

Sega Small Friends Jump

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In 1996, NiGHTS: Into Dreams was released-featuring a strange and incredible world and especially populated by unique creatures called Nightopians. These Nightopians were designed under the A-Life System, an underlying game system designed specifically for raising and caring for Nightopians; the game's director stated that he originally wanted to make it its own game, but it was eventually decided that NiGHTS would simply incorporate it. Nevertheless, this laid the seed for future projects, culminating in the Chao Gardens of Sonic Adventure 1 and 2.

The Chao would go on to become a staple of the Sonic franchise as a whole, an icon in their own right beloved by millions and instantly recognizable to entire generations of Sonic fans. Part of it was the incredibly cute and lovable design, but the majority of it was attributed to the sheer charm of raising and caring for these strange little alien creatures. Despite the incredible successes of Sonic Adventure 1 and 2, as well as the Chao Gardens tied to them, these systems were never wholly brought back by Sega themselves.

In time Sega would bring forth a new set of cute alien characters, acting in a new role: the Wisps, alien creatures from another planet who bear incredible energies within them that Sonic and allies can use to empower themselves. But while they were certainly an interesting new mechanic in Sonic's standard gameplay, they never quite replaced the niche that was the Chao Gardens and the A-Life System. They weren't meant to, but there were still plenty of people who looked fondly back on those things.

And thus, we arrive here.

For ten years, you are offered the opportunity to care for your own Small Friends-the Chao, the Nightopians, the Wisps-or choose instead to be them. Even without any ongoing disasters the worlds that Sega has crafted for these beings are tumultuous places, but with friends by your side and perhaps someone watching over you you'll be able to find your own place.

You have **1000 CP** to prepare yourself for this world, and hopefully find some small friends along the way.

Origins

All Origins may act as Drop-In. You may freely choose your gender and age within reason for your species.

Caretaker

-Rather than being one of the Small Friends of the Sega franchise, you are instead one of their caretakers. Perhaps a kindly Mobian who has taken to caring for them? A strange robot who finds their objectives fulfilled by watching over these strange creatures? A curious alien who decided that they'd like to protect and care for these seemingly helpless beings? Or perhaps a rebel Nightmaren, defected from Wizeman to fight for the sake of the Nightopians? You can effectively freely choose what you wish to be as a Caretaker, with the caveats that your species will be effectively no stronger than the average Mobian-less Sonic, more Cream.

Chao

-Strange beings from prehistoric times; their origins are shrouded in mystery, but what is known...is that they are truly adorable. Chao are cute little winged creatures who carry their hearts on their heads-literally, as the Emotion Orb that each of them bears reveals their thoughts and emotions for all to see. But outside of being cute they hold utterly immense potential within, all innately capable of reincarnation after death and achieving a form of immortality. It was one of their kind who commanded the oceans and destroyed the ancient Echidna in a grand fury, though Chao are normally born barely capable of holding large fruit up. You will begin with the body of a Chao in their first life, young, weak, but holding limitless potential if you reach for it.

Wisp

-Like many things, they were discovered when Doctor Eggman decided that he wanted to do something rather absurd-in this case, build an interstellar amusement park. Kidnapping their entire species and the entirety of their home planet to boot, the Wisps would naturally be rescued by Sonic and become stalwart allies of the blue blur. You are one of these strange alien beings, both composed of and holding a power known as "Hyper Go-On", a strange morphic energy that holds incredible potential and is said that it might even be more potent than the Chaos Emeralds...in sufficient amounts. Something like hundreds of Wisps working in harmony; not something a single Wisp like yourself could summon up under normal circumstances. You start as a standard Colored Wisp, able to summon up a Color Power of your own-further powers and development are on you to attain.

Nightopian

-Rather than flesh or energy, you are a being born of dreams and ideals-or rather, Ideya. Born in the clash between crystalline orbs of distilled ideals, Nightopians are little spirits of pure dreamstuff, fragile and whimsical yet fun-loving and reflective of the inner child that lies within all beings. They possess no language, no ambitions, perhaps no sentience at all-for they need nothing and live for nothing save for fun itself. You, of course, are different-still possessing your full mental faculties despite being composed of the same dreamstuff as any other Nightopian. While generally rather weak, Nightopians do have one truly miraculous power: they can manifest the paradise known as Nightopia, the realm of dreams. This dream realm differs from normal dreams as it is much more stable, much more reflective of who you truly are, and holds within it the Ideya-the crystallized essences of the dreamer. You too can manifest the Nightopias of others, though your own cannot be accessed like this. Otherwise, for now, you are merely one amongst countless Nightopians.

Starting Location

You may consider this world to be something of a blend between the worlds of NiGHTS and Sonic...but aside from being able to visit the world of dreams as you sleep, that really doesn't say much. Thus, two things. First, you shall be allowed to choose when exactly you'll appear in this world within reason-any time between several months before Chaos first broke out of the Master Emerald, to shortly after Sonic and friends left the Starfall Islands. You can even choose which events might happen during your stay here; perhaps Dark Gaia will never awaken, or Eggman will never discover the Time Eater, or a certain location called Soleanna simply does not exist.

Second, you are offered a selection of locations to begin in. Depending on your origin you may choose to freely start in one of these locations. Otherwise, roll a 1d8 to choose your starting location; you may change it for a cost of 50 CP.

1. Station Square - An otherwise ordinary modern city in an extraordinary world, Station Square acts as something of a hub between strange locations; far enough away from the action most days to get by, but close enough that you can easily catch a train or ride a boat out to far more interesting locations. Or simply stay in the city and live a normal life, with plenty of hotels, apartments, businesses, so on and so forth. One particular hotel next to the beachside even hosts a whole Chao Garden underneath it.

2. Mystic Ruins - A lush forest and jungle, rocky and icy mountains, and Angel Island floating above in the distance, the Mystic Ruins hold strange and incredible secrets within-secrets that have both helped and hindered the world time and again. They once hosted the mighty Echidna clan, only for them to have been wiped out many thousands of years ago. Little is left of them but ruins and the occasional natural Chao Garden. Tails also happens to have a workshop in the area if you ever feel like stopping by.

3. Casino - Eggman's had many strange schemes over the years, and a surprising number of said schemes include opening up casinos or amusement parks. Full of deadly traps and killer robots of course, but also genuinely stocked with riches and rings to bursting and willing to toss great wealth at you if you happen to win a game or two. Eggman's a surprisingly good sport about that. You start in one of these strange casinos, in a relatively safe area full of slot machines, a pinball machine or two, and a couple of badniks playing poker. Funnily enough, their eyes flash blue when they have bad hands

4. Green Hills - The lovely Green Hill Zone, practically Sonic's home-if he had such a thing. Lush fields, strange loops and springs, great straightaways, and even a few peaceful spots with small villages that various Mobians live in. Sure it's got its dangers-from pits to spikes to various badniks left over from Eggman's many, many attempts to take it over-but it's otherwise a rather peaceful and idyllic place to live. While it's only a short run for Sonic to get to just about anywhere from here, for most people it's rather out of the way. **Caretakers may freely choose to start here.**

5. Chao Garden - Rather than any specific location in the world, you'll end up somewhere a little outside of it-in a small Chao Garden reachable only if you happen to have a certain blue key. A peaceful and idyllic place where fruit grows freely, no bugs live, and Chao are born and live in happiness. In short, something like a little paradise-though lacking any other animals or Chaos Drives that might help spur on the growth of Chao, and holds rather little all on its own. Perhaps if someone were to bring some toys or the like, it would make the place a bit more fun? **Chao may freely choose to start here.**

6. Planet Wisp - Planet Wisp was found far away from Earth, and was untouched by the ravages of war or the chaos that encompassed that world. At least, until Eggman decided that it'd make a lovely amusement park attraction. Similar to the Chao Gardens Planet Wisp is a natural paradise, untouched by even the smallest piece of technology-for what use do the Wisps have for technology, when they alone are powerful enough to do whatever they wish? They may have learned a little better after Eggman's actions, but even then this world remains a paradise. **Wisps may freely choose to start here.**

7. Dream Gate - Rather than the physical world, you find yourself in the world of dreams-or rather, between dreams. The Dream Gate exists somewhere between the raw collective unconscious and a person's individual Nightopia, a stable garden of fantasies that hosts only a few weak Nightmaren and a few wise Nightopians. From here you could easily access your own Nightopia, or the Nightopia of someone close to you. But, though you should be able to get to the collective unconscious from here, the path is missing and has been for thousands of years. Should you be a Visitor rather than a Nightopian, you will find yourself awakening in your free choice location and visiting the Dream Gate once again as you go to sleep. **Nightopians may freely choose to start here.**

8. Free Choice - Rather than any specific location, you may choose freely where you wish to begin. Not only from the choices above, but from any reasonable place throughout the collective Sonic games; places such as the ruined future that Silver hails from or the Twilight Cage are unavailable to you, but places like Empire City, Spagonia, Sky Sanctuary, or even the Starfall Islands are available to you. A good rule of thumb; if Sonic could casually run there or arrive in Tails' biplane, then you may freely choose to start there.

Perks

All perks are discounted for their origin, with 100 CP perks being free.

General Perks

Hammerspace - 50 CP

-Where DOES Sonic keep his Rings, actually? It's a question that's come up time and again, and Sonic's never actually told anyone. Well, you figured out the trick! Kind of. You've got a small pocket space that can hold at least a few hundred Rings, which can grow in size over time with some training or unique circumstances-though extremely slowly. You can hold things other than Rings in there, though with caveats; this little hammerspace can't hold nearly as much of...anything, as it can hold rings. You'd be lucky to fit a couple of Chaos Emeralds in there at first. And unlike Rings, everything you keep in this personal pocket will still weigh exactly as much as they normally would. Rings just stack easier and have no weight, for some reason. Perhaps this is how Amy carries her famous hammer?

Mythical - 400 CP

-What exactly is it that separates the average person from someone who can dictate the course of history? Opportunity? Drive? Or perhaps something innate, simply being born a different breed. You are an example of the latter; compared to any other specimen of your species, you are just built different. You're the kind of being who could-and probably will-go down in myth and legend amongst your kind...assuming you have the drive to do so. For all beings, this perk acts as both a racial and capstone booster-making you a different breed of whatever your origin is as well as unlocking greater power from the capstone perks. For most origins this is a simple matter, but requires a bit of clarification for Caretakers who lack a specific race. Note, the following ONLY applies to Caretakers.

-As a Caretaker, whatever you happen to be is simply *better* than other people. At base you are stronger, faster, smarter, more durable, than the average person. It doesn't truly apply given what biological limits are like in the world of Sega, but think of it as being a few times better than what a peak human being could theoretically be. And that's just at base; you also possess a single unique "talent" that blows your base physique straight out of the water. Maybe you're just a shade slower than Sonic himself, or can get into a punching contest with Knuckles and pull a draw, or talk shop with Tails and have him come away learning something new. Maybe you've got power to copy other people's capabilities assuming you have the energy, or you're an incredibly powerful telekinetic, or the sheer will to stare in the face of a god of nightmares and make him flinch

-The point is, you're effectively a Sega protagonist. Or at least, you've got the qualifications to be one. This alone just gives you the body and a single talent to achieve that; you'll need some friends and help along the way if you truly want to stand as a legend. But with this, a Caretaker would be well on their way.

Caretaker Perks

A Gentle Touch - 100 CP

-The ones that you care for might hold incredible potential or latent powers, but for the most part...they are weak. They are gentle, they are fragile, and they are oh so very small. They would be incredibly easy to unintentionally harm for a full grown adult, let alone someone who holds true power. Luckily, this is something you will never need to worry about. When you will it, you can make yourself simply incapable of inflicting any harm with your actions. Even if your steps should shatter mountains, they will be as light as a feather's touch when you choose it. In addition to this, your touch is extremely soothing-especially your headpats, which can make even the most cold-hearted Dark Chao melt in bliss. You will never have to worry about attempting to head pat a small friend of yours and, for instance, suddenly and randomly drop kicking them.

Happy Friends - 100 CP

-While just about anyone can try and meet the basic needs of a small child when caring for them, it takes a special kind of person to truly connect with, care for, and comfort those small friends of yours. You are that kind of person; you have a natural sense for the emotions and states of others, a sort of empathy that generally tells you how your charges are feeling, what their needs might be-both physical and emotional-and so on. You also have a kind of insight that lets you easily pick up on your charges likes, dislikes, hobbies, so on and so forth-nothing world shaking, but the sort of things that separate a bad babysitter from a genuinely great one. And of course, you'll easily be able to pick up on the health of your friends-almost instinctively knowing if they're sick or healthy, hurt or fine, so on and so forth.

The Most Important Thing - 200 CP

-Is that you have enough time to spend with your charges. There are so many things that need to be done, so many issues pressing from all sides...but you still need to make time for those you care for. Luckily, you have a way of finding time for those you care for-or rather, making time for them. Whenever you wish, time will not quite stop, not quite continue, but something between those things. Days and nights still pass, seasons change, yet it's as if every major issue except the time you spend with your friends is just...on pause.

-This only works when you're caring for someone else; you can't just delay things like this to train up and better handle whatever it is you're out to face. But when you want to spend more time with those you care about, you find that you can just sort of push away looming deadlines and just spend that time with those you love. And who knows? You personally can't take advantage of it, but if you had the help of a few small friends by your side...

Looking Out For Little Ones - 200 CP

-For the most part, Chao are little darlings who genuinely never get into trouble that you yourself don't urge them into-and Wisps are intelligent enough to look out for themselves. Nightopians, on the other hand, tend to get into all sorts of trouble on account of literally being incapable of recognizing trouble-and on the other hand, it's all too often that trouble will come looking for Chao or Wisps of its own accord. Like before, you have an instinct for these kinds of things-but a much louder, much more insistent instinct.

-If someone is capturing Wisps in capsules against their will, you'll have a gut feeling for it and a vague sense of where they are. If a bunch of Nightopians are about to wander into a shark infested dream-swamp, you'll just *know*-and even be able to find a path to get them out of trouble in the nick of time, assuming such a path exists at all. And on the other hand this also works for misbehavior and the like on the part of your small friends; if some Dark Chao are trying to steal cookies from the cookie jar? *You'll know*.

Toys And Tools - 400 CP

-Even all the parenting skills in the world still occasionally need props, tools, and toys to help out. Luckily, you're quite skilled at finding such things. From being able to find Mobini or Chaos Drives that could help your Chao grow stronger and develop themselves, being able to find bits of tech or unique tools that Wisps can adapt to with great ease, or findings Blue Chips and even rare Gold Chips that Nightopians love, you have an instinct for finding the sorts of things that help and empower your charges. And every now and again you'll find something even more; maybe a Crystal Ring that greatly empowers a specific technique of yours, or a spare Wispon, or maybe a strange shapeshifting Mask. Situational items that greatly enhance you, rather than just your charges. Those are rare, but when you do find them they'll often be exactly what you need.

New Friends - 400 CP

-Even if you wish to care for others, it's often quite difficult for a total stranger to gain the trust of small children-such as the Chao act. Let alone the Wisps who have fully developed minds, alien as they may be. Funnily enough though, this isn't a problem for you; something about you just inspires instant trust in others. Chao and Nightopians will take an instant liking to you practically on sight, and people or Wisps who meet you will be inclined to trust you from nothing but a gut reaction. Even if you're a known mad scientist who's tried to take over the world multiple times in the past, as long as you haven't harmed them personally you'll still be able to get a great deal of trust out of others. And from there, it's incredibly easy for you to build lasting and nearly unbreakable bonds of friendship with others; it would take some serious abuse of that trust on your part for that bond to break.

Raise Them Right - 600 CP

-But seriously, the question must be asked: how the heck does one go about raising one of these little friends anyways? Nobody is quite sure what Chao even are, Wisps are alien energy beings from another planet, and Nightopians are literally incarnate dream spirits; how does one go about raising these things? The answer's quite simple in your opinion, though you can't quite articulate it. Like many things it's just instinct for you; without thinking about it, you just know how best to raise and empower those you care for. From teaching a Chao to swim and fly, teaching a Wisp to shape and harness their Color Power in new and creative ways, teaching a Nightopian right from wrong and even how to speak, you have a knack for teaching and raising your charges that can't be matched-even if those charges are strange alien beings that nobody is quite sure how to raise in the first place.

-And you raise them *well*; under your care your charges will thrive, growing to their maximal potential and achieving every iota of capability they possibly could even if that should be impossible without special or unique resources, as long as you guide them to it. Where a Chao might normally need countless Mobini and Chaos Drives to reach their full strength, you can just teach and train them to reach the peak of their capabilities. Where a Wisp might take years to reach the limits of their strength, you can show them the way there in weeks or months. You're an unmatched caretaker, and you'll always be able to raise them right.

-But those who are **Mythical**, might just have a little bit more to give as well. All beings have hard limits on just how strong they can be, how smart they can be, how far they can go. You might stand head and shoulders above your charges, but this stands true even for you. But...with your help, maybe it doesn't have to be quite so true for those under your care. Those you care for don't have the same starting point that you do, but you can show them the way to becoming living legends themselves. This doesn't make them grow any faster than normal, but where normally they'd find a limit to how strong or how fast they'd become...so long as they're under your care and you're guiding them, they'll find that such things don't exist.

-They can just keep growing stronger, keep running faster, keep pushing harder-as if their potential was truly limitless. This cannot create new abilities wholesale mind you, only improve on things that they were always capable of, but that still leaves a whole world of possibilities open to them. Reveal the limitless potential of your charges to them, and watch as those little friends of yours grow to become myths and legends in their own right.

A Hero's Genesis - 600 CP

-As wonderful as this world is and the little friends that you can find in it are, there are also great dangers and horrors in this world as well. Dark gods slumbering deep beneath the earth, alien warlords who conquer worlds, slumbering spirits who still burn with wrath and hunger, and so much more. And as much as you can see the potential in your little friends, those sparkling gems of potential are nowhere near enough to stand against the darkness that might snuff them out. So it falls to you to step up, to shelter them from the tides that might sweep them away. When you set yourself to protect something-whether that be a group of people, a place, or even a set of ideals-you'll find that you come across opportunities that help you protect these things.

-The greater your desire to protect, as well as the greater the threat what you seek to protect faces, the greater these opportunities will scale. If you don't care much for a place, then don't be surprised when you only get a few hints on how to save it before a great disaster comes to destroy it. If, on the other hand, you're truly willing to put your life on the line for whatever it is you care for, you'll find ancient relics, powerful friends, and even outright opportunities to grow significantly stronger all appearing before you. When everything's on the line and you face a great disaster, remember those little friends you wish to protect-and you'll witness the genesis of a real hero.

-But a **Mythical** being such as yourself already holds such great power that many such opportunities are rather pointless, right? No, not really-because you stand so much higher than everyone else, it only means that you can see the far greater threats that other heroes couldn't hope to deal with. But you have an answer to that-a way to even the scales, at least a little. Where others may only protect, you can attack; against enemies who already stand to do great harm to those which you wish to protect, you can set yourself in opposition to them. By doing so you'll find some opportunity or another to be temporarily empowered with an "opposite" of their power; where Chaos wields the negativity of the Chaos Emeralds, you could draw out their positive energies. When Dark Gaia awakens and seeks to destroy the world, you could awaken Light Gaia and convince him to empower you. Where Wizeman commands all the nightmares of the world, you'll find inside yourself an endless well of courage.

-This "oppositional power" takes many forms, but it generally tends to have the same properties. It will directly oppose and cancel out the powers of your enemy, creating a weakness you can exploit even in enemies that seem invincible and undefeatable. Further, it can undo the powers of your enemy-cleansing their corruption or resisting their influence. Be aware, this power alone is often nowhere near enough to equal the great threats you set yourself in opposition to-it only creates an opportunity that you might exploit to fight against such threats. Further it only comes sporadically; after you are done fighting your enemy it will leave, with only the barest embers of its existence left to mark that it was there. But while you wield it, you will have a chance to fight against godlike beings for the sake of those you love.

Chao Perks

Chao Physiology - Free and Mandatory for Chao, 400 CP for others

-You're a Chao, though quite intelligent for one; most Chao tend to have the intelligence of small children at best, but your mind is unhindered by this. You may freely choose to be a Hero, Neutral, or Dark Chao-or simply allow your own nature to decide your alignment. The specifics of your biology are listed in the Notes, but as a Chao you have a few unique qualities you should keep in mind. The first is that all Chao seem to have some strange unique power, born from their affinity for Chaos Energy. Perhaps you can conjure elemental barriers, or make a partner more lucky, or help them regenerate faster, or so on and so forth. You possess only a single such power, and cannot use it for yourself. Second, all Chao have an affinity for Chaos Energy-the energy of the Chaos Emeralds. Absorbing it makes you qualitatively stronger over time, though there are hard limits to just how much stronger you can become in a single life just like any biological being.

-Third, and most importantly, Chao possess the power of reincarnation. Chao have surprisingly short lifespans-just five years-but they make up for this by simply forming a new egg around themselves and reincarnating like a mythical phoenix at the end of their lives. This reduces their capabilities to a tenth of what they once were, but in turn improves their base capabilities and increases their potential; their "level 1" is set to 10% of their previous life's peak, and their "level 99" is accordingly higher as well, as it were. This, too, is elaborated upon in the Notes. Death by old age for a Chao will not mean chainfail as long as you choose to reincarnate, and should you possess some form of immortality not born from being a Chaos Chao then after five years of life you may choose to willingly reincarnate-either at will or in response to something that would normally kill you. You hold great potential...but for now, perhaps you should simply live a carefree life.

Mutated Chao -Mythical

-Once upon a time, a Chao was born with both strange intellect and abilities. This Chao would grow, develop themselves, and evolve into a truly unique being...named Chaos. You are not Chaos...but you have a shred of the mutation which Chaos was born with. Unlike other Chao you have found a way to turn your own unique ability onto yourself-where before you could only grant others an aura of luck, healing, or elemental power you can now channel that power for your own uses. Where before you formed water shields around your friends, you could now command water to wield for yourself. Where before you could grant regeneration to your friends, you will find yourself benefitting from that very same regeneration.

-It still remains weak-for you are still young-but with time, training, and growth, these powers will grow alongside you. Further, you hold the potential for greater forms-literally, as with enough energy and development of your unique capability you will be able to shift and change yourself to greater and stranger forms, each one exponentially stronger than the last. It would take truly absurd amounts of training to achieve such a thing, but if you had the power of the Chaos Emeralds...

Utterly Adorable - 100 CP

-It's just unfair, you do realize? How adorable you are, that is. You are cute. No, that doesn't do it justice. You're adorable to a level that boggles the mind. Not only is your face and body cute, but your voice, the way you move, your habits, everything about you-it just oozes sugar and sunlight in a way that makes women want to pick you up and cuddle you for the rest of your life. Macho manly men will make an exception to carry you on their shoulder, edgy teens will still make sure to pat your head and smile at you where they'd cuss anyone else out, old and jaded cynics will find their hearts melting around you...it'd take something that's truly heartless or evil to deny your cuteness, though just because you're cute doesn't mean people can't want to do you harm regardless. Also, cute aggression is a thing. Got to watch out for that too.

The Heart On Your Head - 100 CP

-The Emotion Orb that all Chao bear on their head is a mysterious thing. Where did it come from? How does it stay floating above their head? How does it connect to the minds of Chao? You have none of these answers. What you do have is a skill at expressing yourself with it-or in how you express your emotions in general, should you happen to lack an Emotion Orb. As a Chao, you have unique skill in twisting and reshaping your Emotion Orb to suit your thoughts and emotions-you can all but create signposts with the thing, expressing exactly what you wish with it.

-Incredibly rare is the skill of *not* expressing your thoughts and emotions with your Emotion Orb, and this is a skill you've mastered as well-able to prevent it from revealing what you're thinking or feeling if you so choose. For those who lack an Emotion Orb, you are simply much, much better at both expressing your emotions and hiding them as needed.

Adaptation - 200 CP

-Prehistoric beings lacking their own path of evolution...someone called Chao that, once. But despite that opinion, they do seem to adapt rather well to the world around them. Interacting with Mobini to take on their strengths, gaining various strengths from eating fruits, growing stronger through absorbing different types of Chaos Drives-the Chao can grow in many ways, though few of these things actually pass on to their children, so perhaps that is what is referred to when saying they lack a path of evolution? Regardless, you have a Chao's adaptability to their environment.

-By interacting with various animals or environments you'll take on shades of their own strengths over time, and by eating unique foods you'll find yourself growing in various ways that correspond to the symbolism or qualities of those foods. This helps you grow stronger faster, but fundamentally cannot break past your own biological limits-only help you reach them.

Shining Stars - 200 CP

-It's no secret that Chao are almost all incredibly cute, but you're a step beyond even that. You have a certain something that most other Chao lack, even with all their potential and all their cuteness. Put simply, you have charisma. You're a shining star of charm, able to wow and amaze people with simple words or actions. You are memorable in a way that few Chao could hope to match, something about you just sticking in the minds of people. If you applied yourself you'd find that you have surprisingly great acting talent, an innate instinct for makeup and fashion, and more-as if you were born to walk catwalks or take to the silver screen. Where other Chao are gleaming stars in the night you shine bright. Right now you might be an unknown talent, but given the chance you could probably inspire an entire film series just by being your usual self-let alone actually trying to act.

Atavistic Advancement - 400 CP

-The origins of the Chao are steeped in mystery, and the truth of things is long lost. If one were to visit a certain series of out of the way islands they might find clues to these hidden origins, but to do so might just invite disaster. That said, something inside of you harkens back to the ancient roots of the Chao. Chao do not necessarily grow weaker as they age normally, but they could if they allow their strength to languish for a life or two-but for you, this shall never be a problem again. Not only does your strength not degrade with time or without training, but should you be a Chao then your reincarnation will always act upon the highest level of ability you've ever achieved, rather than merely your latest life.

-This ensures that even if you do nothing for several lives your strength and potential will remain consistent rather than degrading. Though it is exhausting, you may also call upon the power of your past lives to temporarily empower yourself-literally adding the strength of a single one of your past lives to your current body. For non-Chao, this would allow you to call upon the strength of a single ancestor of yours to add to your own strength. Either way, the power you call upon this way cannot exceed approximately twice your base strength-but it is still a remarkable ace in the hole.

Gleam of Chaos - 400 CP

-This is a power that any Chao may, through great hardship and effort, achieve...but somehow you found a way to access it through naught but your own will. If you wish for it, you may assume the form of a Chaos Chao or something similar-your body shifting to crystalline texture, the Emotion Orb above your head igniting into shining light or flames, your eyes gleaming as gems. Assuming this form gives you one gift: immortality. For as long as you are a Chaos Chao you possess an endless lifespan, immense regenerative power, and absurd durability to boot-though it makes you no stronger, it would take truly incredible efforts to wound you and you'd simply heal a moment later. In return for this though, there is a cost: your immortality limits your potential.

-While you can still grow somewhat stronger for a time, you will find that your biological limits become nigh absolute-incapable of being broken by any in-universe means while you assume this form. They can be circumvented for a time if you can assume different forms, perhaps with injections of great power, but such things are fundamentally temporary. You may leave the Chaos form at any time you wish, but after doing so it will take five years before you may assume your immortality once again. Know that the gleaming potential of endless life lies within you.

Angel's Halo - 600 CP

-When a Chao is on the cusp of adulthood, they make a certain subconscious choice: Hero, Neutral, or Dark. Their life choices, their personality, who they look up to, who they care for-all of these things influence what alignment they assume for their adulthood. Whether you're a Chao or not, you bear the heart of one who would become a Hero Chao-a heart of kindness, determination, purity of purpose, and endless love. For things that would determine it you register as being pure hearted and pure good, and if you are a Chao your Emotion Orb will reflect this by passively taking the form of a halo. The very sight of you fills others with light and hope, and even heartless monsters might pause before you if you were to express your heartfelt desires for peace.

-More than that though, your heart shines with pure light; whenever you act to protect and help others, when you act with kindness and love in your heart, you will find your powers rising to the occasion and broadened temporarily to achieve outright miraculous things. Where normally you might only be able to form a single barrier around one friend, your earnest desire to protect others would be able to form a great wall around a crowd to protect them. Where normally you could only heal someone slowly, your overflowing love could allow you to heal someone from the brink of death to full health in moments. Such miraculous effects are immensely tiring for you, and cannot be accessed for your own sake-only by acting for others can your Heroic nature shine through like this. But know that as long as you hold love and hope in your heart, you'll be able to achieve the impossible.

-But a **Mythical** Hero such as yourself knows that sometimes all the kindness and giving in the world cannot stop those who wish to crush all that is good. Luckily for you, Good doesn't mean soft or weak. By calling to the kindness, the love, the will to protect others that lies within you, you may ignite a spark of burning light within yourself. Gleaming golden and white light pouring forth from you and your halo ignited like a shining crown, you assume the form of something like a living angel-empowered by both your own willpower and all the good that you have ever done for others. You will be able to wield not just your normal powers in this form, but powers infused and broadened by the will and light that you wield. This power is extremely difficult and tiring for you to assume at first, but for every person you wish to protect, for every person who believes in you, and for every person who hold love for you in their heart, it grows easier and easier to assume.

-Beyond just this, the base powers of your own heroic heart are much greater than before-it is much easier to call upon miracles to protect and help others, and such is the purity of your heart that no darkness or corruption could hope to touch it. While your body might be changed, your mind and heart will be ever unaffected by things which wish to corrupt it. Be the shining hero who shall protect the weak, and know that each time you help others and each time you protect them from disaster, you will be that much stronger when you fight against the next threat.

Devil's Shadow - 600 CP

-When a Chao is on the cusp of adulthood, they make a certain subconscious choice: Hero, Neutral, or Dark. Their life choices, their personality, who they look up to, who they care for-all of these things influence what alignment they assume for their adulthood. Whether you're a Chao or not, you bear the heart of one who would become a Dark Chao-a heart of malice, of sadism, of corrupt thoughts and emotions, of evil. For things that would determine it you register as being utterly corrupt and evil, and if you are a Chao your Emotion Orb will reflect this by taking the form of a spiked ball or even a burning flame if you happen to be a Chaos Chao. Of course, just because it's obvious that you're evil doesn't mean you can't add a spin to it; you're incredibly good at disguising your evil acts and intentions. Your acts of sadism are simply teasing, your mockery just poking fun, and even hurting others might just be for their own good.

-More than that though, your inner darkness has unlocked a truly unique ability within you: the power of curses. By focusing on your malice towards someone, you may shape and unleash curses upon them-curses of bad luck, of food spoiling, of constant static shocks, of losing their personal items, so on and so forth. The greater the malice you hold for your target, the greater the curse you may shape-but take care, for shaping and unleashing these curses is very draining upon you. Curses that are in-line with the unique power you hold as a Chao are much easier to unleash, but you can shape all kinds of curses as long as you try. You really are some kind of little devil, aren't you?

-But calling a **Mythical** being like yourself just a "little devil" is hardly even scratching the surface, isn't it? Behind that cute exterior of yours is a true blooded demon, an insatiable evil that could tear the world asunder if it was allowed to. Such is your evil that you are able to call out to the evil in others, ripping away and consuming "shadows" from those who have evil in their own hearts to empower yourself. You may wield these shadows in one of two ways; the first is as a cloak that you wear, empowering yourself with a fraction of your target's strength. Take care as the shadow can only steal so much power; even in an utterly blackhearted and evil victim, you'd only ever be able to attain at most half of their power. But that doesn't truly matter when you can stack as many shadows as you like in your cloak, now does it? The other way you may use these shadows is as fuel for your curses, spending these shadows as immense reserves of energy and malice to unleash truly devastating curses-though afterwards the shadow will be permanently lost to you.

-While those whose shadows you consume are immensely weakened, in time they will recover; for someone with just a little darkness in their heart it might only be a day or two before they feel better, but for someone whose heart is as black as coal it might take more than a year. And of course, this power cannot touch those whose hearts are as pure as light-there's no darkness within to form a shadow for you to consume. Beyond this the base powers of your own evil heart are greatly enhanced; the curses you unleash are much more powerful, long lasting, and effective. The darkness in your heart is even deeper, so deep that no other corruption could hope to touch it-allowing you to wield dark and corruptive powers freely without being affected by them in turn. Unleash the evils of the world, and revel in the dark.

Wisp Perks

Wisp Physiology - Free and Mandatory for Wisps, 400 CP for others

-You are a Wisp-an alien energy being from a distant planet. The true nature of Wisps is shrouded in mystery-no one knows exactly how long they live, how they grow, or very much about their lives...but what is known is their powers. Each Wisp is a being composed of Hyper Go-On Energy, a potent source of power which is said to have more potential than even the Chaos Emeralds. That said, no individual Wisp actually holds that much power; a single Wisp might have enough power to unleash a large but short-lived blast of fire, a single powerful laser, dig a straight line a dozen meters or so into the earth, or so on. Each Wisp only holds one such "Color Power", and you are no exception with just this alone; choose a singular power for yourself, which can be described with one word.

-Your base form will be colored and shaped by that power, and by tapping into your energy you may turn into that thing you chose-living fire for Red Wisps, rockets for Orange Wisps, a solid block for Blue Wisps, and so on. You do not need to necessarily be a canon Wisp color; what kind of Wisp you choose to be is entirely your choice, as long as it is restricted to a single Color. It is unknown if Wisps grow stronger with time or training, but that happens to be true for you; whatever your Color Power is, with time and training the Hyper Go-On energy will grow denser and more powerful within you, allowing you to wield your Color Power for longer and unleash broader forms of it. See the Notes for an in-depth explanation about Wisp Physiology.

Royal Wisp -Mythical

-The Wisp lifecycle is a great unknown, but there is at least a single example of a higher level of Wisp than the standard. You are not their equal-nowhere close...but you have an echo of their existence. You are what might be known as a Royal Wisp-a Wisp that holds a unique position and unique powers over other Wisps. Rather than a single Color Power, you have an "uncolored pool" of Hyper Go-On. By focusing on a single form or idea and concentrating your power, you "color" this pool, forming a temporary "Color Power" that you may wield freely. This temporary pool of Color Power will fade away after a time-perhaps a half hour or so, longer if you train to retain Color Powers or less if you focus on "purging" your pool.

-Or, if you so choose, you may externalize it-forming a Wisp of that Color, independent of your own power but loyal to you. Said Wisp will live as a natural Wisp does but hold you as their progenitor and ruler, and their initial pool of energy will be as large as the amount of Color Power you externalized to form them. Lastly, your pool of Hyper Go-On grows somewhat faster than normal-and though draining, grows a little more potent each time you form a Wisp. In time you could give birth to a whole world in this way...

Strangely Understandable - 100 CP

-How exactly is it that two beings from utterly different worlds could be capable of communicating with each other within bare hours after meeting? Part of it might come down to Tails' genius in developing a translation device, but a greater part of it is the fact that Wisps have a way of communicating with their hearts; by sharing their energy with another, they can communicate their thoughts, emotions, and intentions in a way that transcends language barriers. You've learned to speak with your heart like this to others, able to both communicate your thoughts and understand the words of others by sharing your energies or simply focusing on them while maintaining physical contact. No lies can be communicated this way without being exceedingly obvious, as you are speaking directly from the heart. But otherwise, you now have a way to speak even without a mouth.

Energetic Anatomy - 100 CP

-Wisps are strange, rather silly beings. How exactly do they make sounds without a mouth? How do they eat, for that matter? Can Nega-Wisps, who lack eyes, even see anything? When one realizes that Wisps are in fact energy beings that pretend to be biological beings, it becomes a little bit more understandable. You share a few traits of the Wisps now; your body is a great deal more malleable than it was before-stretchy and almost rubbery in ways. Not like actual rubber, this doesn't insulate you from electricity, but your face and body can be stretched and pulled in silly ways-though it might sting a bit afterwards. You also no longer need to breathe or eat, as simply existing provides you all the energy you need for those processes. You still can if you want to, of course, and it won't even impact your figure. How exactly does a Wisp eat without a mouth anyways? Well, I'm sure you'll figure it out.

Small But Serious - 200 CP

-Alright, it's time to get your game face on. The thing about Wisps, amongst all the other small friends you might encounter in this universe, is that they're actually fully cognizant adults for the most part. Yes they're small and cute, but they're alien people who have their own fully formed personalities and ideals. They can hold complex conversations and even have their own unique language. The point is, unlike the Chao or Nightopians, Wisps are basically normal people mentally speaking. And no matter how cute they might be and how much they tend to act as living powerups, sometimes they need to be treated as such.

-Luckily you're quite good at getting people to take you seriously. It doesn't matter how cute you are, when you need to be taken seriously you can drop the funny acts and get people to actually pay attention to you as if you weren't a foot-tall squeaky rubber alien. People will treat you on your own merits and on the things you have to say, rather than your appearance and possibly mannerisms. This won't stop them from dismissing your words if said words are ridiculous, but when you need it people will set aside their impressions of you and treat you like an ordinary adult.

Wisp Compatible - 200 CP

-Wisps, as energy beings, are capable of becoming insubstantial and fusing with things to empower them; from technology to people, there doesn't seem to be anything they can't empower with their energies somehow. That doesn't mean that everything has the same sort of compatibility to Hyper Go-On though; some systems simply take to the energy much better than others. That's not something you need to worry about though; not only do you possess the capacity to infuse your energies into various people and things to empower them, but you are immensely skilled in doing so as well. No matter what you do, you can be sure that anything you empower will operate with at least twice the power of before, consume no fuel but your own energy, and have no backlash or drawbacks from the empowerment you infuse with it.

Incompatible Energies - 400 CP

-It should only be expected that not everything gets along perfectly with Hyper Go-On. As powerful as the energy is, there's definitely certain systems that just can't handle it...or energies that are repulsed by it. It's well known that Chaos Energy and Hyper Go-On don't work well together-like oil and water they repel each other, refusing to interact. This does no harm to someone who hosts both energies, mind you, they just can't be used simultaneously. But by studying this principle, you've found a way to expand upon it-a way to turn this incompatibility into true interdiction.

-By saturating a system or an area with your own energies, you can forcibly purge other supernatural energies from the area. This is an extremely expensive ability when used in a wide area-but when targeted, it can be quite devastating to rob an enemy of their supernatural energies. On the other hand, you can forcibly restrain your energies and force them to "play nice" with other supernatural powers. This can allow Hyper Go-On and Chaos Energies to work together synergistically, or other usually incompatible energies to mix safely...though much like holding your gut in, this can't be sustained forever on its own.

Negative Inversion - 400 CP

-A Wisp is quite literally composed of energy, so when they are utterly drained of it that should mean that they die, right? Well, not quite. Rather than what you'd think would happen, Wisps instead undergo a metamorphosis into "Nega-Wisps", blackened and corrupted versions of normal Wisps that wield equally twisted and corrupted Hyper Go-On...but are still just as powerful as if they hadn't been drained at all. It's a strange phenomenon, and one that you can make your own if you wish. From now on, whenever you utterly expend your energy reserves, you can choose to actively overdraw them-and then undergo a "Negative Inversion" transformation from doing so.

-This will corrupt and twist your energies, but simultaneously restore them back to full...at the cost of inflicting immense pain and madness onto you. But there is power in the pain and madness; the greater the pain you feel, and the more your emotions run wild, the faster your energies regenerate while in this negative state. Once you are done, you merely need to rest and allow your corrupted energies to fade away to resume your normal form. Harness your own corruption, and unleash hell.

Always Stronger Together - 600 CP

-For all the potential of Hyper Go-On, no individual Wisp is honestly that strong. It's practically in the name-they're "wisps" of power, barely more than enough to exist. The true power of a Wisp is never shown on its own-but in cooperation with others. You have internalized this truth to a level that very few Wisps ever manage. Your skills in all sorts of teamwork, cooperation, team-management, and leadership roles over various groups is incredible-all to allow you to achieve better results with a group than you ever could alone. And more than that, when you work with a group, you will find that the results of whatever you work to achieve are magnified.

-Working alongside just a few friends might multiply your efforts twice over, but the more people who work together alongside you the greater this rises-without limit, as long as you are all working towards the same goal at least. Guiding a hundred Wisps towards the same goal might be tough, but your combined powers could rend apart even a black hole. No Wisp is truly that powerful alone, but there is truth in the saying that your kind holds potential that may surpass the Chaos Emeralds. All you need to show it is to work together.

-A **Mythical** Wisp like yourself knows this truth even better than an average Wisp though. In fact, you can turn this ideal into a genuine reality. Whether you can truly harness Hyper Go-On Energy or not, you are capable of accessing a source of energy that is generated only during times of great teamwork and cooperation. Call it something like Ultimate Team Energy or the like. Fundamentally, this power is quite simple; take the inner strength and abilities of every single person who is actively working alongside you. Then multiply it by the number of people that are working alongside you. The end result is a field of energy that you can access at will, equal to that amount of power. This power largely amplifies whatever abilities you have; it makes you stronger, faster, refills your energy reserves, so on and so forth. It essentially works to make you "you, but better".

-Thus with Hyper Go-On you'd be able to wield truly incredible Color Powers, or with Chaos Energy you'd be able to equal the force of the seven Chaos Emeralds, so on and so forth. What you do with that energy is up to you; perhaps you draw it into yourself to achieve a superform born of your combined efforts? Perhaps you gift it to one of those who is working alongside you? Split it up and elevate every member of your team, so that you are all empowered by your shared cooperation? Regardless, this astonishingly powerful force is a temporary thing; once the group's cooperation ends, it will begin to fade away rather quickly. But while you hold this power, you and those you work alongside will truly be an ultimate force.

Color Blaster - 600 CP

-Hyper Go-On is a truly strange energy, whose limits none are entirely sure about. It manifests in multitudes of “Color Powers”, which a given Wisp only ever seems to hold a single one of; lasers, fire, drills, rockets, spikes, so on and so forth. From tools to energies to shapes to ideas such as being a ghost, it seems like Hyper Go-On can just shape itself to be whatever it wishes-but then the Wisps are limited to only ever being able to express a single form of that power, and one wonders exactly how such things are chosen? You don’t have the answer to that question. But unlike every other known Wisp, you do have a way of “changing your mind”, as it were. Rather than being limited to a single Color Power, you can form new Colors within yourself and “switch” between them at will.

-There are caveats to this of course; each new Color that you form within yourself takes several weeks of time and effort to form in the first place, and all such Colors draw from the same pool of energy. Further, you can only wield a single Color Power at a time, and it takes you a few seconds to switch over to a different one. All that said, this is an incredible power regardless-and you will find your control and the depths of your Hyper Go-On increasing far more swiftly than before. If you happen to not be a Wisp, then you have somehow attained the power of Hyper Go-On and the capacity to form Color Powers as described above. Unleash the colors of your power on the world.

-But a **Mythical** Wisp has no real need for something like this-they can already shift between Color powers effectively at will. Instead, you’ve developed a much more incredible power: the power to form secondary “Color Pools” within yourself. Rather than externalizing your Hyper Go-On to form a Wisp, you can focus it deeper within yourself and create an entire secondary pool of energy entirely focused on that specific Color Power. This pool is independent of your primary pool of energies and grows independently, but the smaller it is compared to your primary energy pool the faster it will grow.

-Further, you can use these independent Color Pools in conjunction with each other-wielding multiple Color Powers at once to achieve incredible synergies. This effectively allows you to multiply your energies over time and massively increase your versatility, though at first it will be difficult for you to host more than a few secondary Color Pools at once. In time though you’ll be able to host many, many more. You wield infinite colors in the palm of your hand.

Nightopian Perks

Nightopian Physiology - Free and Mandatory for Nightopians, 400 CP for others

-When two Ideya-the crystallized essences of a person's principles and values-collide, they give off sparks. These sparks twist and shift, becoming little spirits called Nightopians. You are a Nightopian-a being born from dreamstuff and the crystallized essence of the ideals which make up a person's heart. Most Nightopians only live a few nights before fading away, but your sense of identity changes that for you; your lifespan is endless so long as you possess the will to live, and even if you're incapable of thought or emotion you will continue to live for a good while longer. As a Nightopian you are a being of dreams and ideals; your body is malleable to your desires, allowing you to shape and twist it like putty to some degree. From merely stretching your face out to silly proportions to literally reshaping yourself into a boat, the limits are quite literally your imagination.

-That said, such shapeshifting is almost universally cosmetic without some extra prop or tricks to empower it. Further, as a Nightopian you have great power in warping and manipulating dream realms. Your power isn't anywhere near equal to that of the dreamer of a dream, but you can shift the terrain, create structures, change limited narratives-limited changes. Most importantly, it is within your power to draw out the ideals of a given dreamer and shape them into a full dream realm: the paradise known as Nightopia. You won't have much control over what is born from this-for it is born from the Ideya of the dreamer-but doing so will often help others to learn more about themselves and come to terms with their own lives. You may cross over to the real world to some degree, but only as an invisible ghostly presence. What power you have in dreams barely translates-perhaps some degree of telekinesis or weak illusions.

Kingpian Physiology -Mythical

-You are a Kingpian, the pinnacle of the Nightopian species. Your will is stronger, your mind clearer, and body tougher than any other of your species. You can innately wield the powers of Nightmarens as a Mepian (a hybrid of Nightmaren and Nightopian) could-but unlike them, have no need to define them through the usage of a single limb. Instead, for all intents and purposes, your entire body is that of a Nightmaren-innately able to channel the powers to twist dreams and act with great strength-while also possessing the purity and malleability of a Nightopian. Further, your powers over dreams dwarf others; you can make large-scale, *permanent* changes to the dreamscapes of others at your will, though it may take time and effort to do so the larger those changes are.

-In reality you can easily create a facsimile of yourself-an empty illusion which uses some light telekinesis to simulate solidity, but it is much more than any other could achieve without significant training. Further, you can even *bend* the laws of the world somewhat; you cannot fully cross over to reality as you are, but you *can* make the world act a little closer to "dream logic" than it otherwise would. This is as close as any resident of the Night Dimension has ever gotten to entering reality itself; beware if this capability is discovered, for Wizeman would be *intensely* interested in it...

An Innocent and Pure Dream - 100 CP

-Carefree beings born purely to have fun, Nightopians have no need for language or even conscious thought. So it's said at any rate, and for the most part it appears true. Though they may ape the activities and memories of Visitors, Nightopians fundamentally are beings who are born to have fun-and thus all that they do are merely games and plays. Like innocent children who do not comprehend the world, they live carefree lives. You can live like this as well if you wish.

-You may will yourself to a state of mental infancy, acting out your base instincts and ideals through the lens of "having fun". This fun will be a peaceful and playful thing, and your carefree self will retain your will to live and basic capabilities, but otherwise you will live utterly free of worries or cares. While you are in this state you will register as being utterly pure hearted and innocent to anything that would register such. After a day you will regain your full mental faculties, but you can choose to resume this state at will-or even set it for longer periods of time, if you wish.

Wordless Fun - 100 CP

-Nightopians are born without language, for they live for naught but fun-but then, how do they communicate such desires? In a simple dreamlike fashion, they just do. And now, you do too. Without speaking a word, without visible communication at all, you can express your desires to others; when you wish to play a game, others will know and be able to join in and follow along without a single word being exchanged. When you wish to dance, others will understand and be able to follow the dance without a single step explained to them. If you wish to sing a song, others can join in and will know the lyrics without ever being told.

-This dreamlike communication of desires allows others to simply *understand* whatever it is you're doing without being explained, and join in as if they'd had a great deal explained and taught to them about the activity-seamlessly melding into the play...if they feel like it. This communication of desires can be rejected after all, and if someone doesn't feel like playing along then just wordlessly communicating your desires won't change their mind. Further, try to keep things lighthearted; this strange dreamlike communication works best with joyful and carefree games, and the more serious or "realistic" you try to make things the more it breaks down into incoherence.

Carefree Dreams - 200 CP

-How exactly is it that Nightopians, who know nothing save games and laughter, can know to run when Nightmarens are around and on the attack? Sometimes they don't. Sometimes, it seems as if they have an instinct for these things. You possess that instinct-an instinct for "fun". In a simple way, you know when it is safe to play and have fun-and can easily get others to join in on your games if you desire. And by the same instinct you will know when it is not so safe to have fun and play games. Not quite a genuine danger sense, but also capable of clearly perceiving things somewhat in advance of the present, this strange "fun" instinct of yours is rather confusing...but for a weak and fun-loving spirit like a Nightopian, it is utterly invaluable.

Wize Innocence - 200 CP

-In a way, there's very little that actually separates a Nightmaren from a Nightopian-they're basically the same species. The big difference, of course, is Wizeman's control of the Nightmarens; this transforms the normally peaceful dream beings into maddened nightmare creatures who desire to induce fear and terror in every dreamer they encounter. But a few beings seem impossible for Wizeman to control for one reason or another. For some reason-perhaps a shard of courage, or some innate purity-your mind cannot be controlled by others. Not even the dreamer of the dream that spawned you may twist your thoughts and actions if you do not allow it. This won't stop you from being corrupted in other ways mind you, but your thoughts and will shall always be your own.

Awakening NiGHTS - 400 CP

-Nightopians are beings of innocent purity that simply cannot exist outside of dreams-for theirs is an impossible fantasy. But there is power in that fantastic innocence. For you, it acts as a shield against harm. Not literally, but for those that might mean harm to you-they shall see your purity, your gentle innocence, and will waver. Should you mean them harm they will swiftly move past this, but the less harm you mean, the greater your own purity, the more gentle and genuinely innocent you are, the more this wavering becomes absolute until even cold-hearted killers could not imagine doing you harm.

-This will not stop those who are utterly incapable of comprehending innocence or love, but should even the smallest spark of light exist inside a blackened heart then your visage will awaken it into a roaring flame that holds back those who might seek to mar your own innocence. And once that spark has awoken, other such things may awaken as well-remorse for past actions, a desire to protect, a hope for redemption. It may take time and nurturing, but you may fan these flames of kindness and light. Though you are an impossible fantasy of purity, you may still awaken those who lie in the darkness to the light that still lives within.

Journey of Dreams - 400 CP

-When a dreamer goes to sleep, almost universally they end up losing their Ideya and being tossed through the chaotic unformed dreams of their subconscious without any control. Without their Ideya, they never get the chance to experience the paradise of Nightopia. And such a thing is a tragedy...a tragedy that you can prevent. This is a threefold power-first, you have great skill and instinct in navigating dream realms of all kinds. From twisting deserts to forests of memories, castles of shifting glass and even nightmare realms, you have a sense for dreams that let you navigate even the most dangerous of dream realms surprisingly safely.

-Though not without danger, and this does nothing to protect against those that might hunt you through such locales. The second is that you are a guiding light for others; where some may only walk these paths alone, you can guide others through dreams almost as easily as you walk them yourself. Finally, and most importantly, is the power to *find* things in these dreams. Lost Ideya, forgotten memories, hidden potential...if it could be found in dreams at all, you can guide others to find them. Guide the Visitors through Nightopia, and awaken the Courage that lies within them.

The King of Dreams - 600 CP

-What sets a Kingpian apart from other Nightopians? Is it merely the crown they wear on their head, or is there something deeper than that? Whatever the quality that sets a Kingpian apart from the average Nightopian is, you seem to have something much like it. Something about your will is...deeper, perhaps, or sharper. You can twist and change dreams to a far greater degree, almost-but not quite-on the level of a lucid dreamer. Not quite putty, but closer to clay in your hands, you can mold dream realms and even Nightopias to your will-though the expansive changes that a Kingpian might make are still exhausting to you, they are very much within your power.

-Your power over dreams is much greater when focused on yourself however; any sort of dreamborn shapeshifting you might have is much more potent than it otherwise might be. On the other hand such is your will that even should a dreamer directly command you to die within their own dream, you would be unaffected. They would have to attack you physically or through some other manner to end you-not merely remove you from the dream. You may twist dreams, but dreams-no matter how powerful-cannot twist you in turn. Even if you are born of dreams and the dream should end, you will remain-though inevitably greatly weakened. You dream with the will of a King. Rule wisely.

-But a **Mythical** Nightopian already bears the will of a King. Though your rule over dreams is great-greater than perhaps all but a few beings-there are certain absolute limits that cannot be surpassed. A dreamer in their dream. The ruler of nightmares. And the division between dreams and reality...but yours is not the will of just any King. You are an Emperor of dreams, and with such a will you have broken one of these absolute limits. It is not easy, nor is it swift, but through constant focus and effort you can begin to break down the divide between dreams and reality. It begins only with a "softening" of physics in a set location, no larger than perhaps a small house or so. From there, ever so slowly, dreams and reality will begin to intermingle. You must constantly balance between breadth and depth as you breach this divide; over time you can all but erase the divide between dreams and reality in a small location, or only lightly blur the lines across a great area. It would take truly immense time and effort to wholly plunge a large section of reality fully into dreams-years, perhaps decades.

-But the results are commensurate; Nightopians and Nightmarens alike can, with increasing power and ease, step into reality in the locations that you have melded into the world of dreams. Further, in these realms where dream and fantasy are intermingled, your rule is law; for all intents and purposes, *you* are the dreamer in these merged lands. You can decide their shape, their rules, the very logic they operate on...so long as dreams hold enough sway. There are caveats, of course. If they were to leave these locations they would see their health and power fading fast, almost calcifying in the stagnant airs of reality until they are fully pulled back into the realm of dreams. Further, maintaining this merged location is very mentally taxing, exponentially so the larger and more deeply merged they are; you can offload the strain by creating structures akin to a Kingpian's castles to maintain these mergers, but if said structures were to be destroyed then the merger itself would end. But with this power, none could contest that you are a trueborn emperor of dreams.

The Wise Man's Will - 600 CP

-Nightopians are born through the clashing of Ideya, the sparks of dreams given form and substance. Nightmaren, interestingly enough, are made of much the same substances. Instead of being born randomly though, many Nightmaren are shaped, created by a higher will. This power can be yours, if you wish for it. Through the same sort of focus that one would reshape a dream with, you may gather up stray thoughts, emotions, memories, and will to shape into Nightopians or Nightmarens of your own design; they need not look like any known Nightopians or Nightmarens as they will all be born from your own imagination. That said, the substance and fuel of the process need not come from yourself-though those Nightopians and Nightmarens that are created from your own essence will always be much more loyal to you, you can freely gather up the dreamstuff and qualia of others to shape into Nightopians or Nightmarens as well.

-These dream-beings are largely defined by the substance you create them from; stray thoughts and weak emotions will be weak and fragile almost by definition, whereas incredibly powerful memories or ideals-or even entire Ideya-would be overwhelmingly mighty within dreams. There is an inevitable tradeoff of course; the weaker the dream-being is, the more control you shall have over it. Beings born of stray thoughts or will may as well be living puppets for you, while those who are born from incredibly powerful memories and emotions will be almost entirely ruled by the substance they were born of-a being born of Courage would be courageous and willful to the point of being uncontrollable. These dreamspun beings can be powerful servants or tools, or perhaps friends and guides to help protect you in dreams. It all depends on your will.

-A **Mythical** wielder of dreams, though, would see far more potential in this power than in merely creating dreamspun servants. You have begun to look beyond merely the shaping of dreams and the creation of Nightopians, into something much deeper and more mysterious. Between the collective unconscious of all beings, and the Nightopias of individual dreamers, there is a place known as the Dream Gate. It has existed for thousands of years, long outlasting any single dreamer. But then, how was it born in the first place? You know the secret of its birth, or perhaps its creation; you are capable of, with great time and effort, forming a Dream Gate for your own usage. Through this Dream Gate you are able to both connect the dreams and Nightopias of those you care for, or venture out into the collective unconscious of whatever world you happen to be on at the time.

-Such journeys are not for the faint of heart of course; in all but the most tame and limited populations, the collective unconscious of an entire world will inevitably be dark and full of dangers. On the other hand, the Dream Gate massively simplifies and eases the process of creating Nightopias; any dreamer who visits will slowly begin to form a Nightopia from five core Ideya that they possess. And when they are gone, their Nightopias will remain-enshrined in the Dream Gate and maintained as they were last dreamed for as long as you allow them to remain. There is much power in the Dream Gate, and many secrets that you might yet unlock beyond this, but these are yours to discover and shape.

Items

All items are discounted for their origin, with 100 CP items being free.

General Items

Sega Genesis - 50 CP

-Sometimes you just want to play the classics, you know? What you have here is a classic Sega Genesis, in mint condition, as well as a cardboard box with dozens of games in it. Of course you got the collection of Sonic 1, 2, 3 (And Knuckles), Sonic Spinball, and several others such as classic Doom, Mortal Kombat, Contra, and more-but then you've also got a number of games that really shouldn't be on the Sega Genesis. NiGHTS Into Dreams, Sonic Adventure 1 and 2, Sonic CD, and a few others along those lines. And yet this Sega Genesis plays them all just the same-just as well, if not better, than the consoles they were made for. Funnily enough, you could even leave a hard copy of a game in the cardboard box full of Genesis cartridges and, by next morning, you'll find a Sega Genesis cartridge in its place that has the full game perfectly ported to this particular console. Also comes with two controllers, though the second one has a bit of a sticky control pad issue, and an odd little widget to adapt non-Sega Genesis controllers to the console. Other peripherals are on you.

Caretaker Items

Assorted Toys And Trinkets - 100 CP

-Just, a whole bunch of various toys and trinkets for your small friends. You've got all the usuals in here; toy shovel, rattle, elephant shaped watering pail, plush toy car, Sega-themed dolls, so on and so forth. You've also got a few board games, though those have small parts and thus also have child-proof locks on them and warnings to not play with them without supervision. Guaranteed to keep out small children (or children analogues)! It also includes a TV and a stereo, though both with restricted song and channel access. You get a new set of appropriately themed children's toys each jump.

A Flock of Mobini - 100 CP

-The original Small Friends, never quite lost to time but never quite important enough on their own to stand out. Regardless of where you go, if you spend a little bit of time you'll be able to find these few-inches-tall animals. Appropriately themed and typed for the world you're in of course; these miniature animals may look like normal ones or might, on rare occasions, resemble mythical beings. They don't do much beyond acting cute and playing around you, but playing with them is soothing-literally, as it will restore small wounds and small amounts of lost energy. If you give them to small friends to play with, like Chao they may take on minor traits of the animal that the Mobini resembles and grow stronger. When you're done playing with them and not looking, they'll disappear back...somewhere. You'll find more when you look for them once again.

A Key To The Gardens - 200 CP

-Chao Gardens exist all over the place in the world of Sonic, but they are often incredibly well hidden. It takes a great deal of skill or luck to stumble across natural Chao Gardens for the most part. This oversized blue key, which you tend to find every now and again, allows you to circumvent the whole process. While holding it and focusing on it, you may “burn” the blue key to enter a Chao Garden-either one that you’ve visited before, or a new one native to wherever you happen to be. Or at least, a Garden; when used in other worlds, you might end up finding strange little paradises that hold cute yet even more alien beings than Chao are. In a dream realm you might find a Nightopian Garden, or a strange Wisp garden on an alien planet-or even stranger things as you leave this world. You won’t be able to explore beyond the bounds of whatever Garden you go to unless you’re in the same jump it exists in, but all the inhabitants of these Gardens will inevitably be quite friendly.

Small Friend Kindergarten - 200 CP

-As fun as it might be to care for all these small friends of yours, perhaps you might like a break every now and again? When you wish to, you can easily find a path to what can only be called a supernatural kindergarten staffed entirely by Chao. These Chao are surprisingly wise, eloquent, and elderly-it’s easy to tell that they must have gone through dozens of reincarnation cycles simply by the sheer depths of strength they hold, but they utterly refuse to do anything beyond care for and work in the kindergarten. You can leave whatever small friends you like here-from Chao, to Wisps, to Nightopians, to actual human or Mobian toddlers, and even stranger things-and the staff of the kindergarten will be able to take care of them in your stead for a time. While left here your small friends will be healed of anything short of genuine life-threatening illnesses or disabilities, will be taught a wide variety of basic but extremely useful life skills such as simple mathematics, art, and singing, and they will successfully keep your small friends occupied and content while you’re off doing whatever it is you do. You can actively choose whether small friends left in the Kindergarten age over time or not. Remember though, while every day is a learning adventure here, your small friends will still feel happiest by your side.

Black Market Pet Shop - 400 CP

-Hey kid, wanna buy some exotic fruits? That’s not an allusion to drugs, that’s a genuine offer; hidden in some out of the way metal closet, you can find this strange scruffy-looking Chao in other worlds selling all sorts of strange and often useful things. Mostly exotic fruits and extremely rare Chao Eggs, but he sells plenty of other stuff as well. Weird hats, interesting emblems, Air Gears, Chaos Drives-if it can be found in the world you happen to be, the Black Market Chao will be able to sell it to you...for a price of course. The more rare something is the more expensive it will be, and truly unique or rare things he might have to not only charge out the nose for but tell you that you’ll have to wait until he can stock those things-usually that’ll happen after you’ve accomplished something impressive or made some leap in personal growth. He’s willing to take any currency you’ve got, and even exchange various currencies around for a modest fee. You can even buy stuff from previous jumps from him...at massively inflated prices, unfortunately. Where does he get his merchandise? You don’t want to know. How old is he? He won’t say. What exactly is the weird lizard pet thing he keeps around? He’s not telling.

Small Friend Stadium - 400 CP

-You wouldn't guess it looking at them, but Chao can be quite the competitive little tykes. Luckily, you've got a safe and fun place for them to compete with each other and against all sorts of other Chao...or stranger things. Through a set of doors attached to a Chao Garden or out of the way location you will find this strange arena complex, hosting everything from racing tournaments to sumo matches to beauty pageants and more. Anything that can possibly be interpreted as a competitive sport has a place somewhere in here. There's a catch of course; you can't compete. You can only act as a coach and manager for your small friends to compete in these various competitions. You don't need to worry for them-any trauma or exhaustion they might suffer here is undone the moment the competition ends. But on the other hand, while your small friends are competing the only way you're able to help them is by cheering them on and maybe shouting advice from the ever-packed stands. There will always be plenty of strange foreign Chao competing here, but depending on the world you're in there will also be other strange, invariably young or immature contestants. And whenever your own small friends win a competition both you and them will gain a prize-ofentimes just a medal or a toy depending on the difficulty and kind of competition, but sometimes something genuinely useful and important.

Heroic Emblems - 600 CP

-It's nice to have one's achievements be validated, isn't it? Especially if that validation comes with useful perks and powerups. From now on you'll be able to find these strange emblems, bearing your face set into a ring on a backdrop of two wings. These Heroic Emblems will appear all over the place, but generally in hard to reach or hidden areas. That said, they will also just...show up, after you achieve something noteworthy. Something along the lines of winning a race, or managing to escape a police chase, or fighting off a particularly impressive enemy. By absorbing one of these Emblems you can gain a little bit of extra power-the equivalent of a couple weeks of dedicated training in one particular area, or a full restoration of your health and energies.

-Useful in a pinch, but not particularly noteworthy...but if you were to collect multitudes, then you'd find they have much more special properties. Several of them working together could show you the location to secret areas with unique rewards and challenges, for instance. And if you were to get at least a hundred, perhaps a hundred and fifty or so, you could absorb them all at once for a truly unique superform born from the themes and traits of whatever world you happen to be in at the time. Such superforms will almost universally multiply your strength to some degree, as well as unlock unique capabilities based on the world you attained them in. You can only unlock a single superform per jump this way, but such a thing can still be quite useful if used at just the right moment.

How To Raise Your Small Friend Guide - 600 CP

-This is quite possibly the holy grail of childcare, the proverbial arc of the covenant for raising and caring for children. What you hold is quite simply a book for raising your children or charges. ANY of your children or charges. But not just any book; this book holds infinite pages, and a handy index for flipping to just the right pages whenever you wish. But what is truly remarkable is what is inside this book. This book holds step by step instructions for raising...anything. Quite literally anything-though you'll only be able to access chapters on those charges that are in your care. As long as it is in your care though, you'll be able to find a perfect guide and walkthrough for raising it. Such a guide will include the perfect diets, the perfect exercise routines, the perfect healthcare methods, the perfect entertainment types.

-It will include a thousand and one recipes for making the most delicious meals that your charges have ever eaten, and each and every one of those recipes will be easy to follow and extremely healthy for them. It will have a perfect guide for how to raise and train your charges to achieve their maximal biological potential, and even how to go beyond that in various ways. It will include a way to grant your charges immortality or extremely unique powers, at minimum equivalent to the transformation into a Chaos Chao that Chao are capable of undergoing and possibly beyond that to achieve the heights of Chaos itself. And it will include countless substitutions and adjustments that you can make for various circumstances; energies that a Chao might be able to absorb in lieu of Chaos Energy, fruits they could eat and animals they could interact with in other worlds, so on and so forth. It's a dense guide and it might take a good bit of reading to truly get through everything, but this book is guaranteed to give you every last drop of knowledge you need to raise your charges to be everything that they could possibly be.

Chao Items

A Box Of Hats - 100 CP

-Don't you just love to wear cute silly things? What you have here is a little toy chest full of hats! Normal hats, weird hats, oversized egg shells with eyeholes that you can wear as hats, pots and cauldrons that are nevertheless capable of being worn as hats! There's also a wide variety of gloves, socks, and Chao-sized outfits that you could wear as well, though those take a bit of digging to get to compared to the overwhelming abundance of hats and hat-adjacent articles. You'll get even more-and stranger-hats and outfits with each new jump, though unless you work to keep some measure of order that'll mean that everything gets all the more messy and jumbled up in your hat-chest over time...

Chao In Space - 100 CP

-And other assorted merchandise! From several movies, a series of cartoons, stacks of comic books, a classic vinyl record for some reason, a couple videogames, and a number of board games, you've acquired a treasure trove of Chao-themed media. There's even a couple of action figures in there. Of course anything with small parts-such as certain action figures and board games-are locked with child and Chao-proof locks that your stubby little Chao hands would never be able to open on their own. You'll get more of them each jump, based off of either popular media in the world you happen to be in or a dramatization of events that have occurred in that world.

Assorted Fruit Seeds - 200 CP

-They say that an apple a day keeps the doctor away, but these fruits are much better for you than just an apple. What you have here are several packets of seeds for various unique trees, each of which grow their own special fruits. The trees born from these seeds are hardy, and need only a few weeks to grow to full towering heights and bear their fruits-and are capable of doing so regardless of the soil or environment as long as they're watered daily. Each of these fruits are extremely nourishing-a single one of any of these fruits, eaten completely, can replace one's nutritional needs for a whole day. And after eating these fruits, you'll always have just a little bit more stamina and endurance than you did before-not much, but with enough fruit it adds up. Some of these fruits stop there, but several others also have unique and incredible effects. Hero and Dark Fruits are uniquely tasty for their respectively aligned Chao-and repugnant for the opposite-and fill the mind with either virtuous or mischievous thoughts when eaten. The Heart Fruit induces mating season in those who eat it, the Chao Fruit is incredibly empowering for Chao and raises all the capabilities of a Chao who eats it, the Green Mushroom Fruit-which, yes, it is in fact a fruit-oddly enough raises one's luck for a time...there's a wide variety of fruits here, and you'll get at least a few new kinds each jump. Never anything groundbreaking or the like, but at least one "species-specific" fruit like the Chao Fruit, one normal fruit with unusual flavors, and one fruit with limited but unique effects. Spent seeds will refill after a week or so.

Personalized Chao Garden - 200 CP

-Hidden away in the corners of the world are small paradises, where the weather is always perfect, the water is always clear, where the trees bear fruit bountifully, and no pest dares to intrude. These little paradises are called Chao Gardens, for the Chao gather there to play, sing, and live. And now you own your own Chao Garden. Hidden from all but the greatest disasters yet reachable by you should you ever go looking for it, this Chao Garden is perfectly suited to you. You are free to design its looks however you like-from a natural jungle paradise, a cracked and demonic hellscape, a beautiful heavenly land, to anything you want. Trees bearing bountiful fruit will still grow there, the waters will still be clean, and you will find your every need met while within. You'll even find that within the Chao Garden you tend to grow stronger in every way a little faster than you normally would.

Chao Eggs - 400 CP

-Chao don't just...pop out of the ether fully formed, you know. Kept in a special container with an emblem shaped like a Chao's head on the side, you have a collection of Chao Eggs to do with what you wish. About half of these eggs are perfectly normal Chao Eggs, from which will hatch perfectly normal Chao. The rest are more unique-generally monotone, or striped eggs which will hatch into Chao of their respective color palettes. There are even a few "shiny" Chao eggs such as silver, gold, crystalline, and so on. These colorations don't really change anything about the Chao born from them, but they sure are interesting and cute. Chao born from these eggs are much more loyal and loving to you or to the person who hatched them, whichever you wish. Further, they're guaranteed to undergo at least two reincarnations-allowing you to spend fifteen years or so with each Chao you hatch at minimum, and are much more likely to undergo reincarnations in the future. These Chao also tend to be much more intelligent than normal Chao; where one might be a toddler, you might think of these as somewhat older children. The Chao Eggs will restock monthly, and you'll receive more varieties at the beginning of every jump.

Chaos Drives - 400 CP

-Long ago, Gerald Robotnik designed a method of crystallizing Chaos Energy into a form that could be used to power his machines. These had nowhere near the power of the Chaos Emeralds, but it was still an incredibly potent and effectively free source of energy. What he didn't know was that these Chaos Drives-as they would come to be called-were also incredibly nourishing for Chao. You have a collection of twenty Chaos Drives, which restocks at the beginning of every week-five Green, Purple, Red, and Yellow ones. While each Chaos Drive variety is equally useful as a power source and there's no appreciable difference in performance between them, a Chao would be able to gain different benefits from them; they'd grow faster by absorbing Green ones, gain more control over their energies and wings with Purple ones, grow stronger with Red ones, and gain greater willpower and swimming capability with Yellow ones. There's also a set of blueprints and diagrams for how to make more, or adapt other energies to creating Chaos Drives, but keep in mind that results are very much not guaranteed. What sort of use you'll get out of it is entirely up to you.

Temple of Chaos - 600 CP

-Many believe that the altar to the Master Emerald was created by the ancient Echidna, long lost to time...but the truth is much stranger. The ancient Echidna *found* the Master Emerald, enshrined on a stone altar, worshiped by Chao, and guarded by Chaos. And now, you've found a temple much like the one that the ancient Echidna had found many millennia ago. This massive stone temple has seven large stone pillars surrounding it, and holds in its center an oddly clear crystal-so clear it might be confused for glass. Surrounding the temple are beautiful lakes and trees, the kind one might find in a Chao Garden, and populating the land around it will be several native Chao simply...living their lives. Playing, eating, swimming, flying, singing, having fun in all ways. But there is a secret to this play; as the Chao live their daily lives and simply enjoy life, a subtle but profound glow will begin to emit from the core of the massive gem at the altar. It will start subtle, weak, but with many months, years, and decades of Chao living their lives the glow will grow stronger and stronger to become a bright and shining green light-empowering the crystal to become akin to the Master Emerald itself. And indeed, though it begins powerless and must be charged by the carefree daily lives of Chao, this False Master Emerald potentially holds all the powers of the true Master Emerald.

-From drawing out and commanding the powers of the Chaos Emeralds or other supernatural artifacts should they be weaker than the False Master Emerald, commanding and releasing Chaos Energy en-mass as if it was all seven Chaos Emeralds at once, shaping the local environment to allow an entire island to float carelessly in the sky, and more-it may even, with great expenditure of power, allow a few select Chao to retake their primordial forms. But take heed; though this temple is yours by right, it is also guarded. A being much like Chaos lives within this temple, only rarely taking physical form rather than sublimated into the element that makes it up. Perhaps it is made of water like Chaos-or perhaps the torches that line the temple hold a little more vitality than they should. Or perhaps the winds whisper with its presence. Or perhaps it is even stranger. This guardian will heed you for the most part, but is primarily concerned with the safety and happiness of the Chao. And of course they can call upon the power of the False Master Emerald should they need to, perhaps better than you yourself could.

Chao Mecha - 600 CP

-Chao are rather mysterious beings, you know. Much of their origins are unknown, and yet they have a remarkable impact on the world. From movies, sodas, the ever-useful Omochao, and...mechanized assault units? You happen to have a mecha that is, oddly enough, shaped like a Chao's head. It is also uniquely made for Chao to pilot, rejecting non-Chao users. Aside from being a mecha that Tails or Eggman would be proud to pilot-having built in guns, missiles, great movement speed and durability, so on and so forth-it also has a unique and oddly indecipherable system called the "Chaos Synchronicity Driver". This odd system allows the mecha to, with the press of a button, go from using its mechanical base capabilities to harnessing the pilot's own strength and physical or supernatural energies to drive the mecha. While this is immensely straining on even strong pilots, the results are commensurate-at base allowing the mecha to act with multiple times its base power, and if the pilot is stronger than the mecha itself then the mecha's systems will instead reconfigure to outright *multiplying* your capabilities ten times over.

-If you don't have the supernatural or physical energies to maintain this power, then Chaos Energy will do-though you'd need a Chaos Emerald to maintain this configuration for any appreciable length of time. A single Chaos Drive could power this mode for about a minute-and for comparison, a single Chaos Drive would be more than sufficient to power the mech as a whole for several days at full burn, and several weeks at regular activity levels. A different switch can shift the mech to "X-Chao" mode, where the arms and legs pull in and the mech deploys four wings to become a Chao head-shaped X-wing. Apparently it was inspired by the Chao in Space movie, though keep in mind that the mech doesn't come vacuum rated even if it theoretically has the capacity to fly into space. If you were to look in a very well hidden compartment under the pilot's seat, you might find a strange little statue with big round eyes, similar to the ones that might be found in the place known as Starfall Islands...

Wisp Items

Wisp Translator Tablet - 100 CP

-So you've just met an utterly unknown alien species that clearly wants to communicate, but you have no idea what it's trying to say. It doesn't even have the same communication organs as you, let alone a shared language. How do you figure out how to talk with it? With this tablet, of course! Aside from being an extremely versatile and durable mobile computer, this tablet has a special "Universal Translation" program on it. And when it says universal, it *means* universal; as long as something exists in the same universe as this tablet and is sapient enough to communicate, it can translate what it's trying to say. Probably. It's...less than perfect, and while it'll translate alien languages pretty well for the most part, it'll also occasionally spit out weird sentences and mistranslations that make you really question if it's just pure luck that the tablet works at all. Such mistranslations will never be truly insulting or the like, but will be incredibly embarrassing and lead to plenty of funny incidents. The longer it has time to work on a language the less these mistakes will pop up, but you should still expect the occasional incident of asking if someone cereals a flying otter berry every now and again.

Wispy Toys - 100 CP

-Now, it's one thing to have all sorts of toys or cute outfits, but you know what's really important? *Figurines*. Oh, some might call them dolls or action figures, but these are your little guys. Entire sets of Wisps, Mobini, Chao, Badniks, Nightmarens, and more-and that's just the sets. You have just about every major character in this world in this little metal chest, from Sonic to NiGHTS to Eggman to even minor characters like Owl or Sticks. They come in both pre-painted and unpainted versions, if you want to put some effort into truly making them your guys, and each jump you'll gain new sets to represent the major factions of the world you're in as well as the major characters.

Wisp Capsules - 200 CP

-When Eggman found Planet Wisp, he captured the Wisps in capsule like these-to trap them and harness their energies for his own plans. So why exactly are the capsules so damn comfy? You have a few different Wisp Capsules, which can easily fit you and a few more Wisps besides. Aside from being implausibly comfy, they also tend to come with a few Wisps already in them who are happy to act as power sources for whatever machines or the like you need; Wisps are a clean and effectively perpetual source of energy, as long as you aren't overdrawing them at least. Or simply as powerups in races or other games. It's all fun and games for them, apparently. Wisps who pop out of these capsules disappear after a while, and the capsules restock the next day. You also get your own personal capsule if you want to sleep in one, for some reason.

Hyper Bracer - 200 CP

-Wisps hold some of the greatest potential in the universe, yet it's not a potential that they can access on their own normally. Wisps are strongest when they're working together, or at least have a partner or medium to act through...but sometimes you'll have to stand up for yourself and act on your own regardless of that disadvantage. This complex technological band will at least give you enough to stand on your own; channeling your power through it will give you all the benefit of working with a partner who can shape that power for you into something more effective than you could do on your own, at least for a few moments at a time. It isn't quite what it'd be like to grant your power to someone like Sonic, but it's significantly more than you'd normally be capable of on your own-maybe about twice your normal output, and with a good deal more control. It takes a little bit to recharge after usage, so you'd only be able to pull off a single attack or technique like this before needing a couple minutes or so to try again, but in a pinch it might be just what you need.

Wispon - 400 CP

-But what about when you really need more than a single attack-what if you need to fight your way through an army? It's a good thing you have this gun. The Wispon is a unique piece of technology specifically designed to work with the Hyper Go-On in a Wisp's body; whether by fusing with it directly to power it or just charging your power into it while remaining external, the Wispon can handle an immense amount of Hyper Go-On without any strain on you. And once it's charged up? You can let it rip with a wide variety of attacks and super moves that, again, put no strain on you and are empowered to a level at least comparable to Sonic's own affinity for the energy. The Wispon can hold up to your own energy stores as on-board reserves, effectively doubling your energy stores just by using this weapon. This particular Wispon is a special prototype "Rainbow Wispon", which can handle any and all Colors of Hyper Go-On...and might even be able to handle other energies as well. Though the effects may be a little chaotic and unpredictable when using energies aside from Hyper Go-On, they'll still be quite useful and effective. If you somehow manage to lose it or more miraculously break it-a feat, considering how durable the thing is-you'll get a new one the next day. And of course, your own energies will always be able to charge up the Wispon passively-even if you somehow aren't a Wisp.

Wisp Circuit - 400 CP

-In between the intergalactic threats, the ancient monsters awakened by mad science, and the crazy adventures across multiple dimensions, sometimes you just want to have some nice clean fun. And really, who doesn't love racing? What you have here is access to a series of racetracks, initially designed for cars but they work with things like Extreme Gears too. Maintained by a strange tanuki Mobian and staffed by a series of entirely too enthusiastic Wisps whose goals in life seem to be just acting as mid-race power ups, these racetracks span just about every Zone in the world-and a few connected worlds as well. If you're not racing on them then the manager will keep them running on the side, and you'll be able to rake in a nice regular profit from that. And if you are racing on them? Prepare for some extreme racing, because you'll always be able to find opponents who can challenge you to do your absolute best here. New tracks will be added with each new Jump, fitting into the themes of that jump.

Planet Wisp - 600 CP

-Wisps are strongest when they're adding together, but it isn't exactly going to be an easy thing to find a whole bunch of Wisps in the wild after this world now is it? In fact, outside of certain places Wisps tend to be pretty rare anyways-they're aliens from a different planet after all. Outside of certain emergencies or the fraction of Wisps who decide to stay on Mobius instead of returning home, you aren't exactly going to get a lot of chances to work with a truly significant number of your brethren. If you want to work with them again...well, why not just take the whole planet along for the ride? Somehow or another, you've attained ownership over the entirety of Planet Wisp. Yes, the entire planet. The Mother Wisp will still be there, but only act as a guardian for the planet and replenish the Wisp population in case it ever falls.

-Every single Wisp on it-save, notably, the Mother Wisp who utterly refuses to leave the planet under any circumstances-will answer to your call when needed...mostly. They're a bit of a rowdy bunch and difficult to direct outside of emergencies, so don't expect more than a handful of Wisps at a time unless you can really convince them that this is important. But still, the entire planet. It's a natural paradise with strange and beautiful vistas that normally only exist in the likes of Chao Gardens; fruit and water are plentiful enough that one will never need to hunt, and most places are temperate enough that one could simply live freely without fear. A veritable garden of eden, the size of a planet. And it's all yours to command.

Interstellar Amusements - 600 CP

-The power of a whole planet of Wisps is one thing, but without the right plans how could you hope to apply it effectively? Plans like the ones you've got in this egg-shaped hard drive, straight from the hands of Doctor Eggman. Able to fit into any USB or the like, this hard drive contains plans that could rock the world-literally. Every single bit of technology that was present in Eggman's Interstellar Amusement Park is on this hard drive, along with a helpful planner AI that can analyze your current situation and provide you a step-by-step plan to making the Interstellar Amusement Park a reality. From the wide variety of Badniks, to the wormholes and pathways of light in Starlight Carnival, to the methods for creating fresh pastries the size of mountains in Sweet Mountain in just a scant two to three days-every last bit of tech that went into the Interstellar Amusement Park is here and yours for the taking...minus the Wisps and a power source for the whole place, of course. You'll need to provide that yourself.

-An additional note about the assistant AI; it's Eggman tech, so the plan is inevitably going to include cartoonish villainy, a sliding scale of cruelty to animals and sentient beings, destruction of the ecosystem, and so on-but it will definitely get you to the Interstellar Amusement Park if you follow it. Even Eggman's most basic technology tends to be lightyears ahead of modern standards, and though it's all focused on making the greatest amusement park possible this hard drive has data on it that could truly change the world for the better. Or, enrich yourself beyond imaginings. Or both. It's up to you how you apply this. As a small bonus, the hard drive also contains a list of original Eggman Public Announcement recordings-as well as out-takes and bloopers.

Nightopian Items

Dream Flute - 100 CP

-What sort of instruments do dreams play when they wish to make music? None at all, and whatever they feel like; a dream doesn't care to use something so static as a single instrument. Maybe this is an innate power, or maybe it's something of an idea you're skilled at wielding; whenever you wish, you may simply pantomime holding an instrument and begin playing whatever music flits through your imagination. Hold your hands up as if you were holding a flute and begin playing that beautiful and haunting flute song in your mind, or start playing the air guitar and begin shredding a sick solo that you wouldn't normally be capable of in reality. The limits are quite literally your imagination; this "dream instrument" doesn't care for your actual skill, instead manifesting the sounds that exist in your imagination and dreams. You can "teach" or perhaps "give" other people their own "dream instruments" if you wish. Uniquely, you may play this dream instrument in both dreams and reality-the sound it makes will be heard regardless.

Storybook - 100 CP

-For some, merely getting to sleep in the first place can be a bit of a struggle. Getting rambunctious children to lay down and stay still long enough to fall to sleep is often quite difficult...without the right incentive, at least. You have here a storybook that should serve as perfect incentive; within its pages are contained a wide variety of children's stories that will entertain, soothe, and even occasionally teach some form of moral lesson. You'll always be able to find a new story within its pages, but most uniquely-anyone who reads or has its stories read to them before sleeping will find themselves drifting off into genuinely pleasant dreams. The terrors of the subconscious or horrors of past days will not trouble you with the stories of this book as your guardian...well, unless some outside force actively interferes in your sleep.

Blue Chips - 200 CP

-In between all the singing, fishing, dancing, and play, one has to wonder-what exactly do Nightopians eat? Do they even need to eat at all? Well, the latter is a question for another day, but the former...they eat these. These strange blue orbs scatter themselves throughout dreamscapes and Nightopia, floating in all sorts of unexpected places and making for fun little paths and adventures. Blue Chips, they're called; they feel like little water balloons, and when eaten have a texture somewhere between pudding and jello. They taste like fond memories and playful days, and if you throw one at a Nightmaren they'll end up shocking them with force akin to a weak taser. A few hits would be enough to knock a Nightmaren out for a good while, though it won't actually be able to put one down permanently. That said, this taser effect can be pretty useful in an emergency. You get a stock of fifty or so, and can gain more simply by sleeping or passing the time in a world of dreams.

Nightopian Garden - 200 CP

-Not every dream needs to be the grand paradise known as Nightopia. It is perfectly fine to dream smaller dreams, dreams that are not forged from the crystallized ideals that lie within one's heart. This is one such dream-a small, simple dream not born from an Ideya, but still tethered to your heart. It's a peaceful place, far from casual reach by Nightmarens and other dream-predators, and it's a place where Nightopians can easily form and play without fading away as they normally would; only when you wish it will Nightopians fade away in this dream of yours.. The exact specifics of how this dream is shaped are up to you, but it won't be particularly...active, for lack of better word. Perhaps a gentle beach, or an endless grassland, or a calm forest. This dream is also slow to change, even if you are the dreamer, and thus it takes a good deal of time and mental focus to actually change its environment-though you may find certain things of your personality or daily life echoed within every now and again. Whenever you sleep you may choose to visit this place instead of dreaming other dreams, if you are not a being of dreams.

The Paradise Called Nightopia - 400 CP

-But rather than a small and gentle dream, perhaps you wish to visit that paradise? The paradise born from the ideals that lie within your heart, the world known as Nightopia. Formed from the Ideya of Purity, Intelligence, Wisdom, Hope, and Courage, this sprawling dreamworld opens itself to you whenever you wish-or whenever you sleep, if you are not a being of dreams. Each Ideya forms its own "region" of Nightopia, which itself could still be the size of a large city. And within each region, you shall find echoes of your own heart and ideals; your desire to become an adult might form a grand neon city, or the loneliness in your heart might form an arid desert. While you are the dreamer and creator of Nightopia, know this: you are not its ruler. Your Ideya rule over it-the essence of your heart-and so while you will have great power here, your doubts, fears, trauma, and weaknesses will also have great power in the form of terrible Nightmares. But by harnessing the Ideya and your own strength of will, you will be able to actively overcome these things by defeating the Nightmares they are embodied by. Regardless, whether you wish to overcome your own weaknesses, explore wonders that can only be found in dreams, or simply have restful sleep, the paradise of Nightopia shall provide.

Dream Drops - 400 CP

-A curious thing, these crystalline tears. While the Ideya are the most well known of those elements formed from dreams, these Dream Drops are something similar-though lesser. Put simply they are little shards of pure lucidity, mixed with a dash of willpower to hold them together. On their own they're not much, with one or two only maybe giving you a slight bit more control over a given dream. But you will not just find one or two; for every unique dream you enter, you will find five, ten for truly potent dreams. The five regions of Nightopia would grant a total of fifty. As you collect these Dream Drops you will find your strength of will and the "weight" of your thoughts growing greater-never much individually, but with fifty you would find your will to be twice as powerful as before. This will naturally correlate to significantly greater strength and abilities in dream realms. This reinforcement will persist outside of dream realms, strengthening your will and reducing mental burdens, as if someone was there beside you taking some of the strain you face.

The King's Masque - 600 CP

-What exactly separates a Kingpian from a normal Nightopian? Nothing more, and nothing less, than their crown. What you hold now is just that-a Kingpian's crown, granting you the power and authority of a Kingpian regardless of what species you might actually be or what dream you go to. You will not quite have the power of a lucid dreamer, but through the authority of the crown will be able to affect great changes over any dream realm you enter and even command most creatures of dreams...assuming your will is greater than theirs, of course.

-Further, through the power of the crown you may shift and change your form freely, as NiGHTS might; from such things as a boat to a roller coaster, from dragon to dolphin, your form will be as mutable as your imagination-though the powers such transformations give you are fueled by your willpower ultimately. Uniquely, the powers of the crown will be carried from beyond dreams alongside you. In the waking world it will still retain the power to shift your form as you please, and though the world of reality is much, much more static and difficult to affect change to than any dream realm, with enough time and effort you may still create and change impossible dreamlike structures within it. While its default form is that of a golden crown, this Kingpian's Crown will itself shift and change to fit your preferences.

The Skies of London - 600 CP

-If you cannot be satisfied with a single dream, what about all of them? Within your own dream, or through a winding pathway only you can find, you will find a bright city of lights and abyssal darkness, leading to the collective unconscious of the entire world you happen to be in. From this place, you could reach any mind in the entire world...if you know them, at least. You could connect the dreams and hearts of people, bringing them closer together...or push them further apart, if that is your will. But the city of lights and darkness can offer other things as well. This city is all but an endless well of untapped potential, unshaped will, unrealized dreams; there is great value in these sorts of things, if you know how to work with them.

-And deep, deep in the abyssal darkness lies the greatest of treasures; winking jewels of light-Ideya, lost and abandoned for whatever reason. Not just the known five, but other crystallized ideals as well...but take care. This is not just one dream, but many. The collective unconscious is a realm full of wonder and terror, and even the greatest of lucid dreamers might find their soul torn asunder if they venture too far into its depths.

Companions

Import/Create A Companion - 50 CP

-You may choose to have one of your companions imported into this world for only a minor fee if you wish; they will freely gain an Origin and associated discounts, as well as **800 CP** with which to purchase perks or items. Companions may not import or purchase companions of their own, nor may they take drawbacks of their own. You may also, if you so desire, use this option to create a companion if you wish.

Canon Companion - 200 CP

-If you wish, you may choose to companion a known character from the Sonic or NiGHTS universe. From the big names of Sonic and NiGHTS themselves, to more minor characters such as Owl or Rotor-as long as they've been in some form of Sonic or NiGHTS media, you can have the chance to take them along the chain with you. Note, unlike other companions **they will not gain CP** to make a build of their own. They have their own talents already, after all.

A Flicky - 100 CP (Free: Caretaker)

-Well aren't you a cute little birdy? A strange bird has begun to follow you around, no larger than a normal human's hand and yet just as smart as a small human child. You may freely choose what species of bird it is-even legendary or fictional birds if you wish-but this won't actually add to its capabilities and is effectively purely aesthetic. They're smart, surprisingly strong for a little bird, willing and eager to care for other small friends you might have, and surprisingly brave for a tiny bird. They have **800 CP** to spend and the **Caretaker** origin, and may or may not have a little pendant around their neck to carry around pictures of you, their family, and other things...such as a Chaos Emerald, somehow. Don't ask how a Chaos Emerald could fit in a small pendant, it just does.

A Chao - 100 CP (Free: Chao)

-One Chao is born per egg, that's a hard rule...but with how close you two are, it's almost like the two of you hatched from the same egg. This Chao, complementing whatever color of Chao you are, is practically your sibling in every way that matters. Their love for you is boundless and will never fade, though that doesn't mean they won't tease you, prank you, or compete with you in plenty of ways-just as siblings might. They have **800 CP** to spend and the **Chao** origin, and uniquely they have a knack for keeping up with your own development to some degree. It won't help them if you start busting out strange powers or they have absolutely no way to catch up, but given half a chance they'll be able to train and grow just as fast as you do...and so long as you're still around, they'll never fail to reincarnate and stay by your side all the way through.

A Colorless Wisp - 100 CP (Free: Wisp)

-It looks like you've got a friend alongside you; this Wisp is young, but they're clever and surprisingly eloquent...in their own language, at least. As a Colorless Wisp they don't have any of the strange and incredible Color Powers that other Wisps have, but what they do have is a surprising amount of speed, the capacity to power things up with their own body, and a surprisingly sharp tongue...metaphorically speaking. They don't have a mouth after all. Your exact relationship with them is a little up in the air; maybe they think of you as a younger sibling? Either way, they have **800 CP** to spend and the **Wisp** origin, and given enough time and effort they will be guaranteed to develop a Color Power at least half a decade down the line, though they won't be able to change it afterwards without the right perks. Nevertheless, nobody knows teamwork better than a Wisp-so this one will always have your back.

A Nightopian - 100 CP (Free: Nightopian)

-Born from the sparks given off by clashing Ideya, this happy little dream spirit is carefree and thoughtless, humming an indefinable little tune practically at all times. It knows no language and it's arguable it knows anything at all, but this Nightopian does seem to know you-it will follow you, listen to you, and play with you whenever you desire. Whether a playmate in the world of dreams who can guide you to the most exciting bits, or an imaginary friend with just a little bit more physicality than you'd think, all you need to do to summon them is call to them within your heart and they'll appear. They have **800 CP** to spend and the **Nightopian** origin, and given enough time, care, and effort they may even begin to grow up-learning to speak, learning to shape themselves, becoming a little more substantial than merely an absent-minded dream.

A Caretaker - 200 (Discount: Caretaker)

-While he might be the most famous, Sonic isn't the only superbly talented or powerful Mobian out there-not by a long shot. Shadow has speed to match, Tails has genius that can compete with Eggman, Knuckles has sheer strength and toughness, and this fellow...well, that's up for you to decide. This is a fellow Caretaker who has decided to become your friend and companion; maybe in another life they were someone like a crack soldier during the Forces era? Whatever species they are-Mobian, Human, Robot, even Alien if you so wish-they are a **Mythical** example of such and have a corresponding supernatural talent-though they're somewhat new to it and still have some growing to do before they can bring it out to its full potential. They also have **600 CP** to spend along with the **Caretaker** origin, with a certain inborn knack for caring for others. Whether you have your hands full and need to entrust your charges to a friend, or just need a friend yourself, they'll be by your side.

A Koco - 200 (Discount: Chao)

-A strange animated statue that only seems to speak in chimes, this creature is certainly quite odd...yet somehow perfectly understandable when it speaks. It refuses to tell of its origins or history, but it has a deep and abiding love for both you and Chao-seeing you as something of a beloved grandchild and Chao as its cherished nieces and nephews. It might be a bit awkward to have such a strange and tiny “grandparent”, but they will assure you that they are wise with the weight of years. Though they are not a Chao, they have the qualities of a **Mythical** Chao and can, every now and again, seem to “restore” themselves in a similar way to how a Chao undergoes reincarnation. Further, they have **600 CP** to spend and the **Chao** origin. Beyond these qualities though, they have an eclectic knowledge of ancient civilizations and advanced technology-nothing too absurd, they’ll assure you, but they will always be able to comment on the histories and courses of several millennia old ancient civilizations, and have an uncanny knack for helping you figure out how to get the best out of nearly any technology. They refuse to say why, but sometimes they look off into the distance and wonder something along the lines of why they were spared in the end...

A Colorful Wisp - 200 (Discount: Wisp)

-Most Wisps are quite content to have a single Color Power, to paint the world with their own strength in just a single way. Long ago when they were young, this Wisp saw a rainbow. From then on, they refused to be content with a single Color-instead seeking to paint the world in that rainbow once again. Through time, effort, and training, they’ve developed what they call the “Dream” Color Power-a Color Power that gives them the **Mythical** qualities of a Royal Wisp even if they aren’t one in truth by materializing their “dreams” as Color Powers...at far higher cost and effort admittedly. Further, they have **600 CP** and the **Wisp** origin. They are a flighty and dreamy Wisp generally stuck in their own fantasies rather than in reality, but they are also a deeply caring one who will stick by your side wherever you may go.

A Friendly Nightmaren - 200 (Discount: Nightopian)

-Despite what the name implies, not all Nightmaren desire to bring nightmares. In fact, for the most part Nightmaren are just as playful and caring as Nightopians are...well, right up until their will is subsumed and broken by Wizeman. This Nightmaren, perhaps owing to their immense willpower or some shard of Ideya that may have been implanted into them, somehow avoided that fate and remained a carefree dream spirit-one far greater in power and skill than any normal Nightopian. Due to their circumstances they have the qualities of a **Mythical** Nightopian along with a surprising amount of combat skills and abilities, making them something of a soldier of dreams. They also have **600 CP** and the **Nightopian** origin. They are playful and caring, but deeply value both their own independence and the sanctity of dreams-and will fight back against the terrors of the night with all their will. And with you by their side, they know that any dream can become a reality.

Drawbacks

You may take as many drawbacks as you feel comfortable taking, though the consequences of such are on you.

Which Game Exactly? +0 CP

-Well, that's actually up to you. You may freely choose which Sonic and NiGHTS games are "canon" to your time here as you wish; if you prefer that this takes place only in the world of dreams, you are free to it. If you wish that this only takes place in the Sonic Adventures era, then that is possible too. If you wish for every game to be canon save for one or two-such as Forces or Boom-then that is possible as well. This will allow you to add any game that either Sonic or NiGHTS were a protagonist or major supporting character in; you may even take part in the Olympics if you wish, though the Smash Tournaments would be off-limits as Sonic is only a minor character there. Note that this will not change the effects of drawbacks; if you have, for example, a drawback that draws Wizeman's attention then he will still become a threat even if the rest of the NiGHTS setting is absent.

"Hi! I'm Omochao!" +50 CP

-You've been doomed to a most terrible fate, more cruel than even the worst of villains might inflict upon you. Formed from gleaming blue metal, this abomination in the form of a Chao will follow you ceaselessly and constantly natter inane and pointless advice in your ears. It is indestructible, and should you find a way to trap it somewhere it will simply *show up* near you after some time. You can throw it at other people if you wish, but no matter how hard you throw it the Omochao will fly painfully slowly and about as hard as an oddly shaped brick. And it will come right back afterwards to continue babbling at you. If, for some ungodly reason, you wish to take it with you after the jump you are free to do so. As a courtesy an off-switch will be installed into its back post-jump.

Small And Sickly +100 CP

-You've got a sore throat, a queasy stomach, and stuffed sinuses...even if you don't have a mouth or nose. Yup, seems like you're sick again. This is going to become an all too common occurrence for you throughout the following decade; these colds and flus are never going to be very serious, at most making you feel miserable for a few days to a couple weeks at a time, but they will come often and will always be incredibly annoying to deal with. A couple visits to the local doctor can almost always deal with them within a few days, but dear lord the medicine's going to taste horrible.

Absolutely Precious +100 CP

-Aw, who's a cute widdle guy! You are utterly, absolutely, stupidity-inducing adorable. Keep that description in mind, because literally everybody who sees you will have an incredible urge to pick you up, pat you on the head, make baby noises at you, and never, EVER, take a single thing you say seriously. Because how could something as cute as you ever have to worry about really important things? And yes, this also applies if you're a Caretaker. Cream knows your pain and will be able to commiserate with you.

Highs and Lows +100 CP

-Some people are just more high-energy than others; some people are so jittery they can hardly sit still and focus on anything at all, and others can barely muster the will to get out of bed in the morning without some sort of obligation. By taking this drawback, you embody one of these two ideas. Either you're constantly so full of energy that you can hardly sit still for a single second to focus or think, or you're so low-energy all the time that you can hardly be bothered to do anything at all. **This may be taken twice**, but will lead to you becoming something of a manic-depressive, with highs and lows-good days and bad days. With care and help from others it can still be managed, but it absolutely won't be fun.

Butter...fingers? +100 CP

-You know, a lot of the people here don't exactly have fingers. Or hands. Chao just kinda have little articulate stubs, and Wisps have tentacles. So the whole "butterfingers" saying doesn't really translate all that well. Nevertheless, whether you have fingers or some other appendage, the fact remains that you're a terribly clumsy person. Dropping and sending things flying, accidentally running into walls or tripping on small inclines, getting completely spun around just by someone spinning around you a little; you're guaranteed to fall flat on your face at least once a month, no matter how careful you are. You can still try to mitigate this, but it'll be a constant uphill battle to fight your awkwardness.

And Off They Go +200 CP

-You or your charges, that is. It's the darndest thing, but it's practically reflexive; as a Caretaker, if you ever try to pick up a Chao, a Wisp, or a Nightopian, you're going to instead all but dropkick them and send them flying at least half a football field's distance. It'd be impressive just how much air they get *if you ever intended it*. This won't ever kill your charges, but it'll be painful as all hell and they will *really* not like you for a good while afterwards. You can stop yourself if you focus hard on it, but it will never be easy and it only takes a moment's slip to send another small friend flying. And if you happen to be a Chao, Wisp, or Nightopian? *Everyone else* does this to you. And it's going to happen at least once every third time someone tries to pick you up or pat your head. Again, it won't ever kill you, but it's going to be *extremely* painful.

No Need For Language +200 CP

-Nightopians are notorious for having no language to speak, and whatever language the Chao speak is unknown to any living being at this point save for perhaps Chaos itself. And of course the Wisps, as aliens, lack a terrestrial language that can easily be understood by others. It's a common theme, and one you will have to put up with from now on; you lack a language with which to express yourself, and can only convey your intentions through loose pantomiming. Even then, it will still be quite difficult for others to understand you-though not impossible. You can still sing (in words that nobody can understand) and chatter indecipherably, but nobody's going to understand anything you try to say.

Not So Friendly +200 CP

-There's just something...off, about you. Something that sets people on edge and makes them take an instant dislike of you. Maybe you're profoundly ugly, maybe you've got a terrible gleam in your eyes, maybe the spiked ball of a Dark Chao hangs over your head and you can't stop grinning with sharp, menacing teeth. Whatever the case, something sets people off about you and makes them dislike you on sight-and for those who might try to care for you, they're inevitably going to grow to hate you the longer they stay in your company. Only your companions are going to tolerate you for very long, and even then it'll be a task for them. In a world of light and happiness, where friends care for one another and grow stronger for it, you will be all alone.

Ring Out +200 CP

-Rings are really nice things, you know? Even keeping just a few on your person can save you from great injury, they're the fuel that keeps Sonic's super transformations running, they can be used to directly power things, and they're the primary currency of this world...and now, it turns out you're never going to get very many. Oh, you'll try-you'll be filled with an unquenchable urge to try and collect as many Rings as you can. But every single time, they'll slip right through your fingers; maybe a spike trap you didn't notice rips all the rings you've collected away from you, maybe you just BARELY miss a Ring capsule that gets blown up by something else, so on and so forth. It will always be deeply frustrating, and if you want anything you're gonna have to scavenge for it or work *very* hard to hold onto your Rings for just long enough to buy it.

Lost In Dreams +300 CP

-Rather than what you're thinking, this doesn't lead you to getting lost in dreams. No, it does something far worse. Every time a person goes to sleep, they are frequently beset by Nightmaren and have their Ideya stripped of them-leading to them being trapped and toyed with by the Nightmaren until dawn. And much like them, you have lost something precious-your previous powers. You still hold onto the power you've gained in this jump, but all powers from other worlds are lost to you until the "dawn"-until your time in this jump is over.

Metal Mecha Madness +300 CP

-Man, there's just...a lot of robotic replicas of people around. Metal Sonic, Mecha Sonic, Android Shadow, Metal Tails, Omochao...and you. It turns out, whatever you're jumping in as, you end up as an inferior robotic copy of whatever you intended to be. For **Caretakers** this will massively weaken whatever Mythical talent you take, if you take any, and leave you with a clunky body and extremely obvious power core. For **Other Origins** this completely removes the racial perks you may have gained from this jump until the end of said jump. And for **All Origins** this will also end up weakening you a good deal-perhaps somewhere around half as strong as before.

Pretty Smart For... +300 CP

-For a five year old. Unfortunately, this phrase is going to apply to you now. However smart you were before, your mental faculties take a *sharp* dive for your time here-reduced to the intellect of an average Chao or five year old. A clever five year old, maybe, but you're gonna struggle to do basic addition let alone anything complex. **Caretakers** who take this drawback **gain an additional 200 CP**, and in return are also reduced to the size and mental capacity of a toddler. No matter what, you're absolutely going to need someone else to take care of you for your time here.

Winds of Chaos +300 CP

-Whether through random chance or ill intent, somehow you seem to keep getting caught up in all sorts of strange and dangerous situations. Whether it's a weird robot of the week sent by Eggman to capture you for no other reason than his own amusement, a sudden alien invasion that happens to start practically right on top of you, getting dragged into mystical books for weird and extremely dangerous adventures that you are in no way prepared for, or more, you're going to get caught up in all sorts of dangerous events. You'll probably only have to deal with something truly world-shaking once a year, but you'll still get caught up in many smaller and still quite dangerous situations.

Eternal Nemesis +500 CP

-There is someone after you. Someone truly powerful, and someone truly evil. Not quite the most powerful and most evil beings in the setting, but close. **Caretakers** will have to deal with the Time Eater-a strange eldritch being from outside of time. Every now and again it will begin to consume your history in an attempt to consume you; it isn't too hard to defeat once you find its core, but you can never truly be rid of it and it will always attack when you least expect it. **Chao** will have to deal with Metal Sonic, a ruthless and hateful version of the Blue Blur who is almost as fast, as strong, and as dangerous as Sonic. His hatred of nature and organic life drives him to destroy you, and even if you kill him he will eventually be reconstructed and resume his attempts to end you.

-**Wisps** will deal with Infinite, an illusory reality warper who has decided that he wishes to harness your kind to empower himself to entirely new realms of ability. Should he capture you he will drain you of energy until he can rewrite all of reality in his own image; even if he were utterly destroyed, he will simply will himself back into existence through the Phantom Ruby. **Nightopians** will have to contend with Reala, the direct subordinate to Wizeman and the lead general of the Nightmaren army. He does not hold the godlike power of his creator, but can command a near-endless army of Nightmaren and believes you hold the key to allowing Wizemen-and all Nightmarens-to invade reality. Even if he should die, Wizeman will simply create him anew.

-**You may take this drawback multiple times**, to deal with the Eternal Nemesis of other Origins if you so wish. Beware; they may choose to cooperate with each other if you do-and they become exponentially more dangerous when they work together.

Scenarios

Section still under construction! Please wait patiently for a wide variety of fun activities!



End

And so you have reached the end of your time in this place. All drawbacks are revoked, of course. Hopefully you've made a few friends, had some good fun, and made many good memories. Now you come to a choice, as you've always done at the end of the decade.

Shall you **Return** to your home, so far from here? You will retain all that you have gained over the course of your chain, of course.

Shall you **Stay**, and continue these happy days with small friends and blue skies?

Shall you **Continue** onto the next world, to make more happy memories and perhaps find new friends out there?

Notes

Notes on Chao Physiology: Chao are six-limbed null-gendered humanoid creatures; two arms, two legs, and a pair of wings. Additionally, they possess a unique organ which floats above their head-this organ is known as their Emotion Orb, and it frequently shapeshifts to show off a given Chao's demeanor or emotions. On a neutral Chao it remains a simple yellow ball, while "Hero" Chao will innately form a halo and "Dark" Chao will instead form a spiked ball. The Emotion Orb isn't actually attached to the Chao in any way-frequently bouncing about and even floating several meters behind if the Chao is moved away from it swiftly enough-but always returns to floating atop the Chao's head. Being null-gendered, Chao do not possess any reproductive organs or genitalia at all-and yet they are perfectly capable of reproduction.

Chao Reproduction is a deeply pure and honestly rather strange process; when a Chao is in physical maturity and wishes to reproduce, its Emotion Orb will form a heart and they will sit down-forming a ring of flowers around their body as they do so. Should they find another Chao that wishes to mate, all it takes is for the two Chao to dance and give each other a chaste nuzzle and a Chao Egg will form between them; the nuzzle is the only physical contact involved between the two mating Chao. No particular relationship is required between mating Chao-they will often meet, mate, and go their separate ways afterwards without a care in the world.

It takes six months for a Chao Egg to hatch on its own-but a Chao will suffer no particular negative effects if forcibly hatched early. This can be done by caring for the egg, or simply throwing it against a wall. Once hatched the Chao immediately emerges into Chao Childhood. Chao Childhood lasts for one year, during which the Chao cannot choose their alignment. During this time they grow, interact with the world, and develop the outlook that they will generally carry for the rest of their lives. At the end of their childhood the Chao will form a cocoon around themselves and undergo Evolution; their experiences will consolidate and mutations will streamline within them as they settle into their alignment. When they emerge they will be somewhat stronger, faster, hardier, and have reached Chao Adulthood.

Chao interact with the world in a rather strange way; while they can eat and drink things just fine, they produce no discernable waste in doing so. While they have been seen to become sick and experience pain, no Chao is known to have ever actually suffered lasting injury from any sort of damage. When they find a source of Chaos Energy they can instinctively absorb it-channeling it to become stronger, faster, hardier, and so on. When they interact with various animals or aspects of the environment, they will take on the properties of what they interact with-the whiskers of a cat, the wing patterns of a bird, the paws of a lion, so on and so forth-almost entirely at random. Doing so will also grant them a small measure of the strength or properties of what they interact with, up to their biological hard limit.

Chao come in three general alignments based on their dispositions and experiences in childhood; Hero, Neutral, and Dark. Hero Chao are generally benevolent and caring Chao, frequently looking after and helping others. Neutral Chao are just that-neutral, focused on simply enjoying their lives and being carefree. Dark Chao tend towards being mischievous or unkind. It is impossible to find a Chao that does not-at least initially-fit into the archetype of their alignment; the very nature of *being* a Chao makes it impossible. Alignments are chosen based on the dispositions and life experiences of a given Chao; a Hero Chao would not be a Hero Chao if they did not genuinely fit into the Hero archetype, and likewise for Dark Chao. It is, of course, possible for Chao to later on develop into a different mindset than what they entered adulthood with, but every Chao initially evolves into the Alignment they are truly most suited for.

Chaos are not naturally very intelligent-only perhaps reaching the intelligence level of a small child. Nor are they very innately fast, strong, or even possess very much stamina-it's surprising to see a Chao capable of sustaining flight for more than a few minutes at a time, and pushing a large ball tends towards being the strength limit of most Chao. They make up for these deficiencies in two areas: exotic abilities, and potential.

Chao are beings of Chaos and nature; they bend the world to their will and emotions in strange ways that are difficult to explain. One Chao might innately form mystical barriers over those they care for. Another Chao might provide a healing factor to their loved ones simply by being near them. Yet another could influence the workings of fate and luck, literally tilting the odds in the favor of those they care for. No Chao has ever been seen using their abilities for the sake of themselves or even other Chao-only for non-Chao that they care for, even under threat of death.

The aspect of a Chao's potential only becomes evident as they reach the end of their five-year lifespan. When a Chao reaches the end of their life, they form a cocoon around themselves. When that cocoon fades, so too does the Chao-fading back into the world. But, if a Chao so chooses, they don't have to fade away at the end of their life; they can instead reincarnate. They reform back into an egg, their life starting over-only with some carryover. Their memories remain, along with a tenth of their strength, speed, endurance, and so on. And it is here that a Chao's potential truly emerges; just like any lifeform, there's a hard limit to just how strong a given Chao can become in a single lifetime...but with every reincarnation, that limit rises.

Consider it like a hidden stat bar; in a single life a Chao can raise their strength from level 1 to level 99; this will let them go from barely being able to lift a small leaf to lifting a sizable large rock. When they reincarnate, they lose all but 10% of their strength...but their "stat bar" is reset back to level 1. They start out lifting a very small rock, and can grow to lifting a much larger rock than they could in their past life. And the next reset, they could possibly lift a medium sized rock from the start, and lift a truly large rock at level 99. Through repeated reincarnations, a Chao's physical, mental, and mystical limits will grow further and further away, until they can achieve truly astounding feats. In a Chao Garden this repeated growth does eventually hit a limit-in game this limit is a "4000" score on their stats...but this limitation may be more of a limit of the game engine which Chao were shown in, rather than a true limit upon the Chao themselves.

Finally is the pinnacle of the Chao Lifecycle: evolution into a Chaos Chao. Undertaking such a feat is a highly difficult process for a Chao, requiring them to undergo immense amounts of growth and experience in their childhood in order to prepare them for it-and further, merely undergoing this evolution is an immense choice all on its own. It can only be achieved after a Chao has undergone at least two reincarnations, thus gaining quite a bit of cumulative life experience at that point. Becoming a Chaos Chao grants something truly special: immortality. In becoming immortal they lose the capacity to reincarnate-and thus continue pushing back their limitations-as well as their fertility, but gain eternal life and unique but unknown powers. A Chaos Chao's Emotion Orb will transform into a strange flame, and their eyes will become akin to solid gems while their bodies will take on a unique palette. It is highly possible that the ancient Chao known as Chaos achieved their power and water-elemental status via evolution into a Chaos Chao...hence the name.

Notes on Wisp Physiology: Wisps are three-limbed squidlike energy beings; they are composed of a head and three tentacles, while all other features are dependent on the species of a given Wisp. While the exact truth is unknown, Wisps do not *appear* to possess a gender. Their bodies and beings are not truly biological; a Wisp is in fact an energy being masquerading as a biological being. They are entirely composed of an energy form known as “Hyper Go-On Energy”, which is an immensely powerful form of energy with myriad uses and effects. Due to this energy composition a Wisp’s body is highly elastic and malleable, easily stretching, deforming, and reforming at will like rubber.

While Wisps *do* appear to be capable of reproduction, the exact method through which they go about doing so is entirely unknown. Likewise, while Wisps are known to have both an infancy and an adulthood maturation stage, there is no knowledge for exactly how long a Wisp’s infancy or childhood will last nor the exact lifespan of a given Wisp. Wisps do not appear to need any form of sustenance or even atmosphere to survive-quite often, Wisps lack mouths entirely and have been seen to travel through vacuum unaided with no issues.

There are a wide variety of Wisp species, which possess different general personalities, forms, and powers. The most common of Wisp species is the White Wisp, which simply seems to hold a moderate amount of “inert” Hyper Go-On energy within itself which it can share freely. White Wisps are generally characterized as being friendly, chatty, and playful. Physically, White Wisps are characterized by having a single eye in the center of their round head and two small antennas on top. Aside from the White Wisps, there’s a wide number of “colored” Wisps as well; these types of Wisps have a *wide* variety of body types-from the square-shaped Blue Wisp, the oddly bulbous Green Wisp, the hexagonally-shaped Gray Wisp, and so on-and further have unique powers born from their Hyper Go-On Energy.

Wisps are fully sapient and just as intelligent as an average human adult on average-having a unique and fully developed language of their own-but interestingly seem to lack any sort of native advanced technology or the like. While they possess the means of communication and some form of hierarchy which places their species’ progenitor at the top, but otherwise lack a complex society. They seem to be highly social and generally peaceful, easily getting along with each other and even foreign entities unless said entities actively attempt to harm them.

Wisps hold a wide variety of abilities, even before considering their innate “Color Power”. As energy beings they are extremely elastic-to the point of being able to stretch several times their base length, or twist up into strange shapes. They have a strange capacity to fuse with energetic systems-both living beings as well as technology-and supplement the energy requirements of such systems with their own power, even harmlessly overcharging said systems. For sapient beings this leads to a short-lived but highly potent boost in capabilities, while technology tends to be greatly empowered and often display unique capabilities depending on the type of Wisp empowering it. While potent, no individual Wisp-save for the Mother Wisp-has ever demonstrated a great “depth” of energy within them; these bursts of power are extremely short lived, and it takes an unknown amount of time for a Wisp to regenerate their energy once spent.

If drained beyond their limit, a Wisp will not die-instead, they will enter a mutated state known as a “Nega-Wisp”. Nega-Wisps are animalistic and degraded, acting on highly aggressive base instincts. That said, restoring their energy or allowing them to recover naturally will in turn allow a Nega-Wisp to return to its original Wisp form. Rather than what one might expect, Nega-Wisp also generate a sort of energy. This energy is said to be “twisted” or “corrupted”, but can be used just as a normal Wisp’s Hyper Go-On Energy can be with no notable drawbacks. Altogether, Nega-Wisps seem to suffer no permanent damage from their condition-or damage at all, truth be told. On that note, no known method exists for truly permanently harming or even killing a Wisp, though that does not mean that there is no such method. Wisps do seem to feel pain from being drained or even simply attacked physically, and it can be presumed that enough physical damage will kill one just like any other being.

Beyond their basic abilities and their Nega-Wisp state, Wisps also have a series of Color Abilities-one per Wisp type. Cyan Wisps shooting or turning into lasers, orange Wisps turning things into rockets, red Wisps setting things on fire...there exists an extremely wide variety of Color Powers, and a complete list can be found [here](#). How a Wisp might develop their power further is unknown, or how they develop it in the first place.

What is known, is that Wisps are exponentially more powerful when working together than when working individually; Hyper Go-On Energy is said to be even more potent than the power of the seven Chaos Emeralds, and a large group of Wisps has demonstrated the power to outright unmake a black hole (formed from Nega-Wisp Energy). Further, the Mother Wisp was said to create their entire planet from her own Hyper Go-On Energy, and while in her berserk state demonstrated a wide variety of powers that were largely on-par with the powers of Super Sonic. The more Hyper Go-On energy gathered in a single location, the more versatile and potent it seems to become to no known limit.

Notes on Nightopian Physiology: Nightopians are beings of pure dreamstuff; they are born when two Ideya-the essences of dreams-collide with each other. Nightopians are explicitly non-sentient, having “no need for cooperation or language”; their entire existence revolves solely on simply having fun and enjoying themselves.

Base Nightopians are six-limbed null-gendered humanoid beings, possessing two arms, two legs, and a pair of wings. They uniformly wear a blue bodysuit and a soft white ruff, and possess a halo around their somewhat pointed heads. Any further in-depth anatomical facts about Nightopians are rather suspect-due to the fact that they are beings of pure dreamstuff, it's remarkable that they tend towards having a stable form in the first place. Being null-gendered, they possess no genitalia nor means to reproduce...but on occasion, will reproduce regardless. There appears to be no logic or reason as to how and when they reproduce-though, violent collision with other Nightopians or Nightmarens sometimes results in such reproduction-as is somewhat befitting of beings that are more living dreams than anything.

Initially, Nightopians are formed as eggs; in time, these eggs will hatch and give birth to a fully grown and mature Nightopian...for given value of “grown” and “mature”. Nightopians do not visibly age or have any other lifecycle aside from “Egg” and “Adult”, though after a time they will simply disappear forever-presumably fading away back into the dream that formed them. Most Nightopians exist only for a few days before simply fading away back into the subconscious of the dreamer which spawned them-outlasting a single dream, but only a few times over.

The most unique power which Nightopians possess is the capacity to manifest the paradise known as Nightopia-the embodiment of a Visitor's Ideya made manifest in the world of dreams. In doing so they take on some of the memories and traits of the Visitor-mimicking behaviors such as singing, dancing, fishing, and so on and so forth. They can even create temporary or permanent alterations to these Nightopias which last long after they disappear, permanently altering the dream world which exists around them if they so choose. Primarily they use this for play, not intelligent enough to actually utilize this power for anything other than their primary purpose of simply having fun.

Nightopians, being creatures of pure dreamstuff, can actually reproduce with Nightmarens-beings of nightmares formed by the fears of a dreamer and Wizeman's machinations. The result is what is often referred to as a Mepian-a Nightopian who possesses the traits or body parts of a Nightmaren. This can be their feet, their arms, their torso, their wings, even their head-as long as the Nightmaren in question can collide with a Nightopian, a Mepian can be born with one of their body parts being Nightmaren in origin entirely at random. Mepians retain the dream-manipulating powers of Nightopians, but may have irregular or even aggressive behaviors. Additionally, they might inherit some of the capabilities of their Nightmaren parent. Finally, Mepians live longer than Nightopians-living on average five to six days where a Nightopian might only live for two or three.

Under extremely strange and unknown circumstances, a truly unique Nightopian can be born-a Nightopian who is far larger, more focused, and more powerful than other Nightopians. This Nightopian will be born wearing a crown, and is thus often called a “King Nightopian”, or a Kingpian for short. Kingpians are capable of executing large-scale permanent changes to the fabric of Nightopia, crafting strange structures akin to a castle in the very heart of the given Nightopia. Further, they will follow and care for other Nightopians-throwing rocks and trying to fight Nightmarens where possible. Lastly, a Kingpian possesses an immense lifespan for Nightopians, living an astounding eight to nine or so days.

While Nightopians possess many strange capabilities relating to the manipulation of dreams, durability is not one of them-it is remarkably easy to harm a Nightopian, and killing one is as simple as killing any extremely low-level Nightmaren would be-easier even. Due to their diminutive bodies and lack of conscious thought they are remarkably helpless when put into any situation which could threaten them, requiring outside aid to survive in essentially all cases. Even the natural landscape of a given Nightopia could threaten a given Nightopian’s survival if they are unlucky-others would call it carelessness, but Nightopians lack the intelligence to care and thus it comes down to luck.

Nightopians have only been observed in small glimpses and born from the minds of four known children; it is possible they possess many strange and unknown capabilities or traits. Further, due to being primarily born from the stuff of dreams, a Nightopian who was truly sentient could likely wield considerable capabilities and powers all on their own. Finally, anything a Nightmaren could do, a Mepian or Kingpian could potentially do as well-even the grandest feats of Nightmaren power, potentially...

Changelog

- V. 1.0
 - Jump (mostly) completed! Scenarios to still be finished, but otherwise the jump is complete! Thank you for your patience, and I hope you enjoy!
 - Fixed a typo in Small and Sickly
- V. 0.7
 - Added summary
 - Fluffed Origins
 - Changed “Mountains” location to “Green Hills”
 - Changed “Jungle” to “Mystic Ruins”
 - Fluffed locations
 - Made Omochao into an independent 50 CP drawback
 - Added Hammerspace perk
 - Added Sega Genesis item
 - Modified “Looking Out For Little Ones” so it isn’t redundant with “Toys and Tools”
 - Fluffed General perks
 - Fluffed Caretaker perks
 - “Cuteness Perk” renamed to “Utterly Adorable”
 - Fluffed Chao perks
 - Modified “Gleam of Chaos” so it doesn’t hard-cap out of universe methods of increasing potential or the like
 - Fluffed Wisp perks
 - Renamed “Soothing Sleep” to “Journey of Dreams”
 - Fluffed Nightopian perks
 - Fluffed General Item
 - Fluffed Caretaker Items
 - Fluffed Chao Items
 - Fluffed Wisp Items
 - Fluffed Nightopian Items
 - Lowered Canon Companion price from 300 to 200
 - Changed “Colored Wisp” to “Colorful Wisp”
 - Fluffed companions
 - Added “Which Game Exactly?” 0 CP drawback
 - Broke up and edited a bunch of paragraphs to make the jump easier to read
 - Broke up and edited more paragraphs
 - Swapped “Mecha Metal Madness” and “Not So Friendly” prices, rearranged some drawbacks
 - Fluffed Drawbacks