

Sonic the Hedgehog (Sonic '06)

By PsychoAnon

Intro

The prosperous island City-state of Soleanna is celebrating the Festival of the Sun, a ritual to honor their sun god, Solaris. The ritual is led by their sovereign leader Princess Elise. As the jovial celebration is in full swing, the festival is assaulted by Dr. Eggman, seeking to kidnap the Princess. Although Sonic arrives and temporarily protects her, she is ultimately kidnapped and Sonic is determined to rescue her.

Meanwhile, Shadow the Hedgehog has also arrived in Soleanna on a secret mission from G.U.N to rescue Rouge the Bat and infiltrate a secret base Eggman has on the island. Rouge has been on a mission to retrieve a strange artifact called the Scepter of Darkness, containing a mysterious evil inside. Shadow, Rouge and their old friend E-123 Omega will soon have to contend with this evil.

200 years in the future, the world is a hellish, fiery wasteland. Few people survive, constantly living in terror as they're accosted by hordes of flaming monsters controlled by a mysterious being known as Iblis. Iblis is immortal, simply resurrecting from its ashes once killed, but a hedgehog known as Silver and a cat known as Blaze seek to change their future. Against all odds, they're given an opportunity to travel back in time by a mysterious hedgehog known as Mephiles. He claims that to stop Iblis from being born they must kill the Iblis trigger - Sonic the Hedgehog.

You will arrive during the Festival of the Sun. You'll be wrapped up in this mess, so I will leave you with a gift. Be strong and keep running no matter what happens.

+1000SP (Sun Points)

Origins

Select your origin. Perks and items are 50% off for matching origins, except 100SP perks and items which are free for matching origin.

Free Spirit

Your life has always been one of freedom and adventure. The wind in your hair, the sun shining down, exploring new places both mundane and dangerous. You may have friends or family, but nothing ties you down to any one place.
Or perhaps that's what you desire, but you're actually denied it? If you want you can be a part of the royal family of Soleanna, a relative to princess Elise. This carries with it a great burden, but great power as well.

Nobody

Now aren't you an odd sight? You don't seem to fit around here, as if you came from a different time altogether. You don't have much, if any, knowledge about the world around you but you may just have a mission to complete as a stranger to this time.

Agent

You're an operative of the Guardian Units of Nations, also known as G.U.N. As an operative of this international military force, it's likely you've been sent to Soleanna on the same mission as Shadow or Rouge. G.U.N can likely help get you out of a jam, but there's only so much they can do, so don't rely on them too heavily. If you'd prefer, you can instead be an operative of a different organization or perhaps be working for someone like Eggman.

Villain

For every light, there is a shadow. You are the darkness that lurks in this world, bringing chaos and terror. Whether you wish to rule the world with an iron fist or burn it all away entirely, you may very well have a reputation already for your vile deeds - or maybe you just look really evil, hard to say.

Species

Free - Human
Humans are far and away the most common race of people in Soleanna. While they don't inherently have particular physical gifts like many mobians, Doctor Eggman and his grandfather are more than enough to show that humans are formidable in their own right

Free/200/400* - Mobian
The catch-all term for the funny animal people such as Sonic, Tails, Knuckles and so on. While typically much smaller than humans, Mobians often possess extraordinary abilities. You can be almost any sort of anthropomorphic animal, from hedgehogs to bees to bats. You can take this for free just to be a funny animal, but there's other options too.

For 200SP, your physical abilities are on par with the likes of Knuckles, Rouge and other Mobians not named Sonic or Shadow - that is to say, you can jump abnormally high, have enough strength to bash a giant robot or monster to bits, can take a solid beating and have super speed significantly below Sonic's level. For 400SP you get all that and speed matching the blue blur himself (there's probably a race in your future once he finds out).
*For an additional 100SP, you can get a physical ability such as flying or digging at incredible speeds, or just significantly increased strength like Amy.

300 - Robot
Why rely on flesh when one could have the certainty of steel? You are a combat machine whose construction was spared no expense, likely built by the good doctor himself. While you have physical capabilities on par with most mobians, you've also been equipped with powerful weapons systems such as drill missiles, miniguns and rockets as well as a laser cannon powered by chaos energy. These weapons allow you to contend with the likes of Shadow the Hedgehog himself. You even have rocket thrusters that allow you to hover/glide through the air. You do not age or break down with time nor run out of energy, so you can even put yourself in sleep mode until a designated time to “time travel”.

800 - Deific Fragment

You are a god - or at least a part of one. You have either the powers of Iblis or Mephiles, which are very different from one another, but both are incredibly powerful beings.

If you choose the first option you have become an eternal flame. You are a being whose mere existence can plunge the whole world into chaos as you spread flames and lava all over the planet, not just by yourself but with the aid of the endless hordes of fiery minions you can create. You have multiple forms you grow through like a life cycle - your original form of an ethereal flame, a lava wyrm, an incomplete lava golem and a massive lava golem hundreds of feet tall. You can control flame, lava and molten rock on a large scale and use them to attack your enemies, such as launching massive waves of fire and calling down meteors from the sky. Your physical abilities are great enough to allow you to casually lift skyscrapers and contend with Sonic the Hedgehog himself.
You are eternal - if slain you will not die, rather you will revert to your ethereal flame form and the cycle will begin anew. You can be sealed away, but it would require you to be reduced to your ethereal form and would take something as powerful as multiple chaos emeralds and a special vessel to seal you away.

Alternatively, you are a much more subtle being. You lack the raw power of the former option, but you are highly intelligent and capable of creating illusions or projecting visions into people's minds to deceive them. You are a being of pure darkness and shadow that gains form by clinging to the shadow of another creature, then taking a form similar to theirs. You can summon dark minions (on a smaller scale than above) and also project powerful energy beams and spheres, but you would be greatly inferior to someone like Sonic or Shadow with this alone. You can grow stronger through siphoning the power of other beings through their shadows. You are immortal like Iblis but far easier to seal unless you've siphoned enough power from another strong being such as Shadow. Your greatest ability is creating swirling clouds of darkness that can transport yourself and others through time, which can be forced on your enemies. You can create clones of yourself from shadow, with this ability being vastly enhanced while harnessing the power of the chaos emeralds.

Whichever option you chose, this is but a fragment of your true self. Your true form is a hyper-dimensional being that can consume all of time itself. This will be elaborated on further down.

Perks

Free Spirit

100 - Prince Charming
People find love in the strangest places. It could be someone you met on the street, an old childhood friend, or an anthropomorphic hedgehog saving you from an evil scientist bent on world domination. However it occurs, you seem to find suitors wherever you go. You're not only attractive but have a charming personality that just clicks with some people. This may end up breeding stalkers.

100 - No Tears
A true leader must always be strong. They can never show even the slightest amount of weakness, lest the people lose faith in them and their enemies pounce. Like a true leader, you have incredible command over your own emotions. You aren't swayed by them in your decision making nor do you show them on your face or in your body language unless you wish to. Only something truly devastating like the love of your life dying in your arms could make you cry.

200 - Power of Two
It seems there are many hidden powers within you. One such power is the “power of two”, which allows you to project a forcefield so long as you’re in contact with another person. This power is very short term, only remaining active for ten seconds at most before needing to recharge for a number of seconds, though in that time both of you are protected from harm (within reason), can smash through obstacles and enemies and you can even run across things like quicksand or the surface of water safely.

200 - Love Beyond Time
You remember memories from a long, long time ago - a time that never existed. You have an odd ability to remember events that were wiped out of time itself. If the entire timeline were to be reset and changed, you’d still retain your memories from the original version of events, your heart clinging on to something impossible for your mind to grasp. Nothing can erase your love.

400 - Damsel in Distress
Getting kidnapped just seems to come with being royalty. It's no biggie, though. You know someone will come to save you eventually. Pretty much any time you've been kidnapped a dashing hero will arrive to save you, assuming any exist at least. Even if you're not some dainty princess this applies. Maybe you've lost a duel to the death and your would-be executioner is stopped by your old friend arriving in the nick of time. Even heroes need heroes, apparently.

400 - Trigger Point
The heart is a powerful thing and yet it is at its most powerful when it is locked away. Your "heart", your spirit, is exceptionally strong. This condition of your being allows you to act as a potent vessel which can seal away incredibly powerful beings like Iblis in its "true" form. Where it would normally take two chaos emeralds to seal away Iblis, you or someone near you can simply order it to be sealed inside you. This works for other beings as well. This gift comes with a curse, however - should you ever cry, all the evils you've sealed in yourself will break free. Remember to smile.

600 - Kiss of Life
Chaos is power. Power enriched by the heart. This means that, in a sense, chaos is love. The love in your heart is incredibly powerful - powerful enough to destroy death itself. You can feel the souls of the recently deceased drifting on the wind and with the power of something like the seven chaos emeralds you can call them back to the living world by breathing life back into them - in other words, kissing them. While you can do this an unlimited number of times with something as powerful as the chaos emeralds, even without them you can perform this miracle once per jump. You know now that love can be revived.

Nobody

100 - Survivor
Life finds a way even in a flaming hellscape. You've learned through experience how to stay alive in the harshest environments, including a destroyed burning city filled with monsters. One way or another you can manage to get whatever supplies such as food and water you need to live in these nightmarish conditions. Maybe one day things will be better, but until then you'll get by.

100 - Absolution
If you want the world to change you'll have to do it yourself. When you have a goal you're dedicated to you'll stop at nothing to see it through. No amount of pain or seeming impossibility is gonna stop you from making a better tomorrow. Your willpower is truly inspiring. Even difficult moral choices won't be enough to dissuade you from doing what you know is right, whatever that may be. You know what needs to be done.

200 - Know Your Enemy
You'll become a hunter if that's what it takes to change everything. You're very good when it comes to hunting down a target, finding them even if they're running all over the place at supersonic speeds. It's like you've got a sixth sense for wherever your prey is. They must be destroyed.

200 - A Better Way
No matter how necessary a path is, there will always be regret. Is it worth it to kill someone to save the world? Maybe, but maybe there's a better solution. You have both a natural understanding of what's morally right or wrong and you have good fortune when it comes to finding alternative solutions to your problems. These can often be harder and may require sacrifice, but doing the right thing is worth it. You can make a better future for everyone.

400 - Pyrokinesis
Iblis isn't the only one who can command flame! While nowhere near the level of the godlike monster, you can generate and control fire to incinerate your foes. You can cloak yourself in the flame without being harmed, causing any foes nearby to be burned to a crisp and knocked away from you as they make contact with it. You can also generate bursts of flame while in the air to propel yourself through the air, acting like a form of "double jump". Your flames are hot enough that high tech robots and even flaming monsters can be reduced to naught but cinder. Remember to keep it under control. Fire is dangerous, after all.

400 - Quick Learner
You've got a mission and not a lot of time to complete it. You'll need to pick things up fast if you wanna make it through. Luckily, that's always been something you're good at. You're able to figure something out, at least on a basic level, very quickly even after just a few demonstrations. Even if you'd never even known you could harness chaos energy, if you saw someone else use it over the course of a fight you'd be able to do it too, if at a lower level. This doesn't mean you can learn to do things you couldn't normally do, just that when you see something you're capable of you'll pick it up fast. You're a real natural.

600 - Psychokinesis
The body can hold great power, but the mind is even greater. You've been blessed with the ability to psychically lift and interact with the world, also known as psychokinesis. You can remotely grab, lift, throw and otherwise interact with any physical object or being, including yourself. This allows you to fly at speeds nearly as fast as Sonic can run, but more importantly you can grab others and leave them helpless to your psychic assault. If that doesn't work you can simply hurl objects at them, even something like a massive meteor hurtling towards the Earth. It's worth noting that beings large or powerful enough can break free of your psychic grip, for instance Sonic could leap out of it after a second. With powers like these, you could save the world.

Agent

100 - I Am All of Me
Discovering who you really are is often a lifelong journey that will take many twists and turns. Does anybody know who they really are, digging to the bottom of their soul? Well, you know you do. No matter what anyone else says or tries to convince you of, you know exactly who you are, what you believe in and why you fight. You won't betray your principles even if the whole world is against you and you won't be tricked into going against them either. Through hopes and tragedies, you stand strong.

100 - Infiltrator
What is a spy if not sneaky? You're a master at busting into even the most highly guarded and technologically advanced fortresses without getting caught, achieving whatever goal you set out and slipping out with those inside none the wiser. Even if you don't succeed, hey, that's what backup's for.

200 - Driver's Seat
You may or may not have superhuman physical abilities, but that doesn't mean vehicles should be discounted. There's pretty much nothing you can't control once you get behind the wheel. Whether it's a car, a motorcycle, a glider, a ski boat and so on you control them like an expert and you can even perform death defying stunts with them while under enemy fire. You're a damn fine pilot.

200 - Treasure Hunter
Being a secret agent is nice and all, but pilfering valuables is your true passion. Your skills and instincts are extremely honed when it comes to finding treasures. You effectively have a sixth sense of when something priceless is nearby, as if you could feel it in the environment. Your instincts aid you in navigating dangerous spaces and sussing out the correct path to whatever treasure you're seeking. One day all the valuables in the world could be yours! ...Maybe that's a bit too hopeful.

400 - The Chosen One
Combat isn't a hobby or even part of a job, it's a way of life. You were practically built for battle and it shows, as there's no type of combat you're not a master of. Whether it's hand to hand, guns, explosives, vehicles and so on you naturally excel in any type of fighting. You can adapt to new situations in combat extremely quickly as well, such as figuring out how to counter an opponent's abilities or incorporating newly gained powers into your own fighting style. It's time to save the world.

400 - Friends Forever
Sometimes it feels like you're all alone. It feels like the entire world is against you despite your best efforts. However, you know that's not true. Your friends are there for you. You have the good fortune of forming unbreakable bonds with others. You may not have many friends but the ones you do have will follow you into hell itself if they have to. These friends will help show you the right path in life when you feel lost. Even if the whole world does turn against you, they'll always be by your side.

600 - Ultimate Lifeform
You are not a natural part of this world. You were engineered in a lab by a brilliant scientist using DNA from an alien race known as the Black Arms. You were created as such for one main purpose: to birth a being that generates chaos energy, the same power found in the chaos emeralds. Your body does just this and in immense amounts, such that you need limiter rings wrapped around your arms and legs (or whatever other appendages depending on species) to keep the energy from going out of control. You have a natural affinity for controlling this energy within you via chaos control. This allows you to teleport, slow and stop time, fire off spears and explosions of chaos energy from your body. It can even be used to travel through time if used in conjunction with another who knows chaos control, so long as you both have a chaos emerald.

Should you remove the limiter rings, the chaos energy will surge around your body, massively amplifying your strength and speed while coating you in a wave powerful enough to easily destroy enemies otherwise close to you in strength just by them touching it. You won't last long like this, however, as in just a few minutes you'd quickly pass out from exhaustion and after that your body would begin to break down as the energy tears you apart from the inside out. This perk comes with a free set of limiter rings (If you are a Deific Fragment you're powerful enough to handle the energy without the rings).

Villain

100 - Deceiver
Manipulating people isn't so difficult. They're all the same on the inside. They're consumed by desire, hatred, vengeance and other such foolish wastes of energy. You can easily identify what it is in someone that makes them tick, all their hopes and insecurities, and figure out how to exploit those for your own ends. You'll have everyone dancing on your strings in no time.

100 - Totally Trustworthy
It really is uncanny just how trusting mortals can be. People just seem to take you and your words at face value more often than not. Tell them that some random guy 200 years ago is the cause of all their problems and they'll believe it rather than wonder why a guy who looks like a demon and can casually time travel is now talking to them while lacking a mouth. Some may have greater discernment, but most people fall for your lies hook, line and sinker.

200 - Moving Shadow
There is a reason that darkness is the most primordial fear. The unknown and unseen are the most dangerous threats of all, a threat you represent. You can move silently and blend in with shadows so well that you're almost undetectable by mundane senses when you want to be. Even the mightiest of heroes can be killed when hit with something they didn't know existed.

200 - Master Planner
If one thinks of a god they may imagine its might, the immense power they possess. It's less often that one considers their intellect, yet that aspect may be the most powerful of all. You have a divine intelligence in regards to creating highly complex schemes. You can concoct convoluted plans involving time travel, several independent groups with their own motivations and even your own "death", which somehow manage to work despite whatever hiccups may have occurred along the way. Your plans just have a way of working out. You will become whole again.

400 - Divine Stature
You... you are no mere mortal. Or at least, you don't feel like one. You give off the powerful aura of a divine being. Mortals in your presence will feel great fear, admiration, respect and the desire to submit just from perceiving you. This has varying degrees of effectiveness depending on the strength of the character of those you meet, but you could have whole nations worshiping you after just a few years living there.

400 - Until Next Time
Any good conqueror knows when to boldly claim what's yours and when to call it quits. Frankly, it will come to the latter sometimes and that's something you're quite good at. You manage to escape the backlash of your own failed schemes and villainy, often literally. Even if you inadvertently end up unleashing a reality destroying monster on existence you'll dodge obliteration, get everything fixed up and then run off to cook up your next scheme. There's always next time.

600 - Genius
Super speed, chaos control, psychic abilities, godlike power - all of these are overrated. Your supreme intellect outclasses them all! You are a genius on par with the good doctor himself, capable of creating just about anything with enough time and the right resources, on top of your monstrous general intelligence. Whether it's armies of robots, airships, spaceships, planet destroying space stations, true artificial intelligence or even time machines, you can do it all and make it look easy. You're particularly skilled in harnessing the power of natural or preexisting things and channeling them for your own means, like using a time god to create a time machine or using the chaos emeralds as an infinite energy engine for your technology. You will rule the world one day.

Items

Free Spirit

100 - Designer Shoes
Soleanna has some extremely talented craftsmen of all types, and one of them created these sick kicks! These shoes are extremely resistant to wear and tear, very comfortable and nice looking. They have a special attribute, though, which is their ability to allow the wearer to use the power of special gems in Soleanna. Each of these gems grants its own power to the user and you'll need the shoes to use 'em. These sure are handy!

200 - Royal Castle
What is a princess without a castle? Still rich and powerful, but really lame! You have an ancient and magnificent castle built into a valley, keeping it well defended. A unique aspect of the castle is giant birds of prey which are trained to carry people around. They'd even let you ride them if you wanted. Your chambers are magnificent and fit for the greatest of rulers.

400 - Soleanna Gems Collection
Everyone knows about the legendary chaos emeralds, but Soleanna has its own special gems with mystical powers. The green gem allows you to create a small tornado around yourself to destroy enemies, the red gem allows you to slow time around yourself briefly, the blue gem lets you run at supersonic speeds and accelerate to your top speed near instantly, the white gem allows you to hover in midair and enhances the homing attack (if you can perform homing attacks), the cyan gem allows you to fly to its location at high speeds after throwing it, the yellow gem gives a magnetic forcefield which protects you, and the purple gem shrinks you but allows you to jump off the air infinitely like a form of flight.

600 - Kingdom of the Sun
Congratulations, you are now officially the ruler of Soleanna! (or a different but practically identical city-state). This is a thriving and beautiful land which makes its fortune off tourism and crafting precision machinery. Yes, despite the romantic and mystical vibes the principality gives off with its ancient ruins and castles, it is very technologically advanced. While your kingdom wouldn't be giving Eggman a run for his money, there's at least one underwater lab with very advanced technology and research into a machine that can harness infinite energy from the sun god Solaris (it doesn't really work though). The kingdom is very influential politically and super wealthy. Your word is law in this land and you can rule it as you see fit. Be a good ruler.

Nobody

100 - Random Objects
Tables, chairs, balls, big rocks... what are you supposed to do with these? For a normal person not much, but if you have psychokinesis you can launch them at your enemies! These objects can be summoned anywhere. Who doesn't love smashing Sonic upside the head with a lawn chair?

200 - Pretty Desert
Really? You want a desert? Do you like counting grains of sand or something? This is just a desert with some ancient ruins that have bizarre psychically responsive giant balls. It's not a bad place to hide or even relax and enjoy the scenery if you can find some shade, but at the end of the day it's a desert. I just don't get what you'd see in it.

400 - Psychic Enhancers
There are, oddly enough, objects sold in Soleanna which can enhance the powers of psychokinesis. While some of these items are hard to describe in appearance they significantly enhance psychokinetic abilities. These trinkets allow you to fully understand your abilities and, thereby, gain new "moves". Where before you may have had trouble grabbing multiple things at once, you could now do it easily. The overall power is enhanced as well, not just understanding. The difference is vast between someone with these and without.

600+ - Chaos Emeralds
What pretty little lucky charms you've found there. The chaos emeralds are legendary artifacts with a rich history which can do almost anything, though it takes a powerful heart to control them. Besides being sources of infinite energy, the chaos emeralds do respond to the wishes of those harnessing their power. They allow users to manipulate space and time, seal away powerful beings, enter a godlike "super" form, time travel and even resurrect the dead. You have "just" two of the emeralds, but for an additional undiscounted 400SP you gain all 7 of the emeralds. This is the ultimate power.

Agent

100 - Communicator
A communication device made by G.U.N for their agents. This lets you send and receive messages from other agents and headquarters without your conversations being spied on by unwanted listeners. Extremely useful when caught behind enemy lines.

200 - Vehicles
You've gotta get around somehow and even if you're a supersonic hedgehog you probably can't swim. Thankfully, G.U.N has provided you with several vehicles to traverse. There's a glider, which allows you to fly around while engaging in aerial combat, an all terrain military vehicle for traversing harsh environments, a motorcycle and a hover car that can float above the surface of land or water to travel at high speeds. You can go anywhere with this stuff!

400 - Crystal Memories
l don't know what's going on with the merchants in Soleanna, but they're somehow now selling tangible memories. Specifically, they're yours. These memories serve to enhance abilities linked to your biology, such as Shadow gaining greater control over the chaos energy within him. Assuming you have any biological abilities to speak of, this will make you a force to be reckoned with.

600 - Scepter of Darkness
A mysterious artifact of Soleanna which seemed to be made to contain Mephiles. This scepter has the ability to easily seal Mephiles and other powerful dark beings away. While Mephiles may gain enough power to resist the scepter eventually, if he's beaten down enough it will still work on him and the same principle applies to other dark or "evil" beings you encounter that you try to seal with this scepter. Guard it carefully.

Villain

100 - Glasses
You've got some nice glasses there! These aren't just for looking nice, but are technologically advanced and capable of scanning massive areas to locate artifacts like the chaos emeralds. While these are attuned specifically to the emeralds, with some technical knowhow it wouldn't be too hard to program them to detect other such mystical artifacts if you have any.

200 - Hidden Base
Your own home away from home! This incredibly technologically advanced base has thousands of robots to defend it, top of the line security systems and a good amount of advanced research into technology, particularly pertaining to time travel. The base is so self sufficient that it could still be active 200 years later with no one maintaining it. This is not only a hideout, but a potential launching point from which you can begin your invasion!

400 - Egg Army
Your mechanical army! You have it all here - enough robots to conquer whole cities and even countries, airships, spaceships, space stations and more. Perhaps more impressive is the database you have which contains the schematics for every invention Dr. Robotnik has created thus far, including incredibly advanced robots like metal Sonic and Death Egg schematics. There's some schematics for a time machine, but they aren't quite complete...

600 - Time Machine
Finally! What you've been waiting all this time to achieve! This is a large chamber that serves as a time machine using the power of the sun god Solaris. You can use it to travel anywhere through all of time. With this built, it's only a matter of time before all of existence is underneath your heel, from the beginning of time all the way up to the end. You will rule everything!

Companions

100 - Companion Import/Creation
You can bring others along on your adventures here. For every 100SP spent here, you can import/create two companions, who each gain an origin and 600SP to spend as they please. They also receive a 200SP stipend for the species section. Alternatively, you can import/create just one companion per 100SP who gains all that but 1000SP instead of just 600.

Free - Canon Companion
There's plenty of lovable characters to be found here and if you want you can take them with you. Should you be able to convince them to agree, you can take any character in this world with you into future jumps. Everyone needs some help from friends, after all.

500 - Anna
"Hello, my little darling. I love you *stretches her arms to encompass the entire multiverse* thiiiiiiiiiiis much! Mwah!" Although the people of Soleanna now believe Solaris to be their original god, this is a falsehood. Solaris is the infant child of their true god, Soleanna (though she prefers people just call her Anna). Soleanna is the goddess of the sun and her personality reflects this, being incredibly loving and warm despite her immense power. She literally radiates a great warmth that comforts those in her presence and a hug from her could make anyone smile as they're cradled in her arms (an easy task for her since even her human avatar ranges from 7 feet tall to basically as big as she wants). She prefers to take the form of a tall, motherly, busty woman with long golden hair and fair skin, though her true form is a hyper-dimensional being that can barely be comprehended by mortal minds, let alone interacted with.

While her son hates mortals and wants to destroy everything to eliminate them, she loves mortals and finds them cute. Anna was very despondent at being unable to change her son's mind about mortals to the point he even disowned her. Her heart was so broken she even let her garden fall into disrepair. That is, until you showed up. Something about you made her fall in love with you the way a mother falls in love with their newborn child and she's been giddy to meet you. She exists at every point in time simultaneously, so she's always spending time with you. Besides gardening, she practices whatever hobbies make her of use to others like cooking, cleaning, singing and even combat (she throws a mean right hook!) Above all, she just wants to spoil you and make you feel loved however she can.

Scenario: God of the Sun (Must be a Deific Fragment)

You have been split into two halves, left incomplete through the machinations of foolish mortals. To rectify this state of affairs you'll have to hunt down your other half somewhere else in time.

If you are like Mephiles you'll find that your other half got the lion's share of your power, including abilities from outside this jump. The raging flame isn't very smart, but you currently lack the raw power to defeat it. You'll need to find some alternative method of rendering it helpless enough to re-fuse together - perhaps some mortals could be manipulated to help in your quest.

If you are like Iblis you have a whole different set of problems. While you have the raw power, your other half has the majority of your intelligence, able to outwit and outmaneuver you at every step. A bestial rage fills you constantly, tempting you with the urge to destroy. If you ever encountered your other half it would be a simple matter to beat them down and become one again, but they're doing everything in their power to evade you as they don't seem keen on becoming whole. You'll have to find a way to track them down and reclaim your intellect.

Reward: You have regained your true form and have once again become a true god of the sun. You exist beyond the bounds of time altogether, as if you were in every instant of the universe beginning to end and possibly even in every timeline. Your power over space and time is such that you can devour countless, potentially infinite timelines with trivial ease and completely consume all of time and space if you wish. You can freely move objects and beings to and from different dimensions/timelines without so much as making contact with them. You have such unfathomable raw power that even Super Sonic's invulnerability can be overcome through your attacks, which can manifest in forms such as miniature black holes and glowing energy beams.

Your “physical form” can manifest according to your will, but cannot truly take damage or be harmed as you are a higher dimensional entity. However, your “core” which houses your consciousness is still rooted to the same lower dimension as your physical form and can therefore be vulnerable to attack. Being defeated at any single point in time will have absolutely no effect on you as you remain untouched elsewhere. Only by being defeated “in the past, present and future” can you truly lose. If your core was destroyed past, present and future, it would allow the one who destroyed it to access your normally inaccessible “true form” - a small, white flame. If they blow out that flame, only then will you end.

Drawbacks

+0 - Alternate Timeline
There are countless timelines and alternate worlds. Rather than the original version of this world, you've arrived in an alternate one. This could be a bizarre version of the world where Mephiles is a self proclaimed gamer and Eggman is a self proclaimed Sans Undertale, a world where everything seems in some way vaguely much better put together, or any other existing alternate versions of the 06 story. Have fun!

+100 - Now Loading...
Is it me, or is everything going very slowly? Somehow, you're constantly dealing with "loading screens" wherever you go. This effectively means time stops while you're unable to do anything but wait, sometimes for several minutes, before you can move again. These will trigger when traveling a decent distance, entering buildings or "interior" areas, or even just when some minor but significant change has happened to the environment. Get ready for boredom.

+100 - Gullible
You really are a trusting person, aren't you, Jumper? You just don't seem to doubt people and take anything someone tells you at face value. If a weird, incredibly evil looking guy shows up and says this one guy 200 years in the past is the reason your world is destroyed then it's gotta be true! You aren't stupid enough to believe literally anything, but a lie doesn't have to be very good at all to fool you. Surely being this naive won't end badly!

+100 - Bad Romance
This nonsense again? You keep ending up in "romantic" relationships that end very poorly for you. Whether it's attracting a stalker that won't leave you alone no matter what or getting a new girlfriend that gets kidnapped every 5 minutes, you just can't catch a break in the love department. It could be worse - you could be like Shadow.

+200 - Iblis Triggered
It seems you've been framed. Someone out there who's very powerful has been convinced you are responsible for the destruction of their future and that by killing you their world will be fixed. They're strong enough to match, even possibly overpower, you. The one saving grace you have is that they can be reasoned with and shown that they've been lied to, though they likely won't believe it straight from the horse's mouth. Maybe your friends can convince them.

+200 - Kidnapped (Again)
You just can't catch a break with this, can you? It seems some madman is hellbent on capturing you for whatever nefarious purposes he has planned and he's extremely good at it, as he succeeds in capturing you any time he tries. He's got a well defended aerial fortress to keep you in and while it's possible to escape, it's also possible he'll just kidnap you again once he figures out where you are. Should you be kidnapped by him for too long he'll sacrifice your life to achieve a higher evil plan of his, so I'd suggest always breaking out immediately. If only you had some sort of hero to save you...

+200 - Flaming Future
What the hell is this?! This isn't the bright, happy land of Soleanna! You've arrived in a bleak future where everything is destroyed. The world is swarming with flaming monsters, the sky is constantly overcast as the world is in eternal darkness and almost all hope is lost. Before you leave here you'll have to find a way to defeat the source of this destruction, Iblis, and seal it away permanently. One way or another the methods to do so will be made available to you with a lot of effort, but saying you're going to defeat an evil god and doing it are different things entirely. If you don't save this future you'll lose your chain, stuck here.

+300 - Unstable Reality
This world is practically falling apart! Constant errors in reality seem to make themselves present around you, many of which can instantly kill you. You could accidentally end up launched into space or fall out of reality altogether and into an endless void. Besides that, generally bizarre things happen regularly like seeing a clone of yourself or sitting on a crate only for it to be constantly lifted higher and higher by you breakdancing on it. This unstable reality can sometimes work to your advantage, but it is incredibly dangerous. If only they had time...

+300 - It's No Use!
What's wrong with you lately? You seem to be getting your butt kicked a lot. This isn't just in the sense of fights, which you are regularly losing, but also in failing your goals. People you try to save get kidnapped and die, the world you're trying to save gets destroyed and so on. You aren't destined to fail, but success is extremely hard now. Good luck.

+300 - My Destiny
You have been burdened with a curse ever since childhood. Half of Solaris is sealed inside your body, with you being the only thing keeping the entire world from destruction. Thankfully, the only way for it to escape is if you cry. Should you ever cry, not only will the world fall into chaos but you'll immediately be obliterated by Solaris and your chain will be lost. Be strong, Jumper.

The End

Your time in this world has come to an end. How exactly have you changed the world, I wonder? And what will you do now?

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Notes

- Thanks for using my jump! You're way past cool!