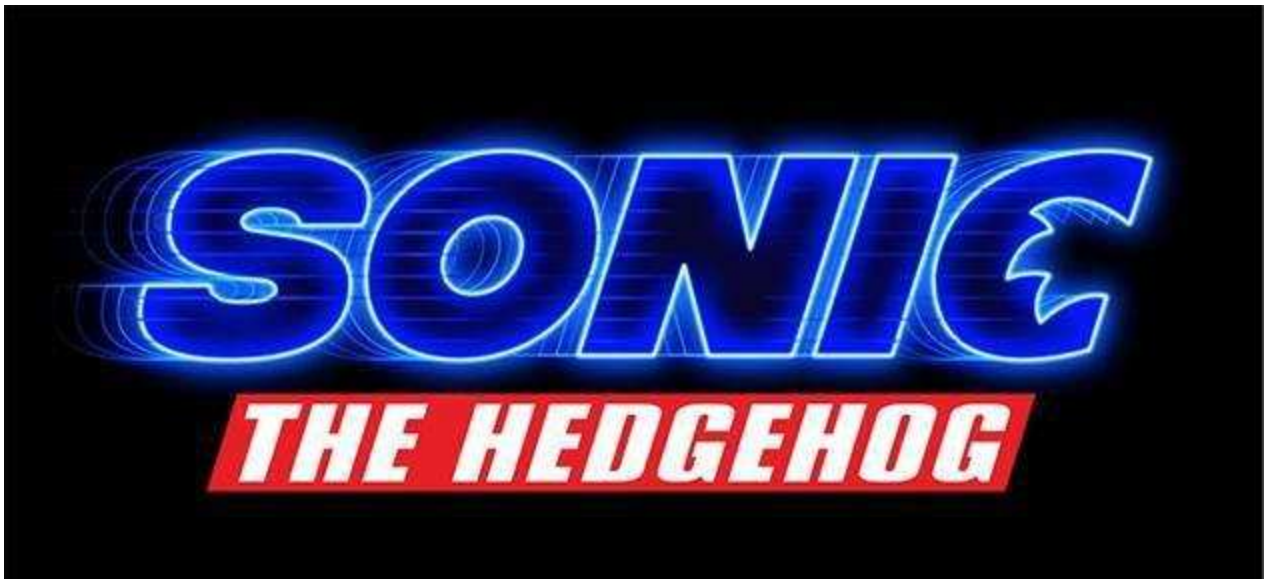


Sonic the Hedgehog (Movie)
Jumpchain by Cthulhu Fartagn

The Story Thus Far

Many years ago, on the island known as the Green Hill Zone, a young hedgehog was born with phenomenal power, the ability to run at speeds that defy comprehension. He was raised by a wise old owl, until the point where his powers made him famous, and the Echidna tribe tried to kidnap him. After that, he ran to Earth where he has remained to this day, hiding almost in plain sight as he makes sure to keep his power, no, his very existence a secret. He is also very slowly going mad from the isolation.

Meanwhile, Thomas Wachowski, the local sheriff, has to deal with one crazy old man's claims that a blue devil is haunting him, and is very slowly working up the nerve to move out of his hometown of Green Hills and into the big city of San Francisco. This may or may not go according to plan, especially after the ‘blue devil’ accidentally draws a rather unstable and dubiously sane scientist down upon the town.

But, that probably doesn’t matter to you very much. All you need right now is some cp to get things started. With that in mind, please enjoy your time here on Earth.

+1000 cp

Origins

Funny Animal

Though you now live on earth, you are in no way native to it. You are one hell of a funny animal, or a Mobian. Though mostly humanoid in nature, your form is based upon an animal of your choice, such as a hedgehog, an owl, or a fox. You are also an unusual color, though compared to the rest of you that's practically a side note. I would suggest meeting up with a certain blue hedgehog, he seriously needs someone to talk to, and you likely do as well.

Small Town Cop

Have you ever wanted a job in law enforcement? Well, congratulations on your acceptance into the force, because you are now a police officer. Granted, this might be a more exciting job if you didn't live in the middle of nowhere and had actual criminals other than jaywalkers and litterers to contend with. But hey, sleepy little towns have a charm of their own, right?

Absolute Madman

Ah, you. You are the government's dirty little secret that they wish they could forget. You belong to the research department of one of the alphabet soup agencies, and regularly outdo the field agents assigned to keep up with you. Half the places you've been don't even qualify as countries anymore. You're on a short vacation for now, but there's a town in Montana you're likely to be asked to investigate soon enough.

Age

Funny Animals are 1d8+4 years old, while Small Town Cops and Absolute Madmen are 2d8+18 years old, or may be freely chosen alongside gender for 50 cp.

Gender

Your gender is the same as the last jump, or may be chosen alongside your age for 50 cp.

Discounts

100 cp perks and items discount to free, while the remainder are half off to the appropriate origin.

Perks

Funny Animal

100 cp - Blue Devil

You may have heard such phrases as ‘with great power comes great responsibility’, probably from one of the many comic books you read while goofing off. Sadly, it doesn’t seem to have really sunk in for you just yet, what with all the things that you do with your powers simply because you can. Simply put, you’re a master of goofing off. Using superspeed to read comics without hurting the comics? Piece of cake. How about playing baseball, only you’re the pitcher, umpire, outfield, and the whole of both teams? Probably a bit lonely, but with a few hours to practice you’ll have it down pat. Maybe all this frivolous nonsense can serve as good training for later?

200 cp - Only You Don’t Know I’m There

Congratulations on your unprecedented mastery of stealth, I’ve never seen a glowing blue hedgehog sneak around quite the same way you can. Much in the same way that you previously had the option to be quite masterful at using your power for trivial things, this ensures that no matter how loud and flashy of an individual you might be, you can still be surprisingly quiet when you want to be. Better yet, when people are presented with a reasonable explanation for what that blue blur might actually be, such as one man very slowly going crazy as opposed to an alien hedgehog like creature, they tend to believe that instead. Just be aware that this only extends to you - leaving noticeable tracks behind, or accidentally turning yourself into an electromagnetic pulse that knocks out half the town and the next one over will see a very real investigation. Still, until then you might as well be a ninja.

400 cp - Something That Belongs To Me

Jumper’s powers. The powers in the possession of Jumper. Those powers… Belong to Jumper. It sounds a bit silly when you say it like that, but the sad truth of the world is that whenever someone stands out from the rest of the pack, one of two things happens. They get beaten down into uniformity, or they get dissected in an attempt to discover the source of their power. You are at least partially immune to the second of those things. Someone can take part of your powers from you and use them for themselves, but anything they gain from that act will quickly spoil and turn rotten. The powers fade, the machines explode, robots go haywire - anything that relies on your stolen power fails, and fails rapidly and dramatically. This does take a while to kick in and the pure knowledge gained will still hold true, but that which is yours cannot so easily be taken away from you.

600 cp - Jumper The Hedgehog

You aren’t native to planet Earth. You were born far away, in a place that’s quite different. Better yet, you were born special. Inside your heart, your mind, every cell of your body, is a spark of lightning, of unrivalled energy, of pure speed. At first you were fast, and later on you became even faster. By the time you were a young child, you were faster on your feet than most race cars, and still you’re picking up speed. In theory there’s no upper limit to how fast you can go, but this increase is slow and as it grows closer to lightspeed it will slow down even further. Living things are not meant to reach that point. Still, even without that you’re almost certainly the fastest thing alive. In addition, you can also externalize that lightning in times of emotional duress, emitting vast amounts of electrical energy that you can partially control - and there isn’t much in the world that wants to get hit by something energized to that extent.

Small Town Cop

100 cp - They Don't Call Anyone, They Call You

In as small a town as Green Hills, there just isn't a whole lot of crime for a cop to deal with. Even the speed traps only catch dust more often than not. With that in mind, while you might be the kind of cop who has the entire rulebook memorized all the way from county to federal, you're also skilled at quite a few other things. Such as herding geese and ducks off of main street, cleaning gutters, and helping deliver baby cows. Honestly, there's a lot of stuff you get asked to do and very little of it has anything to do with law enforcement. That's why you can now pull what amounts to random skills out of thin air on a fairly regular basis. Of course you know how to fix a downed power line, you had to sub in for Mike last fall when his kid was born.

200 cp - Abuse The Power Invested In Me

There are lots of duties and responsibilities that a police officer has. This is in no way shape or form one of them. One part inherent trustworthiness, one part keeping a cool head and lying through your teeth, and one part gullibility on their part, you now have a lot more access to restricted areas than you really ought. Whether this is wandering through a military base or heading onto the roof of a building where visitors really aren't allowed, as long as you can offer at least a token explanation that sounds halfway reasonable, people will buy it. Or maybe you could convince an entire town to ignore the alien hedgehog living in your attic, because he's good people or something like that?

400 cp - Small Cop With A Big Impact

In a battle between hedgehogs that can run faster than a speeding bullet and enough a completely insane scientist with more robots than you can shake a stick at, you'd think you would be irrelevant. And you would be wrong. You, my friend, are the living incarnation of plot armor. You always arrive at the perfect time to help out in that battle, useful things practically fall into your lap, and a rousing speech from you can do more for a person's self confidence than a thousand therapists. Things just go better when you're around to help out, even if it's something as small as helping to put up a fence to get someone's bagel back from a duck. You personally might not have much in the way of power, but even a finger lifted in someone's aid will lift a great weight from their shoulders.

600 cp - And He Was My Friend

Such a simple statement, but one with so much impact. Those five words are enough to turn the tide of a battle, to leave a scientist utterly butthurt, and to make a strange little hedgehog go from sonic to super sonic in the blink of an eye. When you say things like this, from simple but meaningful statements to entire speeches, those who hear you become… More. Before, having your aid was something helpful, but you were bound by your own limitations, how fast you could move, how many resources you could gather. Now, you aren't. Now you have the power to make others more powerful. Hearing you declare your friendship might be the push someone needs to unlock a hidden power they didn't know they had, or maybe to master something that had until now been unreliable. In that same moment, they might go from having only you as a friend to having the entire town back them up, simply because you judged them worthy of your aid. This is a heavy power. But hey, it's not like your friends won't help you out, the same way you are there for them, right?

Absolute Madman

100 cp - Your Name Is General Nobody Cares

The military is strictly regulated, and talking back to a superior officer is a great way to get yourself stuck on shit duty until the end of days. Good news, they might be your superior, but they sure as heck ain't superior to you. You have the wonderful ability to take the rules of conversation and break them in half over your knee. If you want to vomit verbal abuse upon some poor grunt for bumping into you, no one will stop you. If you want to list all seventy three ways your orders are dumb and wrong, the people giving them to you won't have much choice but to sit and listen at all the insults your tremendous brain can come up with. You still have to obey though, this won't save you from a court martial.

200 cp - Lab Rat With Teeth

Do you want to know what separates you from ordinary people? Well, everything, but their eyes weren't expertly trained to spot tracks by the native american shadow wolves. More to the point, you have dabbled in just about every position the government tried to stick you in, and have come out of it with more certifications and qualifications that a town full of hicks could shake a bunch of sticks at. If it's a job a grunt could do, it's one you can do better. And on the off chance you somehow end up in one that you aren't skilled at, your spite at being outdone will allow you to rapidly outpace their own level of skill.

400 cp - I Calculated It's Spinal Curvature

How the hell did you manage to do that? You looked at a footprint and got an entire person out of it. Much like a certain utter madlad, you have the ability to make deductions, come to conclusions, or otherwise arrive at the endpoint of the issue in a manner that has you skipping 90% of the actual work. The fact that you can extrapolate skin color from shoe size, what they had for breakfast by the depth of the print, and their average yearly income by the style of tread is just icing on this particular cake. Do keep in mind that this works best with a good chunk of knowledge to cross reference with, but even your incomplete 'guesses' are right nine times out of ten.

600 cp - Look What Came Out Of My Egg Sac

You know, with something like this you might actually be the one person that Robotnik considers as even remotely approaching an acceptable level of intelligence. Maybe you two can have a casual conversation about quantum dynamics and wormhole physics or something. Regardless, pick a field of science that you want to specialize in, and just like that you are now the world's foremost expert in that field. Now, that's not to say that this is your only talent - if anything, you have dozens of other fields that you're more than competent in and are capable of making consummate professionals seem like a bunch of incompetents. Beyond all of that however, your science has a sort of… Personality to it. Maybe your engineering skills are petty as all get out, with your cars spitting out small tanks when blown up, that in turn release an almost unicycle like drone, which can then eject small flying drones. Feel free to get creative with this.

Items

Funny Animal

100 cp - Man Cave

Earth is such a great place, is it not? Sure, humans might be a bit on the stupid side but look at all the great things they've invented, like rodeo and chili dogs! And you, my friend, have managed to amass a small collection of neat and interesting things. A surprisingly large collection of comic books, a homemade gym, some ninja weapons, an utterly amazing bean bag chair, and knick knacks and souvenirs up the wazoo. And to store them if you have… an actual cave? Despite that, it's surprisingly waterproof and defended from the elements. Alternatively, if you have a property of some kind, I can arrange for this to be squirrelled away in it somewhere. The attic, perhaps?

200 cp - Red Shoes

Having things is nice, but you know what you need? A pair of shoes that aren't falling apart from excessive use of super speed. You do have superspeed, right? Well, this collection of shoes in a color of your choice should do a decent job of keeping your feet off the ground. While you'd think there wasn't anything special about them, they still manage to resist the incredible amounts of force involved in going that fast. They aren't fully immune however, just long lasting, which is why this is a collection instead of just one pair. Your choice on if there's a variety of different styles, or several copies of something more iconic.

400 cp - Warp Rings and Map

If you believe a certain blue talking hedgehog, the rings held in this bag are how all advanced civilizations travel between planets. All one must do is throw them while thinking of a specific location, and the ring will expand into a portal large enough to drive a car though. Alternately, you can throw it without a ring and it will create what can best be described as an extremely difficult obstacle course that will spit you back out right where you started. Not sure why you would do that. For the challenge, perhaps? It's not like there's a reward. Oh, and the bag contains 24 rings, will replenish at a rate of one per week until full, and comes with a small map that should allow travel to a few nearby planets.

600 cp - Green Hill Zone

Well now, I thought we'd left this place behind? Did you go back out of nostalgia or somesuch? Well, I suppose it doesn't matter. Instead, rejoice in the fact that you've managed to acquire what seems to be a copy of the legendary island known as the Green Hill Zone. Maybe it actually is a copy of the place, made long in the past as a part of some nefarious scheme. Or maybe it's not. Either way, the place is a veritable paradise. And best of all, this place seems to be completely unknown to both the humans and the races that possess rings. There are no tribes of evil echidnas trying to kidnap you, they don't even know this place exists. Or any other evil things for that matter. Finally, some peace and quiet.

Small Town Cop

100 cp - Lord of Donuts

And here we have a box of donuts, in whatever assortment of flavors you feel like. Whenever it's empty, just close it and leave it alone for a moment and it will refill itself automatically. And, as an added bonus these donuts come with a use other than just keeping your energy up or making you fat. Specifically, you can talk to them. See, they come with little props, like arms and legs and fake moustaches. They don't talk back obviously, but for some reason going through this little charade has the effect of making you much more confident about things. And hey, it's not like the donuts will backtalk you or grade you on your presentation. If they do, you can just eat them.

200 cp - Sheriff's Office

Alright, here we go - you are now officially the sheriff! Please don't ask me where, I don't want to think about that. Probably Green Hills, but it could be some other small town somewhere in Montana if you wanted. It's by no means a simple job, but I suppose it's an easy enough one in the end. In addition to your employment here and now, if you should apply for a job in law enforcement in other places you'll find 'several years as a small town sheriff' added to your application and granting you a great deal more consideration than your average applicant would get.

400 cp - Home Sweet Home

Well now, what have we here? This place is a humble little town somewhere out in the American countryside. It might be Green Hills, it might not be. At the very least, it's an exceptionally odd mirror to another time and place, such as the Green Hill Zone on Mobius and the similarly named town in Montana. Either way, the place is now yours. Your family built it, your family watched over it, and now you do the same. You may enjoy any position within the town that you wish, from sheriff to schoolteacher to mayor, and will be highly respected no matter your choice. I feel I should point out that such a place has little use in the grand scheme of things, but it's relative isolation leaves it peaceful and rather idyllic so long as you harbor no grand ambitions.

600 cp - A Clean Record

Over the course of the coming days, the Sheriff of Green Hills will be declared a terrorist and subsequently be hunted down by Robotnik, something that will culminate in Robotnik blowing up a significant portion of downtown San Francisco. What you have here is a sheaf of paperwork that absolves you of any crime you wish to name, from terrorism to speeding tickets. Simply fill out your personal information and the nature of the crime, and by the dawn of the next day all evidence that you were ever involved in those actions will effectively be erased. Depending on the severity of the crime you may be able to use this multiple times, as smaller issues will not require the full amount of paper available to you. In addition to that, there is a second sheaf of paperwork that can be utilized to completely erase a person entirely, not just their crimes. Fill that one out, and the only response you'll get is a polite rebuke that the information you have entered is blatantly wrong, as no such person has ever existed.

Absolute Madman

100 cp - Scientist Style

With how peculiar Robotnik is about his everything, it should come as no surprise that just about everything he owns is custom made to his exact specification. Glasses by Optical Illusion, that amazing black and red coat by god knows who, the flight suit and crazy goggles, hell, even the coffee he drinks. Oh, and his mustache. Gotta wonder how much time he spends on that. Or, if you suspect the same thing I do, that he built a robot to style it for him. Regardless, pick a few small things. A few outfits, your glasses, a personal coffee gofer, maybe even a dentist? You now have effectively unlimited access to those things, providing you with the highest quality goods and services that your government tax dollars can buy. Enjoy!

200 cp - Mobile Laboratory

Sometimes you need to settle down, dig your feet in, and start going whole ham on whatever branch of science you need solved. That's how it normally goes, but then again I suppose you aren't very normal now are you? That's where this heavily modified - if not full on custom built - eighteen wheeler comes in. It has as many scientific instruments as can reasonably be shoved into it, with a focus on analyzing strange things, tracking unusual readings, and can carry a small swarm of Badniks inside its walls. It also has a top notch sound system and a small holographic array for those moments when you just need to do a little dance to celebrate your own awesomeness. Oh, and it can also drive itself because the truck is also a Badnik.

400 cp - Bigger Badniks

The above item is good and all, but honestly it's a little on the small size. There's not a whole lot of variety of Badniks, it just straight up can't carry much beyond the drones. That's where these come in. A second and third carrier, designed not as laboratories, but as mobile holding and repair facilities for drones. Additionally, there is what can best be described as an escort fleet of car sized Badniks...that when destroyed can turn into something akin to an ATV… that when destroyed can turn into something akin to a unicycle… that when destroyed can turn into a tiny helicopter with a surprisingly powerful laser. Man, Robotnik sure is petty when it comes to people blowing up his stuff, isn't he? Speaking of him, his prototype plane is also included here. Though, it lacks a suitable power source.

600 cp - Extraction Chamber

A single quill or perhaps feather from a most unusual creature. Bright blue, and made of an almost crystalline material, it glows and crackles with electrical energy. And that energy… Well, I've yet to find an upper limit as to how much it can put out. Someone arrogant might call it infinite or unlimited, and while it is powerful, I doubt it truly deserves such descriptors. Still, as long as it's contained within this 'fuel cell' like container, one can plug it into just about any machine and not have to worry about power concerns ever again. Figuring out how to run more than one machine from it will be a challenge you'll have to solve yourself, but I'm sure you're up to the task.

General

50 cp - Infinite Olive Garden

Blue hedgehogs, insane scientists, urg, what nonsense. I'm glad you seem to care about the important things. Now, tell me, have you tried the never ending pasta bowl? It never ends! And now, neither does anything else served by Olive Garden. I'm not sure who's trying to bribe you or why, but all the pasta, pizza, and fine wines ever served there are now available to you 100% of the time, at any time of day or night. Just call in, place your order, and not even moments later it will be delivered to your doorstep, fresh out of the oven. And remember, when you're here, you're family.

50 cp - Cake For Every Occasion

Hidden away somewhere in your house are two decently sized white boxes. One of them is a cake congratulating you for something, the other says not to feel bad for failing that same thing. Whenever you feel like it, you can pull these boxes out, think of a person and whatever goal that person has, and the boxes will automatically fill with two cakes, one of which is appropriately decorated for success and the other for failure. Do try not to mix the two boxes up at the last moment? Of course, if you don't have anything to celebrate, you can always just use these to summon up some cake.

Companions

50 cp / 300 cp - Companion Import
The source of the biggest event in this world is one thing and one thing alone - loneliness. Without that, Sonic and Tom's bizarre adventure never would have happened. With that in mind, let's get you some friends, alright? For 50 cp a head you can have one of your companions join you in this world, each one of them gaining an origin and 600 cp to buy perks and items with. If you want more, you can also import eight of them for 300 cp, a slight discount for having a full roster.

50 cp - Companion Export
Old friends are great, but you know what's also cool? New friends. If you manage to make any friends in this world, then for the low low price of 50 cp you can invite them to come along with you on your future journeys. The only condition is that they have to agree to come with you. There are no limits on who you can also, though given that this 'universe' is currently on the small size I will ask that any Mobian you wish to companion make an appearance on Earth.

Drawbacks

100 cp - Dee Eye Vee Oh Are Sea Eyh

You do not have people issues, people have issues with you. For one reason or another, there is someone in the jump which you will unfortunately have to interact with on a fairly regular basis who seems to thoroughly enjoy ripping a new one out of you however they can. They might be a particularly spiteful coworker, they might be your sister in law who thinks her sister is a moron. Either way, they have it out for you. I suggest a level head and a consistent effort to be a better person than they are, no matter how tempting it may be to simply tie them up in the other room.

100 cp - Sonic The OHGODWHY

Why would you desire this? Well, if you need points that badly then by all means - you are ugly. A freak of nature. Your own mother could not look upon you without feeling immense revulsion for you, and even your friends might pull a gun on you once or twice on account of the horrible monster invading their home. The good news is that this effect will fade somewhat with time, as they learn to cope with your face, your body, your poor decision making for having taken this drawback, but in general you can expect nothing but disgust and fear the first few dozen times you interact with someone.

200 cp - I Want It To Be Life Or Death

I suppose something like this was inevitable. No matter how pleasant your life may be, there is always a desire for more, a desire to go out and do something no one else has done. You… simply are not satisfied with what you have. It isn't enough, not anywhere near enough. I suppose it might be fair to say that you wished you lived in an action movie, with car chases and gunfights and explosions, where you get away with blackmailing the entire government because you are simply that badass. God knows what you would be like if you already did. Regardless, you hunger for more, and will continue to do so whenever you aren't in the middle of the action.

200 cp - Not A Saturday Morning Cartoon

In a cartoon, everything has to fit inside half an hour, including the commercials. Because of that, things are simple, and they wrap up nicely. The bad guy falls into a vat of acid or an interdimensional portal, and that's that, day saved, go home and have lunch. Things aren't nearly so simple for you. Problems you thought were solved just keep coming back, villains get off scot free to try again and again at their whim, and every time they do they keep getting worse and worse. I dare you to try throwing Robotnik off earth a fourth time, he'll come back with an army of robots large enough to occupy North America. Oh, and Robotnik doesn't like you.

300 cp - Trapped On The Mushroom World

I was wrong about you, Jumper. You won't be starting your time here on Earth, you'll be starting in the Mushroom Hill Zone, otherwise known as the Mushroom World. If you have a means of leaving, it will be taken away from you. If you try to build another, it will blow up. This will continue until such time as you have spent a minimum of three years here, at which point the possibility of you leaving will come back into existence. You'll have horrible luck doing so, and even worse luck staying elsewhere for any length of time, but it will exist. Try to enjoy your stay here, you'll likely go mad otherwise.

Variable - Rub That In My Orphan Face
Ah, insults. Why do they have to be so insulting, and why do you have to take them so personally? For one reason or another, your personality has a slight flaw in it. Or a lot of them. Regardless of how this manifests, I can only recommend keeping a cool head and not flying into a murderous rage whenever someone gets your coffee order wrong.

For 100 cp you have a mild but annoying personality trait, such as a tendency to leap before you look or being very easily stressed out. This isn't anything dangerous, and in an emergency you can simply power through it, but it will color a lot of your life.
For 200 cp you don't have issues, you have subscriptions. People talking to you incorrectly can earn them your undying enmity, most likely on account of thinking that their pea sized brain was capable of having an original thought, unlike yours, which deserves its own zip code.
For 300 cp your issues aren't quite that bad, but they somehow tie into the usage of your powers in such a manner that being even a little upset can make them significantly harder to use and control. Get angry enough and you may lose control entirely - a horrible thing if you're trying to be stealthy, no?

Variable - An Empire Of Bad Eggs
This world is honestly kind of boring. Sure, there's proof that aliens exist, but there's only one! But, what if there were two of them? Or three, or four, or a whole lot more?

For 100 cp this manifests as there simply being more funny animals. In and of itself, this isn't a bad thing, but the chaos they cause has a tendency to interfere with your own plans.
For 200 cp you'll find a number of villainous or morally dubious individuals sneaking into the world. Some of them will mess with you for the sake of it, some of them will want to kidnap you for one reason or another, and some of them will simply arrange things to that the blame for their actions falls on you
For 300 cp the unpleasant fact will be that the final bosses have arrived to execute their schemes, and that you are in immense danger because of it. Not all of them will be personally targeting you, but you can be sure that at least one or two of them will try to remove you from the board beforehand, or will have your death as an important step in their plan.

The End

Stay Here
Move On
Go Home

Notes
Q - “For 50 cp a head”... Do I have to pay multiple times to import companions with more than one head? Can I import each head with different origins?
A - No. What the fuck is wrong with you? What the fuck is wrong with my brain for thinking of this?