

Story/Intro: Katawa Shoujo (Disability Girls) is a romance visual novel covering the life of Hisao following his heart attack and subsequent transfer to a specialist school, along with the romance he finds there. Inspired by a concept sketch by Raita Honjou, Katawa Shoujo is the debut production by Four Leaf Studious, an international project originating on 4chan's very own /a/ board.

Starting Location: Starting off in front of the Yamaku Academy gates you're all dressed up for your first day at your new school. You should probably see yourself inside. Wouldn't want to be late now, would you?

Origin: Since you'll only be sticking around until the end of the school year you won't be needing one of those troublesome things. Oh, and you're eighteen and can be whatever gender you want since they left that last bit (among other parts on it) blank on your transfer papers. Funny how that works. People will also be more inclined to believe whatever you tell them about your past in this world the first time around. Only the first time though so don't mess up your story.

Jumper Boons: While not a remarkable world there is always something to be purchased with your 1,000CP (choice points) standard. With no origin you may choose one 100CP boon for free and any one 200CP, any two 300CP, and any one 600CP boon to have a half price discount on.
Katawa Shoujo Enigmatic Box of Sound (100CP) – Your very own soundtrack that is surprising light and fits the mood. Can be shared with those around you and turned on and off at will.
Arrhythmia (100CP) – Your heart just doesn't seem to work right. Whenever it gets impaled, shot, or burnt up it just seems to keep on going. You can effectively survive from the worst injures a human might die from and even then some if their heart got hurt.
Blind (100CP) – Just because you can't see something doesn't mean it isn't there. You now have a lesser sixth sense for things you otherwise wouldn't. Camouflaged traps, people hiding around corners, and such.
Missing Left Hand (100CP) – People will now be more willing to lend you a hand if they see you need it. Generally thinking you're the right sort unless you give them a reason to think otherwise.
Burnt (100CP) – You're hot. Smoking even. Anyone who disagrees is probably just jealous. Expect admirers.

Parity (200CP) – So long as you do not give people a reason to think otherwise most will see you as an equal. This can be turned off and on at will if you wish.

Clean Slate (200CP) – Coming to this school is a clean slate for almost anyone. Having this you can use that same level of indifference or acceptance to be more easily forgiven of your transgressions so long as you appear genuine and are not a repeat offender or frequent liar.
Armless (200CP) – Having no arms might be a problem for some but you just use your feet when things get tough. You can expect to be just as dexterous with your feet as you are with your hands possessing an impeccable balance.
Legless (200CP) – Starting in a new world, job, or school can sometimes leave you without legs to stand on but with this you'll always meet at least one person willing to help you get stuck in and show you the ropes.
Concord (200CP) – You're very skilled at getting apposing groups to work together for a common goal. How they function afterwards depends but such a moment would be a good time to get both parties to talk at the very least.

Feels (300CP) – You may now bluff your way through damn near anything giving off a completely different vibe then what you'd normally do.
Deaf and Dumb (300CP) – For when you just need to get away you can make yourself harder to hear and perceive. You can expect your perceptibility and sound creation to be nulled by a quarter of what it was on command.
Legally Blind (300CP) – Cops and the like just seem to leave you be for anything short of committing a major crime right out in the open. Should you be accused of something grievous they will still likely look into it.
Just Another Cripple (300CP) – Your enemies have the nasty habit of initially underestimating you should you choose them to. This only works once per person but with a plan that should be enough to take on most foes.
The Student Council (300CP) – You're generally much more successful at recruiting aggressively or not for groups or organizations should you choose to do so. You won't be looked at as too much of a nuisance so long as there is a clear purpose to your group. Gaining more soldiers to help the war, extra hands for the school festival, or something like that.

Bear Assassin (600CP) – Besides becoming a skilled combatant against bears and other wildlife you also become a skilled author capable of multitasking with the best of them and you also find yourself near the peaks of human physical and mental fitness. Comes with one free Hawaiian shirt of any color you want.
Good Route (600CP) – This will allow you to have your own vague path to victory when dealing with relationships. You'll know fairly well how to deal with that person but only as you interact with them or observe them. Mind you this isn't all up front and that all and any information revealed about the person will only be known to you as it becomes relevant. Also keep in mind that people can change as well as all currently relevant information should you not keep up with them.
Shaman's Eyes (600CP) – You have the eyes of someone who has seen things. Important things. The minutest of details rarely ever get past you. You're a gumshoe of storybook proportions.
Standing Tall (600CP) – A truly insurmountable willpower that no other can match. Pain? Manipulation? Unwanted emotions in general? When there is something you really want you can just push all of that aside for a time. Only lasts as long as your stamina.
Prodigy (600CP) – You are the best of the best in one subject or skill that could be plausibly learned in this world. Painting? You'll have representatives from galleries from all over trying to get your work. Science? You alone will bring this world into the future. Can be something combat related so long as it's not too broad.

Items: Who would have thought that in a game about cripples there wouldn't be any items worth spending CP on. You'll be living on campus with most of everyone else. A stipend and such will be proved for you.

Companions: While new friends are always good you must have some already. You can import all of them with a purchase of 100CP. You can also if you want pay 100CP for a new friend that compliments you well. This new friend may or may not be someone who already exists in world depending on you and who/want you want. Imported companions will be treated in a similar manner as you when it comes to their origin and created or existing ones will already have a history in this world. All companions regardless get the same discount and one 100CP free perk treatment as you as well as their own 300CP for you to spend on whatever you want. Companions may not take drawbacks.

Drawbacks: You may only take one from each category for a total of 600CP.
Androgynous (+100CP) – You now border the line of the genders. While some may think this a good thing a now boyish looking manly man can see the true horror in this.
Wahaha! (+100CP) – You have an annoyingly loud and obnoxious laugh. People more often than not will call you out on it.
Out of the Loop (+100CP) – You're not crazy. Not really. You're just… off. While some may think your shenanigans to be disruptive most will find them endearing in a sort of exotic way. You won't be taken as seriously with this.
Small Stipend (+100CP) – While before you had some extra spending money now you'll only have enough cash coming in for the things you need to keep on kicking.

Fripperies (+100CP) – You come off as not having too much serious purpose or value. You'll be over looked every once and awhile because of this.

Painful History (+200CP) – Something happened to you and that something was enough to scar you emotionally in one way or another. Night terrors, being untrusting of others, and other such problems will be yours to works through if you can manage to do so.
Lesbian (+200CP) –You're now what's known as a 'lesbian'. You're loud, laugh all the time, and have drills for hair. You're just optimistic enough to be annoying to all but a select few.
Manly Picnic (+200CP) – Within a short time of you being at Yamaku Academy Kenji will invite you onto the roof for a picnic. During this time one of you must be thrown from the roof and die. Thing is, you're limited to the body you had before starting your trip. No items, no powers, just what you look like now. Are you a bad enough dude?
Actually Blind (+200CP) – All jokes aside, you can't see what I did here. You're given a cane and a relative lifetime worth of memories of being blind so that you can somewhat function.
Antisocial (+200CP) – While seemingly normal to everyone else they're very wary of you and will tend to keep their distance. Maybe a however old you are going back to school was a bad idea.

Everyday Fantasy (+300CP) – Something here will take up a large amount of your time and you'll actually have to work. It might be student council, a job, or taking care of someone but whatever it is it'll eat away at your free time like nothing else.
Shiina's Suicide (+300CP) – During your time here a student named Shiina will kill herself in such a way that others will think you're at least partially responsible. While no actions will be taken some will hate you and rumors can start fairly fast.
Feminist Conspiracy (+300CP) – Kenji was right. The eyes have walls, that plant is a sleeper agent, and everything is out to get you in. You are now effectively Kenji with superpowers. May the gods have mercy on their souls.
Analienated (+300CP) – You had one really uncomfortable roll in the hay and now you're fairly sure you don't want to again. All lewd actives might as well not exist to you.
Bad Route (+300CP) – All romantic advances will fail and many friendly gestures will be taken in the worst way possible. Perhaps you should just leave.

Endgame: You survived in a world were almost nothing short of your own actions might end your life. Now what?
Graduation (Stay) – You decide to stick around in a world similar to your own.
Homecoming (Go Home) – Instead of sticking around in a world like your own you figure the original can't be beat.
Homework (Move On) – Your work isn't done yet and you don't intend to fail.

Notes: Nothing important to put here since everything is rather straightforward.

1. http://www.katawa-shoujo.com/download.php
2. Wanking helps.