

Sonic the Hedgehog Movie Universe
By PsychoAnon

Intro

A long time ago on a planet far, far away - a young, extremely fast hedgehog named Sonic lived with his mother Longclaw the Owl, running free among the hills. But one day, the owl tribe was attacked by the Echidna tribe in their war over control of the Master Emerald, a powerful gem capable of turning thoughts to reality. In her last moments, Longclaw sent Sonic away to a planet called Earth. Unbeknownst to him, it is the hiding place of the Master Emerald.

It's been 10 years since then and Sonic has grown up on Earth, hiding from humanity yet admiring them from afar. He's learned all about the residents of Green Hills, Montana, the town closest to his cave. Soon, he'll accidentally unleash a burst of energy that will alert the government to his existence, in particular a mad scientist named Ivo Robotnik who seeks to use Sonic's power for his own ambitions, with Sonic finding a new family in a local cop named Tom Wachowski and his wife Maddie, who will help him beat Robotnik.

Sonic will have even greater adventures as the Master Emerald is uncovered and a top secret government project from 50 years ago is unleashed by Robotnik's grandfather. Your journey begins the day Sonic will unleash the energy burst that alerts the government to his existence.

+1000 R (Rings)

Origins

Perks and items are 50% off for matching origin. 100 R perks/items are instead free.

Hero

Ever since you were a kid, you were destined to become a hero! That, or you were just obsessed with comics as a little kid. Either way, there's no doubt you're gonna end up beating some bad guys and making them feel real stupid the whole time you're doing it.

Normie

You're a real fish out of water when it comes to this whole “Aliens coming to Earth and triggering world ending calamities” thing. You've had a relatively normal life thus far, even if you do have some connections to the government. More likely is that you're just some small town rube.

Friend

You might not be the main event, but against all odds you're good friends with THE Sonic. Congratulations, it's a great honor. How exactly that came about I'll leave up to you, but you're one of the few people the guy is truly close with. For better or worse, considering how much of a little blue troll he can be sometimes.

Villain

It seems you’ve always been bad to the bone. It could be because of a traumatic yet somehow relatable past, or maybe you're just plain nasty. Whatever the case, you've had your own machinations cooking up for a while now and if you're not on the bad side of the law then that's because you’re doing bad things for the law.

Species

Human

Humanity is, unsurprisingly, the dominant and prominent species of all the planet Earth. They're mostly unimpressive compared to the furry creatures from outer space that will soon be oddly common around here, but don't count them out! Especially if you're talking about the brilliant egg themed scientists of this world…

300/500 - Weird Alien

While hairless monkeys seem to be the meta on Earth, in outer space it's far more common to see intelligent fuzzy critters. They can speak like humans (even English - how very convenient) and compared to people they have some very impressive physical abilities. Their speed, strength and durability far outweighs humans, to the point of being able to keep up with a more casual Sonic and smash apart advanced robots. Your biology could also offer other advantages like flight depending on your “species”. With the higher tier, you are just like Sonic - the fastest thing around. While you have the same strength and resilience as other aliens, you're also ridiculously fast and literally brimming with energy. You could run from Montana to the Pacific Ocean and back in 4 seconds easy. Your body is loaded with an unimaginable amount of energy and if you use your all-out speed you could generate an emp blast big enough to shut down power across the entire Pacific Northwest completely by accident. Gotta go fast.

Perks

Hero

100 - Attitude
You've got a real mouth on you. You've got a snappy insult or pop culture reference ready to go for every occasion, especially when you're facing down your enemies. Not only is messing with the bad guys incredibly cathartic, but your constant nuisance prods at them and agitates them to the point they give into anger. They're bound to slip up if you mention skibidi rizz mid-fight.

200 - Found Family
So you're a freaky blue alien, so what? You're just as deserving of love as anyone else. Against all odds, you can find people to love and care for you wherever you go. They can look past your hideous mutant appearance and see the real you. If you just reach out they'll accept you with open arms as if you were their flesh and blood. That's what real family is.

400 - Lock In
When the going gets tough, the tough gotta go fast. Pressure makes you into a gem - when the heat’s on you end up pulling off stuff you could only do on your A game, hell, even your S game! You could go from getting your butt whooped to clowning on the guy giving said butt whooping. Not only are you hyper focused in these moments, but you can temporarily push your body beyond its limits. This usually only happens in dire life or death situations.

600 - Live and Learn
Life isn't always pretty. It's practically a guarantee that some horrible tragedies will happen in your life. But even though you might suffer these things, you'll never let them change who you are inside. You'll still be “you” no matter how much suffering and pain you go through. Of course you'll feel frustrated, angry, hateful but you can let those feelings pass without controlling or defining your life. And when you meet people who have given into those things, letting their rage and hatred drive them? You can bring them back to the right path through your example. It's never too late to do the right thing.

Normie

100 - Fatherly Advice
You might not look it, but you've got some valuable life experiences under your belt. You're able to offer sound advice when people need it most, be they a teen not understanding their place in the world or a grown man who doesn't know what to do when the power goes out. This is typically general common sense stuff, though. I doubt you have much insight about the nuances of particle physics.

200 - Secret Agent Man
You must be some kind of G.U.N. operative - it's the only way to explain your talents of espionage. You're very good at pretending to be someone you're not, whether that's tricking and catfishing a woman you don't love into falling in love with you or literally impersonating someone else. You're really good at the classic “sneaking around and burning files” type of spy work too.

400 - Strong Independent Woman
They're gonna brush YOU off?! Oh HELL no, it's time to show them who's really the boss around here! You're scary and when you start to yell at people and boss them around they tend to capitulate to your demands even when they really shouldn't. A highly trained grown adult soldier would let you waltz right into their highly secured HQ just because you told them they better do it or else. It's fun being you.

600 - There Is A Light
You're a very special person. It's almost like you're more than just a person. You're an incarnation of hope, goodness, innocence and everything right with the world. The impression you leave on people in their minds and hearts can never actually go away. The fun times you shared, the lessons you taught them, the values you tried to get them to understand, the love they have for you - these things will be just as powerful and vivid to them 50 years after the fact as they are right now. So long as that light shines on them, your beliefs and values will guide them to follow the path you would've wanted them to take. The light shines even though the star is gone.

Friend

100 - Fist Bump
There's no point in a team if you don't have teamwork. You can work extremely well with those you're close with, like your minds just sync up. You and your friends will be performing combo moves on the fly just for the fun of it pretty soon. Beyond combat, you can understand what your friends are feeling and figure out what they need to get them out of a rut or a dangerous mindset. That's what being a team is all about.

200 - Wiz Kid
Robotnik isn't the only genius around! While you're not on the level of the bad doctor, you're no slouch when it comes to tech and engineering. You're an extremely proficient hacker, can make gadgets like hologram projectors or blasters, and modify and enhance vehicles such as a biplane you found laying around. Maybe it's okay to be a little different.

400 - Knock Knock
Warrior blood flows in your veins. You're strong enough to bash in a giant reinforced steel door with one blow, lift a giant boulder with ease and even stop a spin dashing Sonic dead in his tracks. Not only do you have raw power, but skill, being ranked alongside Knuckles as the most dangerous warrior in the galaxy. If all this wasn't enough, you have attained the flames of disaster, a supernatural ability that further enhances your might and lets you enhance your blows with flame. You can teach this power to others fairly easily.

600 - Ultimate Power
You're incredible! Unbelievable! Inconceivable! You’re the ultimate lifeform! Your body is overflowing with chaos energy, enough of it to power an Earth destroying superweapon easily. You have massively enhanced speed and physical abilities comparable to Sonic, but you've mastered the chaos energy to achieve other feats like short range teleportation and firing off spears of raw energy. You can even enhance the speed of vehicles you're riding along with your own speed. Normally you wear limiter cuffs to restrict your power for your own safety, but by taking them off you unleash a power even greater than Sonic's at risk to your own life. The limiter cuffs come as a free item with this perk.

Villain

100 - Stone Cold
Where would a villain be without his number 2? You've got the skills to be the ultimate henchman. You can clean, cook, organize a schedule, handle all the busywork and odd jobs the boss needs done and to top it off nobody makes a latte quite like you. You're not just an evil secretary, but a badass in your own right - you're as good in a firefight or a high speed motorcycle chase as the most elite secret agents. Maybe you're overqualified for this job.

200 - Redemption Arc
What if this whole “evil” thing wasn't the right decision? What if there's a better way? It's never too late to switch. People are quick to forgive you for your past evil actions once you become repentant. Someone you might've considered a mortal enemy a day ago would be willing to become your friend if you turned your back on your wicked ways. This is less effective if you're just pretending to redeem yourself.

400 - Master Manipulator
The greatest weapon to use against someone isn't a robot or a giant laser cannon, but their own heart. You know exactly how to lie, deceive and tug on people's heartstrings to get them to do what you want. Fooling a rube like Knuckles is child's play, but even someone as smart as Dr. Robotnik could fall hook, line and sinker for your schemes without ever suspecting your true intentions until it was too late. Now that's REAL evil right there.

600 - Egghead
That brain of yours may be the most dangerous weapon on Earth. Your genius is only rivaled by the likes of Ivo and Gerald Robotnik. You've got an IQ of 300 and 5 PhDs, and while you're particularly excellent with science, your brilliance shines in all fields. You could determine a creature's exact height, weight and skeletal structure based solely on a footprint and perfectly predict someone's location just by analyzing their average speed, the fastest route to their destination and the weather. You're also perfectly fluent in 5 languages. It's in the scientific arena that your brilliance truly shines. You could create robots and weapons decades if not centuries ahead of what mankind has access to - from heavily armored mobile crab bases to drone armadas, miniature black hole bombs and even planet destroying superweapons like the Eclipse Cannon. Not to mention the countless other fields in which your tech dwarfs anything mankind could currently dream of. You've got the master plan to make the world bow at your feet.

Items

Hero

100 - Speed Shoes
The thing about rolling around at the speed of sound is that it's hard to find kicks that can withstand that level of high speed action. That's why you've got these stylish shoes that are practically immune to wear and tear. Heck, run around at the speed of light all day if you want - these bad boys won't be any worse for wear.

200 - Cave
Some might call this a suboptimal dwelling, but it's perfect for you! This is your own literal mancave filled with all sorts of fun stuff you've collected over the years depending on your own hobbies, such as comic books or a retro game collection with a generator to power it. Besides that, it's got some cozy furniture and a real “home-y” feel to it. The best part is that it's surprisingly hard to find. You could hide out here for a decade and not get caught. Only an idiot could give away their location with a crib like this!

400 - Compass
This is no ordinary compass, but one created to pinpoint the location of the master emerald. If you have this you'll know right where it is no matter what. Underwhelming, huh? Well in future worlds it'll be able to pinpoint the location of equally powerful and terrifying artifacts - several if a world has multiple of them.

600 - Rings
Rings are how all advanced civilizations travel. These unassuming golden rings you now have allow you to go anywhere you want. The way they work is simple - just think of where you wanna go, throw the ring and a portal opens up to that location. The portals can take you to anywhere else in the universe as long as you can envision the place you're trying to reach. The rings are used up when thrown, but you've got a bag that regularly refills with dozens of them each day so running out won't be an issue. You've also got a map showing a few other planets in good enough detail to let you travel there if you need to.

Normie

100 - Low Budget Flights
Well look at you, ‘ya big shot! You must have some high up connections because now you can call in a G.U.N transport chopper to take you wherever you want, whenever you want. It's fast enough that you could get from Montana to Japan in half a day. No food or movies, unfortunately. Skydive out of it if you really wanna make an entrance.

200 - Disguise Tech
Now this is fun. These gizmos can completely transform your appearance and voice to match anyone you've met before. It's so indistinguishable that even someone's most loyal subordinate couldn't tell the difference, at least when it comes to how you look and sound. Successfully acting the part is on you.

400 - Prison Island
Some things are too dangerous to be let free and too valuable to be thrown away - that's what this facility is for. On an isolated island, this prison is filled with armed and highly trained guards to keep its prisoners in, though they're mostly a formality. The real strength of this facility is its cryostasis pods that can keep a prisoner unconscious, immobile and even unaging indefinitely. As long as someone doesn't purposefully let them out, there should be no chance they'll ever get out of their eternal slumber.

600 - G.U.N.
A global military taskforce was established to protect the world from extraterrestrial threats. And they named it the Guardian Unit of Nations or “G.U.N.”? Really, guys? Well, now, you're the one running the show and they're devoted to whatever task you wanna put them up to. While not as advanced techwise as Robotnik, they have impressive technology - laser rifles, gravity manipulating security systems, high powered disintegration forcefields and secret research facilities. What they have in spades that Robotnik doesn't is authority and funding. As long as you don't go completely world domination with it you'll be allowed more or less free reign to do what you like globally and the wealth of the organization is enough to fund the design and construction of something like the Space Colony ARK without much of a second thought. You have many operatives and bases around the world, with your HQ being nigh impenetrable. G.U.N. will retain its authority in future worlds so long as those worlds have some semblance of civilization. Maybe think about a rebrand, though? “G.U.N.”, geez Louise.

Friend

100 - Rocket Shoes
Way. Past. Cool. You've got custom fitted shoes with thrusters on them that let glide above the ground, giving you a major boost to your speed and mobility. They can even let you fly freely through the air like a majestic duck. If you weren't fast enough already, you're really gonna be zipping around with these bad boys on.

200 - Backpack
You've got a backpack filled with a bunch of high tech gadgets and gizmos. You've got an energy tracking device that works across galactic ranges, hologram projectors, nearly unbreakable titanium handcuffs, an electric rope to bind and incapacitate your enemies, a laser gun, a hacking key capable of breaking into any system if plugged in, a jetpack, attachable levitators, an advanced mobile computer and even a boomerang thing. You're equipped for any situation.

400 - Labyrinth
Some things are too dangerous to let fall into the wrong hands.This maze was created for the purpose of keeping something extremely valuable guarded and that's exactly what it does. It's filled to the brim with tricks and traps that only the mightiest and craftiest of warriors could hope to get past alive. Despite its primitive appearance, it has an extremely advanced cloaking system that blocks any and every form of detection, meaning that this place and whatever you've got locked up in here can't be located at all outside you, who already knows the location. Guard the secret with your life.

600 - Casino Night
Welcome to the most jumping casino in the universe! This place attracts wacky characters from several galaxies, all of whom are looking to gamble away everything they've got! That's much to your benefit, what with you being the owner and all. Besides the games and amenities you'd expect, there's a battle arena where unfortunate captives get to face down vicious beasts in battles to the death for the amusement of the patrons. You'll be raking in the dough with this place!

Villain

100 - Café
What an unassuming little shop. No one would ever suspect it's a secret evil base of operations, but that's totally what it is! Run by your very own henchmen (who makes a mean goat milk latte), this is a high tech hideout for you to… hide out in. It's hooked up with all sorts of advanced monitoring systems, holographic projectors and a TV tuned in only to telenovelas. Seriously, try the goat milk lattes, they're “fire”, as they say.

200 - Black Hole Bomb
Well that escalated quickly. This miniscule metal orb can be easily deployed and once it activates will spawn a small black hole. The black hole will consume everything around it in a roughly mountain sized area until it disappears on its own a few minutes later. You've got one of these, but you get it back at the start of every week. Try not to drop it, That'd get ugly.

400 - Egg Tech
You've got an army of hyper-advanced robots and gadgets here designed to fit whatever aesthetic themes you'd like. There's countless drones armed with lasers and missiles, a heavily armed and armored base/transport vehicle able to traverse any environment at high speed (may or may not be a giant crab), one man floating vehicles, cloaking tech, a giant robot on par with the one Robotnik will build using the master emerald and far more things I don't even have time to describe. Now if you could just get rid of that pesky blue rodent, you could take over the world!

600 - Space Colony ARK
What are you doing with this? You can't possibly be planning to use it! This small space station houses a superweapon capable of wiping out everything in a 25,000 mile radius - the Eclipse Cannon. It could reduce the entire Earth to a smouldering pile of rubble and slide through the moon like a hot knife through butter. It has a built-in security system of a small army of space capable robots to guard it from attempts to destroy it or shut it down. Still, you'd need an immense amount of power to gather the energy needed to fire it. Power on par with a certain ultimate lifeform. Please don't do it - it's not worth it.

800 - Master Emerald

Long ago, the Echidna Tribe forged the 7 chaos emeralds into one ultimate weapon - the master emerald. Brimming with unfathomable chaos energy, this weapon allowed one warrior to destroy entire armies. Now it, or a copy of it, has fallen into your possession. When the emerald is wielded by someone it grants them powers they could only dream of based on their innate talents, attributes and their imagination. A scientist like Ivo Robotnik would gain telekinesis, technopathy and the ability to rapidly shape the metal lying around a small town into a hyper-advanced giant robot.

In the hands of a being as powerful as Sonic or Shadow it would practically turn them into gods. They would gain the ability to fly, speed enough to zip around the Earth in an instant and fly to the moon in seconds and durability great enough to withstand an Earth destroying laser for at least a minute. With chaos powers like Shadow's those would also be vastly enhanced as well.

The only true limit of the emerald is imagination, as it has the power to turn thought into reality. You could control the weather to conjure a chili dog directly from heaven if you felt like it. Okay, to be honest there is a limit to its power but exactly how far that limit is I'll leave up to you to figure out. Guard this power wisely, for in the wrong hands it could spell the end of the world.

Companions

100 - Old Pals
You've not come into this world alone. You can import/create up to two companions here per 100 R spent, granting them each an origin and +600 R to spend on perks and items. You can instead import just one companion for 100 R, giving them the same benefits but +1000 R to spend instead of +600.

Free - Sega Friends
Didn't get enough of the wacky characters around here? If you want to take someone from this world with you to future jumps, all you need is to ask them and if they agree you'll be able to bring them along as a companion from that point on.

Free - Henchman
It seems you've acquired your very own sycophant… perhaps even a sycofriend? You have your very own highly competent henchman (or henchwoman) dedicated to doing your bidding! Ever since they first met you they were enthralled and knew they had to dedicate their life to serving you however you need. Their worldview and morality is entirely centered around you and the desire to be close with you. They're exceptionally skilled in everything from housework to combat and they're as loyal as loyal could ever get. You can choose whether they're a human or some sort of funny animal person. They're the best helper you could ever ask for.

100 - Rogue
There's a lot more of these funny animal people on Earth than anyone initially thought. This little seductress is one such case, a bat-like thief who came to Earth chasing rumors of the master emerald. She loves precious gems and wants them all for herself, willing to go through a lot of trouble just to acquire them. She ended up being recruited by G.U.N. as a secret agent due to her immense skill when it comes to infiltration and thievery. Despite her small stature, her body is… impressive to say the least. Although she's mostly out for herself, she's not completely heartless and has a particular soft spot for guys with troubled pasts. Be careful - she's no stranger to playing men to get what she wants.

Drawbacks

+100 - Casual
“Why not goof around and play with your food? Who's gonna stop you? You're sure to win no matter what cuz you're just that good!” This is your mindset for life in general. You almost always mess around even in dire situations cuz you believe there's no way you could fail. That's all well and good until someone catches you off guard and captures or someone dies cuz you were cocky. It's only in truly dire situations like facing a threat to the entire world or even you know and love that you'll be able to shake this and try your hardest to succeed.

+100 - Outcast
Look who crawled out of the freakshow. You've got some weird biological quirk that people pick on you for, like being a fox with two tails. This has left you estranged from your own people, like those in your hometown, and really taken a hit to your self esteem. While others will usually be more understanding, it's just as likely you'll encounter even more people who make fun of how you look. People are cruel.

+100 - Honor Bound
Sheesh, lighten up a bit.You put duty (hehe) above everything else, to such a degree not even that joke could distract you from your mission. Your strict code of honor and ethics prohibits you from doing shady or underhanded things like lying, stealing, backstabbing and committing acts of evil in general. While exceptions can sometimes be made for the greater good, you wouldn't dream of breaking your code in almost any non-world threatening situation.

+200 - Drowning Hazard
Guess who never learned to swim? When it comes to water you'll sink like a rock if you fall in because you have absolutely zero ability to swim. Heck, you can't even float! If you were fast enough you could run on the surface of the water, but it'll be a big risk given your condition. You're just like that Luffy D. Monkey guy!

+200 - Gullible
It's written on the ceiling. Please don't tell me you actually looked? It wouldn't be surprising considering your complete lack of discernment. The most obviously evil man you've ever seen could act like he's “only your friend” and “totally won't backstab you” and you'd fall for it easily. People tend to have a really easy time tricking you into doing what they want.

+200 - Major Issues
What do you get when you mix a tragic childhood with a lack of empathy and severe narcissism? You, apparently. You've got an ego that could blot out the sun - you won't be happy unless everything's been reshaped in your image exactly to your liking. To you others are just pawns to be used and future slaves in your grand empire. Your ambitions only grow with your success - why stop at the Earth when you could have the galaxy, the universe, the multiverse?! Long story short - you're a maniac obsessed with world domination.

+300 - Public Enemy Number 1
I'm not sure what you did - maybe you're an insane criminal or maybe you're just too dangerous to let roam free. Either way, you've got the U.S. government chasing you - in fact, even G.U.N. is using all its resources to hunt you down and bring you in. Although they're trying to get you alive, they're not opposed to finishing you off either if it seems necessary. Give the slightest indication to where you are like an energy signature and you'll have agents and robotic swarms dogpiling you in minutes. If you end your time in this jump as a captive of G.U.N. or the US government you'll fail your chain. Prepare for life on the run.

+300 - Nemesis
There's someone you just can't stand. A person who exists in stark contrast to your goals and everything that you are. Your new archenemy has made it their mission to ruin your life and all your schemes and they've got the skills, resources and power to be a serious threat even to you. The worst part is that even if you seemingly beat them they'll be back before you know it. Banish them to an alien planet? They'll be back by Christmas. Die in a planet destroying explosion? Somehow they made it out. It's possible, though not likely, for your relationship to mellow out more near the end of your time here so if for some unknown reason you want this nuisance to follow you around in the future you can make them a companion.

+300 - Misanthrope
Life is a cruel joke. Humanity is a failed experiment. Something was taken from you that can never be replaced and now you'll take your revenge on the world by obliterating the world itself and you along with it. Nothing can divert you from this nihilistic and insane course of action - the hatred and pain in your heart is far too great for that. As you would expect, powerful heroes like Super Sonic and Super Shadow will rise up to stop you, but if even they fail to be enough the world is as good as doomed and so are you, as your chain will still conclude upon your death. Maybe there's the tiniest hope you'll see reason?

The End

It's been a fun ride, but it looks like it's over now. Time to make your final choice.

Go Home
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Notes

- **Thanks for using my jump! God bless you!**