seems to be helping you to get there in time. However, don't dilly dally if you take too long the effects of this perk will fade. This will also make you good at teamwork.

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



DARK

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

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

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

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


SONIC
ADVENTURE 2

STYLE PERKS



HIGH SPEED

Grinding (100 SP, Free for High Speed): The newest addition to the Sonic Games: Grinding. Normally you would need a skateboard or something similar to grind. But with this perk all you need to do is jump on a rail and your off! Just don't fall Jumper.

Homing Attack (200 SP, Discount for High Speed): When you jump you can turn into a ball that does damage to any that comes contact with it. That's not you can do an aerial attack called a homing attack. This attack allows you to launch yourself at a target while in the air and in ball form.

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

Chaos Control (600 SP, Discount for High Speed): This ability is strange. With this you gain access to the teleporting ability that is known as Chaos Control. It can also stop time for about 5 seconds. Normally you need a Chaos Emerald to use this ability but seeing you are willing to pay to get, you get a version that doesn't need an emerald.



SHOOTER

Marksman Reflexes (100 SP, Free for Shooter): Whether on foot or in a mech you need to have good reflexes and reactions. You have these things. You can react within a fraction of a second to a sudden twitch that an opponent makes and be able shot them down quick before they can even react.

Computer Wiz (200 SP, Discount for Shooter): Programing, Hacking, it all the same to you. You know the ins and outs of a computers

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

Mech Pilot (600 SP, Discount for Shooter): Well here's the capstone for the origin. You know how to pilot a Mech or rather ALL THE MECHS! It doesn't matter whether it's styled to be like piloting a plane or something like neuro uplink; you know to operate it. That's not all somehow you can hold onto pullies with your bare hands and not be encumbered by the weight of your mech as long as you are still riding it. You can also cause it to jump up and down in excitement while your hands are in the air in victory.



TREASURE HUNTER

Fighting Skills (100 SP, Free for Treasure Hunter): This perk grants the strength to punch through robots and cause tremors that will throw your opponents off balance. You are skilled in a martial art that either prioritize on punching or kicking. You are gonna get into a scuffle while hunting treasure after all.

Wall Climbing (200 SP, Discount for Treasure Hunter): Similar to a certain superhero you can cling to walls and climb on walls. However, you cannot hang from the ceiling, you can only cling to walls.

Natural Swimmer (400 SP, Discount for Treasure Hunter): Wait a minute. Swimming? Yes, believe it or not. There are a few characters that can swim. But this perk also includes the skills to swim underwater as well as on top of water. However, you won't be able to breath underwater. But hey this can be useful, especially in a SONIC setting where water is big obstacle.

Treasure Hunter Instinct (600 SP, Discount for Treasure Hunter): While looking for something you'll receive some hints, via voice in your head. It won't give you the exact location but it will help point you to the right direction, also you have a sort of mental radar that tells how close you are to the object that you are looking for.



COMBO PERKS

Combo perks a different from the others. You can only purchase them if you are the same alignment and Style as the ones listed. These perks do not have discounts.

HERO + SPEED

Wind Manipulation (200 SP): With enough energy you can control the flow of the wind. With even more you can use Sonic's Sonic Wind to attack your enemys with a blue razor wind attack

Power of Love (200): Love can be a powerful thing. Especially when Amy uses it. With enough energy she can manifest the power of love into something called Storming Hearts. A devastating barrage of razor-sharp hearts. This power is now yours.

There's no way you can do that with a fake emerald! (200 SP): The way Sonic was able to escape his death while being stuck in the escape pod was interesting. And Shadow is right. There should be NO way that Sonic could use Chaos Control with a fake emerald and yet he did. Hell what if he can do that with other stuff? Like he's able to use Saber's Excalibur Attack with Caliburn or Do some the crazy stuff that Dante can do with regular weapons? Well Maybe not Sonic but you, You can. You can mimic some crazy attack or abilities as long as you have a "Close Enough" Substitute for the items required.



HERO + SHOOTER

Transformation Tech Expert (200 SP): Well Genius Inventor delves into transformation technology. This perk makes you a master at it. You take plane give it a jet mode, walker mode, car mode, or battle armor mode. The only limitation is your creativity…and your resources of course.

How are you driving that? (200 SP): The Chao should not be able to drive a robot. Yet, there is the Chao Walker a Mech created by Tails that is being piloted by a Chao. Which hard due to the lack of fingers…and the fact they're basically young children mentally. You also have this strange ability of being able to operate a vehicle despite your limitation.

Just Like The Original Emerald (200 SP): The plan that the heroes came up with to stop Dr. Eggman was to use a fake emerald to cause the eclipse cannon to blow up. But the fact Tails was able to create a fake Chaos Emerald is impressive. You too have this ability, to create a near perfect duplicate of an item, no matter what it is.



HERO + TREASURE HUNTER

Lightning Manipulation (200 SP): With enough energy you can summon lighting from above to strike you enemies.

Spiritual Guide (200 SP): You are connected the earth in ways that most druids would be envy you for. You call upon the energies of nature to aid you and your allies. However you can only use these powers for good. Those abilities include blinding your foes with a flash of light. Telepathy, and a strange connection to the Chao

Give up the Emerald or Die! I don't love you! (200 SP): Strange that Knuckles isn't even fazed by Rouge's appearance when she first arrived to take the Master Emerald. Hell, it looks like that any of Rouge attempts to persuade him don't work. This untemptable mindset now applies to you



DARK + SPEED

True Power of Chaos Control! (200 SP): Sure some can use the teleporting abilities of Chaos Control. But very few use the true power of Chaos. You are one of those few. You have access to Shadow's Chaos Spear. A projectile attack that fires several energy lances at a target.

Activate Defense Protocol (200 SP): Good Offense is a Good Defense. I dunno who said that but it definitely applies to you. You can create a black prism barrier to surround you it renders you Untouchable for about 15 seconds before it fades, then you have to actively channel energy to keep it going. It can block attacks and you can use it damage enemies.

I Promise You Revenge! (200 SP): Emotions can powerful motivators. They can give a person a small push that they need. This is true of you. Except your motivation is Vengeance. It can be the smallest of offenses and you can gain a boost from it. Someone cut you off in traffic? You gain a small boost. They put someone you love the hospital in a near death state? Your basically Super Saiyan now.



DARK + SHOOTER

Space Pilot (200 SP): Space the final frontier. Without the proper skills it would kill you for daring venturing into its mysteries. But you are not afraid you know how to fly in the depths of space. Almost as if you're in Star Wars, don't worry though its not like you are going to find any space ships that can fire weapons on you. Though space Creatures are a viable possibility.

How are you driving that?! (200 SP): The Chao should not be able to drive a robot. Yet, there is the Dark Chao Walker a Mech created by Dr. Eggman that is being piloted by a Dark Chao. Which hard due to the lack of fingers…and the fact they're basically young children mentally. You also have this strange ability of being able to operate a vehicle despite your limitation.

Robotics Expert (200 SP): When it comes to robotics you the cream of the crop. You will always be able to create the most sophisticated machinery that anyone has ever seen, regardless of what you have one hand. Hell you can even use animals to power up these very machines. Best part these robots won't be downed by conventional means it would take the likes of Sonic to destroy them. The only limit is your creativity and your intellect.



DARK + TREASURE HUNTER

Double Agent (200 SP): You're working with Eggman right? Well, yes and no. What you really are is a double agent. You need to keep cover of course. So you know how to convince people that you are on their side. Whether this is true or not isn't important, but if you need to relay information to your real employer you won't have a problem finding a time and place to contact them because people will trust you enough to leave you unsupervised alone. Though don't expect this to always work. People who pick up on the smallest of details will se through your façade.

Master of Water (200 SP): Water it exist in all living things. People need to live and survive but you use it to fight. You use water to lengthen your limbs to strike and use the moisture in the air to create dangerous water based attacks.

Dark Energy Manipulation (200 SP): Rouge for some reason has access to this Dark energy that she can use for her Black Wave attack. Which is a sphere of energy that strike an opponent. This power is yours now.



ITEMS



General Items

Mech (200 SP, Free and Mandatory for Shooter): A mech about the size of a car. How it looks is up to you, but it includes a gun and missile launcher

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

Snow Board (50 SP): Your very own stylized snowboard to call your own. Its design matches your personality. It's also indestructible, so go nuts.

Mystic Melody (200 SP): A strange aura that is always with be you after purchase. With it you can conjure a beam of light that be played like a flute. Playing it in certain areas it will reveal secrets to you.

Chao Garden (100 SP): And here it is the! One of the big attractions of this setting: The Chao Garden. This one is designed to your liking but includes the following: One swimming area, a black market, several trees with fruit, and an exit. Also comes with two Chao. These Chao will be counted as companions after this jump so do take good care of them. Now I know what you're thinking: What's so special about this place and these Chao? Simply put the Chao are adorable little creatures that are basically like babies. You can feed the fruit to help them grow and pet them to make them good. But one important that they can do is that they can absorb the traits from the Small Animals which will in turn improve their stats, which are: Swimming, Flying, Running, Power and Stamina. Stamina is

only improved by feeding them fruit. However, in your case you can give them any animal or object of power and they'll improve from it. They also can evolve into different forms once they reach a threshold. For more information go here

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

SPEED

Light Speed Shoes (100 SP, Free for Speed): The First Upgrade for Sonic. Returning from Sonic Adventure, these special pair of shoes will grant you access to Light Speed Dash. However instead of having to gather energy just step towards and with activate the Light Speed Dash with just a thought. In this jump this will allow you dash across a trail of rings. After this jump, you can create you own trail from one gap to another and use the Light Speed Dash. Also, the shoes look awesome!

Fire Anklet (200 SP, Discount for Speed): This ancient look bracelet grants the ability to empwer your attacks with flame. This includes the Flame Summersault an attack that can break metal crates

Ancient Light (400 SP, Discount for Speed): This strange array of lights grants you the same upgrade that Sonic receives with these lights. This grants you the Light Speed Attack. While near a foe gather energy and then release the energy. This will cause you to rocket towards the target. This is basically a faster and more damaging version of Homing attack. READY…. *GO*!



SHOOTER

Boosters (100 SP, Free for Shooter): A useful upgrade for your mech. With it your mech obtains the ability to hover. This upgrade can help you to get your mech across gabs

Big Cannon (200 SP, Discount for Shooter): Bazooka, Large Cannon, whatever you want to call it this weapon is strong enough to brake through metal crates that you see in Sonic Adventure 2. This means that the original gun that your mech came with gets an upgrade that will do more damage over all.

Laser Blaster (400 SP, Discount for Shooter): The Missile Launcher that mech is equipped is a good weapon. But it can be better right? Meet the Laser Blaser. This weapon not only does more damage than the Missile Launcher and it also release violent explosions upon contact, thus damaging enemies that are near the target as well.

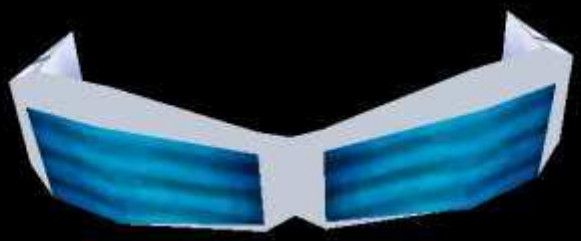


TREASURE HUNTER

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

Metal breaker (200 SP, Discount for Treasure Hunter): Let they be bracers for your gloves or heels for your shoes this item's purpose is simple: make your attacks stronger. Strong enough to break the metal container found in this jump.

Special Eyewear (400 SP, Discount for Treasure Hunter): This special piece of eyewear Will reveal hidden objects. Now in the game this isn't utilized as much. But in your case you can see invisible laser grids, find hidden switches and even find objects that has been buried. As for what type of Eyewear it is, is up to you to decide. Dragon Ball Style Scouter, Sunglasses, etc. That's on you.

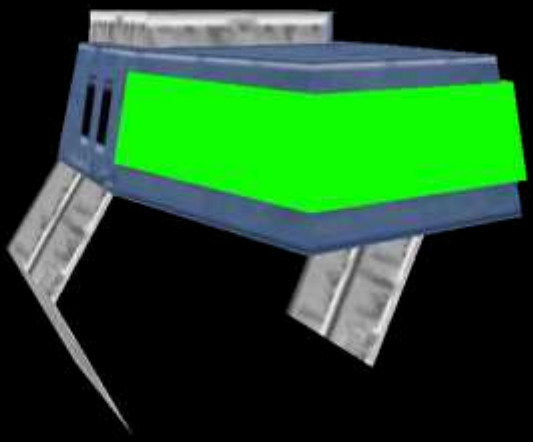


HERO ITEMS

Air Necklace (100 SP, Free for Hero): Now seeing swimming is more prevalent in this setting when compared to Sonic Adventure one, there are gonna be times where you are going to be underwater for extended periods of time. Which means you might start hearing the drowning song. Not with this in your possession. What this is, is a rebreather that always works and never runs out. Meaning you can stay underwater as long as you want.

Bounce Bracelet (200 SP, Discount for Hero): This one is an easy one. This high tech watch-looking bracelet allows you to preform the bounce attack. Basically you form into a ball and slam into the ground and bounce up unharmed. Good for enemies directly below you or bouncing up to get to a higher place.

Magic Glove (400 SP, Discount for Hero): What a strange looking wrist attachment. But what it does is stranger. Basically when you are standing near a robot enemy you can activate to use the Magic Hand which entrabs the enemy in a small ball that you can throw. Also if the enemy had a Small Animal or Chaos Drive inside; those get left behind for you to collect. However it only been used against robots but you could theoretically use it against other things.



Dark Items

A Laser gun (100 SP, Free for Dark): Now this isn't the laser blaster item. But a hand-held pistol that shoots lasers.

Jet boots (200 SP, Discount for Dark): Simallar to the Light Speed Shoes in design but these shoes can activate at will allowing you to skate across the ground, moving even faster.

Protective Mech Armor (400 SP, Discount for Dark): An upgrade to your mech that makes it take more damage than it would normal. About twice as much damage than normal. It's also designed so that it doesn't clashes with the rest of your mech.



COMPANIONS



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

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

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

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

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

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

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

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

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

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

SCENARIO



Now for the scenarios. Instead of having to take both Hero and Dark Story to access the Final Story, you only need to do one of them. There is a special reward if you do both.

Hero Story: What is going on here?! The moment you come here Sonic has been arrested for a crime he did not commit. There's something fishy going on. Work with Sonic, Tails, and Knuckles to uncover a secret that has been long buried to help clear Sonic's name and stop Eggman's recent plan. But in addition Amy, a Chao piloting a mech called Chao Walker and Tikal will also be joining with their own missions. Amy has heard that has been sighted again Metal Sonic. She intends on defeating this mechanical duplicate of Sonic herself. The Chao of the Chao Walker is actually a rival to a Dark Chao who is piloting their own Mech, said Dark Chao is working with Eggman, as a result this chao is Helping in order to defeat his rival. Finally, Because of Eggman and Rogue Knuckles had to break the Master Emerald. In doing so Knuckles released Tikal and Chaos 0. Tikal simply want to return into the Emerald and thus is helping Knuckles collect the Master Emerald shard

Reward – Super Sonic Warrior: Well as a reward for helping out your body has adapted to survive in a vacuum. In addition you're strength, speed, agility, durability and Stamina has increased dramatically. You now have control over wind, sound and lightning. But the big draw is the other affect of this new perk: You are in complete control of your speed no matter how fast you are going. You will never slip or lose control over yourself. This ability also goes by Kinetic Energy Manipulation with all that entails. Now go Super Sonic Warrior! Oh and also you can take Sonic, Tails, Knuckles, Amy, Chao Walker Pilot and Tikal with you as your companions if you wish or you can take only a few of them its your call.

Dark Story: Well this is a first for a Sonic game. Instead of fighting against Eggman you fight alongside him. This is true of this scenario. You must Help Eggman collect the seven Chaos Emerald and bring them to the Ark. However this will be harder than it was in the games because you will be helping not only Shadow, Rouge, and Eggman but also the Metal Sonic, the Dark Chao piloting the Chao Walker, and Chaos 0 in their missions. Metal Sonic wants to destroy Sonic, the Dark Chao wants defeat the Chao Walker, and Chaos 0 just wants to return to the Master Emerald.

Reward – Master of Chaos: Well as a reward for helping out your body has adapted to survive in a vacuum. In addition you're strength, speed, agility, durability and Stamina has increased dramatically. You now can control water and dark energy. But the big draw here is the other affect of this perk: When it comes to Chaos Energy you can manipulate as easily as child plays with a toy. Show them the true power of Chaos, show them the true power of CHAOS CONTROL! Oh and also you can take Shadow, Eggman, Rogue, Metal Sonic, Dark Chao Walker Pilot, and Chaos 0 with you as your companions if you wish or you can take only a few of them its your call.

Final Story: Whether you completed one of the above scenarios or both doesn't matter right now. As Eggman reveals that the Ark is on a collision course with earth and the only way to stop it is to use the Master Emerald itself to stop the Ark…well then there's the prototype ultimate life form Biolizard who will try and stop you. Then it will attached itself to the Ark to continue its collision corse but for some reason it has become much stronger than canon. Which means Anyone that is able to go Super is going to go Super to attempt to defeat Biolizard or as it's called now Final Hazard (Sonic, Shadow, Amy, Metal). Those who can't go Super will find that there are remaining bot on the Ark that are trying to help jump start the generator in order to speed up the process (Everyone Else).

Reward – The Real Ultimate Life Form: This perk works two ways. First whatever Shadow and Biolizard had that made them powerful you have. You have slight gravity manipulation being able to mess with the gravity within 40 square feet of you. You can fire dark energy balls. And summon and fire small spheres of energy. In addition you are immune to all diseases. Also you grant any of the companions you have earned in this section their own super form to have if you so wish, though I wonder what a Super Eggman would look like.

Reward – Space Colony: That's Not all you also get your own space colony similar to the Arc how it looks from the outside is up to you.

Reward for Completing Both Hero Story and Dark Story: Everybody gets a Super Form's: For you and those you have decided to take with you obtains a Super Form. May not seem like much but if you already have the "Super Form" perk It gets upgrade to Hyper Form! Making it seven times more powerful!



DRAWBACKS

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

I have an announcement! (+0 SP): Uhhhh… Why does Shadow keep talking about pissing on other people? Why is Sonic talking about his criminal charges? AND WHY DID EGGMAN SAY HE PISSED ON THE MOON AND IS CALLING OBAMA AN IDIOT?! Oh…you're in the Snapcube's version of Sonic Adventure 2. Expect things to get weird.

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

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

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

Too Slow (+200 SP): Everyone else is moving at crazy speeds while you're are only moving at normal human speeds. Don't get me wrong you can go up to Usain Bolt's speed (Available in the body mod) But no faster than that.

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

Tricky Layouts (+300 SP): Now the some areas are like a maze! Expect to get lost plenty of times before finally getting to your destination.

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

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

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

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

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

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



ENDING:

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

Hold on to What if: Stay Here

Live and Learn!: Continue onward with your journey

Notes

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