

Welcome to Westerburg High! A school set in the 80's with your typical teenage cliques. You've got the nerds, jocks, the preps, and the people in between. There's a gigantic bullying problem at the school (Mainly from the jocks), but most people just want to survive it until graduation. The adults are incompetent and care more for their image than actually helping the kids. This place is hell on Earth to the students.

But the Heathers, a group of three girls, rise above it all. Untouched by all these circus-like dramatics, they run the school with an iron fist. Heather McNamara, the head cheerleader (Who struggles with social anxiety), Heather Duke, quite boring to hang around but she's pretty to look at and Heather Chandler. She is "a mythic bitch."

Events will soon rock the school and toss it upside down. It might even blow up. Literally. Who knows.

You'll be showing up on the first day of school in 1989, about a month before the Westerburg High pep rally and Jason Deen attempting to blow up the school.

Oh yes, first off.

Have about **+1000 CP** to purchase perks and items with.

Origins

You will get to pick your age, as long as it falls somewhere in the the 15-18 age range. Gender is up in the air.

No Name Kid
You've lived a life on the constant move, and you haven't really been attached to people one way or another. You've grown used to it, and cultivated a fine art of keeping to yourself. No one could really notice you, unless you do something. Like maybe fight an entire group of kids.

Mousy One
You're just a normal student. Nothing special, really. You've got a couple of friends, some normal parents with stable job, overall your past here hasn't been all that bad. Perhaps you carry ambitions of a better life away from this school and out of this dumpy town. For now, though, you'll have to survive your high school years here.

Honorary Heather
You're popular. Maybe your parents happen to be really, really rich, maybe you happen to be super funny, or maybe you did something truly badass that wowed everyone. You're not officially a Heather, but you're pretty close to their popularity. No one will bother you. Heck, maybe even the Heathers will let you sit at their table. And maybe the jocks'll want to roughhouse with you for a bit.

Cheerful Nobody
You're a cheery one, aren't you? You're not at all popular, in fact you're right at the bottom of the high school food chain, so to speak. Your clothes are super dumpy and somewhat childish. Heck, you'd go out in public wearing a giant sweater with a unicorn on it. But you don't mind. You've got a dream in your heart and one or two friends to support you, and that's all that matters.

General Perks

Dang Dang, Diggity Dang Dang! (Free All)
Musical numbers come as easy you as breathing. Everyone will treat this as normal for the duration of the jump, but outside the jump people are going to react accordingly to your musical numbers post jump.

No Name Kid

Always On The Move (100 CP, Free No Name Kid)
Eh. You've been moving all your life. You're always halfway prepared to move out of town and quickly leave and erase your tracks if you gotta. You'll still leave a trail, but most people won't assume anything out of the ordinary when you leave. It would take a truly extraordinary person to find something suspicious in you leaving town and pursuing you.

Ich Lüge Bullets (100 CP, Free No Name Kid)
You are very good at making shit up and getting people to believe you. Like make them believe that the cyanide pills you handed someone was just sleeping pills. You'd outline your plans to people and then they wouldn't think that you intend to actually do something else, like putting someone to sleep with pills when you really intend to slip them cyanide pills.

Blackmail Photos (200 CP, Discount No Name Kid)
Blackmail falls easily into your hands. Just ask around for anything you can blackmail someone with and get them, easily. Drugs, correspondences like emails, suspicious purchases, and such. You'll only get small scraps of the evidence, but a photo can say a thousand words. Especially in places without photo editing programs.

Drain Cleaner Mix-Up (200 CP, Discount No Name Kid)
Oh...dear. Somehow, people tend to make small mistakes in just the right way that benefit you in your presence. Such as accidentally putting drain cleaner in the hangover cure of someone you hate. As long as you arranged it to happen or made conditions favorable to happen (Such as placing some poison near someone's hands), small mix-ups that benefit you will happen.

Holy Shit! Holy Shit! Holy Shit! (400 CP, Discount No Name Kid)
You're (seemingly) the quiet, meek type. Which is why they would never expect that you can throw a mean punch. Somehow, you're super good at catching people off guard. They just don't think you're the type that would honestly start flinging a punch at people. They'd easily underestimate you. As long as you try not to involve yourself in anything or make yourself easily visible, catching people off guard is easily. You'd just be this regular kid who nobody could expect much from.
Heck, depending on how well you immediately fight, you could win the hearts of those who's genders you're attracted to. Daaaaaaamn. That last part can be toggled on or off.

Our Love Is God (400 CP, Discount No Name Kid)
Ah, love. It can really move people to do things. The power of love and friendship can start and finish wars, it's what killed the dinosaurs, and it's the asteroid that's overdue. You might not be thaaaat powerful when hopped up on the power of love or friendship, but most certainly if you're doing something for someone close's sake, you'll find that fate will be on your side. Pulling off schemes to get back at those who hurt them, and so forth.
Careful, though, they might not like what you did for them. So try not to go all...y'know, murderous if they're not to type to like murder or do other rash stunts. And they will almost always find out if you use this ability. You're not gonna get away with the consequences of your actions.

Say Hi To God (600 CP, Discount No Name Kid)
Somehow you know your way around explosives. But not just handy with bombs and neither are you only good at wiring stuff, you have a skill for doing it in a controlled way. Nobody you want

hurt will get hurt if you wish if you do something that involves massive collateral damage. Heck, you could be standing right in front of someone and blow yourself up, and they would still be unharmed. But uh, you'll still die if you do that. So don't do that.

Mousy One

Beautiful (100 CP, Free Mousy One)
If someone took a knife and cut it down the center of your skull, they'd have matching halves. That's very important, you know. But really, even if your beauty is shoved down dumpy clothes and no makeup and messy hair, you'll always be good-looking enough to where you could make even the snootiest person acknowledge that you're a good-looking sort. You could make any look work.

Will You Fight For Me? (100 CP, Free Mousy One)
Cheering people on will likely get them to like you, or giving them special attention other than mere sweet words, like training them or helping them out, will help build your relationship quicker. People also are inclined to help you in return as well.
Also somehow, everything will pause while you monologue about something. Huh.

Let's Be Seventeen (200 CP, Discount Mousy One)
You know what to do to give someone a reality check and step down from their thoughts getting to them. What it means to just stop and smell the roses. Remember they're a human being and that they don't get to choose who lives or who dies. They're just normal. Perhaps they could shake people from coming to terrible conclusions or any rash plans of action. You could even give someone some comfort after something terrible happened.

WHAT THE FUCK HAVE YOU DONE (200 CP, Discount Mousy One)
You can easily cow people into fixing their own mistakes or at the very least pick up that tray they knocked from your friend's hands just to be a huge dick. You won't have any fear when it comes to telling people what you think of them, and you can adequately shame most people into feeling bad for what they did. However...if that person is an unrepentant jerk, your attempt might fall flat.

This Is An Excellent Forgery. Who Are You? (400 CP, Discount Mousy One)
Doing a small favor for arrogant people can get them to notice you or at least talk to you. Even if you're some nobody, something about you just catches their eye. Maybe they notice that you're very pretty and will let you hang out with them, for example. They'll listen to what you have to say, at least. This doesn't make you instant friends or win instant respect, but it helps in getting your foot in the door with people who otherwise would consider themselves above you. The bigger the favor, the more inclined they are to interact with you.

You also just happen to be able to forge convincing ID's, hallpasses, and suicide letters among other written stuff to forge. Maybe these two skills will intersect at some point.

Dead Jumper Walking (400 CP, Discount Mousy One)
Faking your death is pretty easy. Why, it's so easy that you could be literally hanging yourself and you'll find that you'll be breathing pretty well, even when your body is limp and that noose is extra tight. Anyone who isn't in on the plan will most definitely be convinced that you just killed yourself and they won't be seeing you around anytime soon. As long as you actually intended to fake your death and that you didn't accidentally do it, you'll live.

We'll Make It Beautiful (600 CP, Discount Mousy One)
You know how to snap a small group of people out of their hazy revelry and help them deal with the problems plaguing their lives. Also you are very, very good at solving problems when it comes to personal one on one conflict. You could help stop people from committing suicide and comfort them. Maybe you could try to talk down someone who's about to blow up the place. But try to be careful with this. It could make them want to blow themselves up, instead.

Honorary Heather

Solid Teflon (100 CP, Free Honorary Heather)
Everyone here has problems, you included. But unlike them, you know how to look like you don't have any. You (seemingly) float above it all. You are very good at masking your personal flaws. Any minor offenses that you do, like having an outburst at someone, will at the very least make the person feel the problem is with them and not you having anger problems and overreacting to something. As far as anyone knows, you're perfect. Of course, this won't really work against someone who knows you intimately or has very good people scanning skills. But at least nobody could find things to make fun of about you without some serious dirt.

Popular (100 CP, Free Honorary Heather)
You know just what to do and to say to win the hearts and minds of a regimented society. You'll never reach top celebrity status with this talent alone, but at least you'll be well-liked enough to have connections with the popular ones. You could very well take advantage of these connections to accomplish many things. You'd probably be a B-List or a C-List Celebrity with this talent alone.

Jumper, Jumper, and Jumper (200 CP, Discount Honorary Heather)
The Heathers are three girls who share the same name, who were able to form a (weak) friend group. You have an unlikely ability to attract people who share similarities with you to your causes or to your friend group. It could be that you share a name, a common cause, similar powers, or simply the same taste in food. But you'll be able to get their help and you will have much influence over them. Do note these are not people who are actually you or reflections of

you, they are just people who are similar to you in some way. Unless you're naturally inclined to be loyal, they will also not be loyal to you.
Does not apply for power level, however.

Let's Make Her Beautiful (200 CP, Discount Honorary Heather)
Did someone say makeover? Even if you're not the type to partake in makeup, what you DO know is how to teach someone be held in high esteem with people. Teaching them how to be a good conversationalist, make them attractive enough to get their crush to notice them, and impress the higher ups. Making someone beautiful enough to hang out with the godly Heathers is something within your grasp, as long as there's potential in them to become that good looking.
You also know quite a lot about makeup and how to make someone look damn good. You could be like a fairy godmother helping someone get to the ball with this skill.

A Mythic Bitch (400 CP, Discount Honorary Heather)
You sure can be a nasty sort if you want. Nobody will really want to mess with you when you're done with someone. You know how to weave the BEST schemes to humiliate someone. Such as making a pinata out of someone at a big party. Or spreading awful, awful rumors! Like they met someone in the woods for an illicit meeting! Or if you're the nice type, you could probably weave schemes to expose someone or to get your revenge on someone who hurt a friend.

Step Into To My Candy Store (400 CP, Discount Honorary Heather)
You've got to push someone into doing something they normally wouldn't. By steadily prodding and talking to them, maybe holding something they really like over their heads to get them to listen to you. All it takes is a little help from your friend to mold them into the person you feel they could be or who you want them to be. They'd be backstabbing their friends, or maybe you could help them take that one leap of courage if you're a kinder, nurturing person.

It's Time For Big Fun (600 CP, Discount Honorary Heather)
You can throw parties...but not just any typical parties. Oh no, if you hatch a plan that involves throwing a party, very important people will show up and enjoy it! Important in a cosmic sense, even. Or just important to society. Your parties might even carry tremendous impact in the world at large, and news of them will spread quickly through the rumor mill and across social media. Dramatic events may even happen here, as what happens when important people meet up together. Just...do be careful. Protagonists and antagonists in the same place don't mix well, so if you're going to let them show up, keep them apart. Or don't. Sometimes it's more interesting that way.

Cheerful Nobody

This Just Proves He's Been Thinking About Me! (100 CP, Free Cheerful Nobody)

You'll have chances to get with people you'd like, like being invited to hang with someone or invited to all the cool parties with the people you've always wanted to meet. Of course, if you're not typically the kind of person that would hang out with these people or be at those places, others are gonna notice. But hey, who cares about that when you're by their side?

We Were So Tiny, Happy And Shiny (100 CP, Free Cheerful Nobody)
Everyone here used to be so nice when they were kids, and now they're all jerks. But you know that if they changed then, they can change again. Inside most pessimistic people is a sad, shattered idealist. You can find that you can appeal to the good person that someone once was, and maybe, you can help them recall that goodness in them.

Kindergarten Boyfriend (200 CP, Discount Cheerful Nobody)
Yes, this world sucks...but can't you dream about white horses, anyway? Even if things get dark, and you've had your heart torn out on front you, you'll find it easy to find the strength in you to move on by thinking about the happy days. You'll also find that you can keep an idealistic, happy light about you. The flashes of light in past within the foggy darkness of the present will keep you going.

Best Friends Since We've Been In Diapers (200 CP, Discount Cheerful Nobody)
There's a kind of spark to yourself that inspires people to be loyal to you. Maybe it's because you're around to give them the help they need, or maybe you're just too indispensable as a buddy to get rid of. Or maybe you give them the genuine care they need. Either way, it'll be hard for them to betray you or leave your side on their own terms.

Survived The Jump (400 CP, Discount Cheerful Nobody)
It's very unlikely you'll die by by your own hand if you're knowingly committing suicide.. You could survive jumping off a bridge, no problem. Yeah, you'll probably need a cast for that neck and you'll probably be stuck in a wheelchair for a while, but at least you'll live. Now, granted, if you're doing it while you're in a stable state of mind, this won't work. You're still gonna die.

Martha, Are You Free Tonight? (400 CP, Discount Cheerful Nobody)
Sometimes you really, legitimately screw up with someone and did something you shouldn't. Maybe you backstabbed them, or brushed on something personal with them. And you are legitimately sorry for what you did, and you vow never to do it again. That's okay. As long as you legitimately apologize to someone and outline what you did wrong and what you intend to do you to fix it, you'll maybe not get forgiveness depending on henious your action was, but at the very least, they will stop considering you a terrible person and hating you.

We'll Soar Above The Trees (600 CP, Discount Cheerful Nobody)
Everything's gone to shit...but there's a silver lining somewhere. Your presences inspires people to remain resolute in themselves and to stick to who they truly are instead of crumbling to despair or resorting to horrible deeds. You inspire people to be the best they can be. If somehow, they've fallen off the path they were once walking on, you could show them a better

path or help them back on their way. Or maybe you could help them become even better than what they are.

General

Pinata Creator (100 CP)
What party is complete without the exciting pinata? You can make pinatas that look like anyone or anything, and in any size. Anything you put in the pinata will be stable enough as to where it doesn't blow up immediately when it breaks open or is hit. Throw the best parties ever!

Jock Friends (100 CP)
Grunts instinctively flock to you when you ask for some muscle to help you. These grunts won't be that smart or skilled, but they're pretty strong for the place. Pretty handy for when you need some strong bodyguards or someone to punch really hard.

Fight The Urge To Strike A Match (200 CP)
Even though you're tempted to stray from your moral code, you'll always stick to it. It might take someone's poisonous influence to change your morals, but at least they'll remain if left alone or pressured by circumstances to change who you are. And if you do change, even through someone else's hand? It'll be easy to remember who you once were and revert back to who you are.

I Love My Dead Gay Son! (200 CP)
If only this world were more accepting! Now in your presence, everyone, including you if you have troubles with them, will tolerate and accept the flaws of others or other characteristics that would turn people against one another. At the very least, they won't be at each other's throats if they happen to share conflicting morals. You'd make a group of wildly different people work together, and heck, you even help them build each other up. Variety is the spice of life.

Shut Up, Heather! (200 CP)
If anyone questions you, or tries to usurp you, you can just push them on the ground barking "Shut up, [Name]!" And no one will question you for the time being. You could do this to someone monologuing at you to shut them up as well. Of course, misusing this can get people to question you a lot more. They could even start thinking you're a jerk if you do this too much to the wrong people.

Look Who's Picking The Lock (300 CP)
Somehow there's always some sort of chorus that follows you. They remind you (rather ominously so) whenever danger's approaching or when you've really, really screwed up. They

won't tell you specifically who it is or what it is, but they'll always provide a hint, such as "Look who's coming to visit", "Look who's climbing the stairs", "Look who's picking the lock."
You can toggle this on and off if you need to, as that can get rather ominously freaky at times.

A Good Old Fashioned Rap Session (300 CP)
All everyone needs to do is sit down and talk about their feelings with each other. And now you can do the same! If a bunch of people are upset with each other, you have a pretty good ability to get everyone to sit down and talk out their problems. And you could actually be competent at this instead of the well-meaning but ignorant adults at westerburg High.

Companions

The Jumpers (100 CP per companion, 300 CP for eight companions)
If you like, you can import your friends or companions to come along. You'll probably need a friend you can rely on in these dark times. They get 600 CP each to buy items and perks.

Come With Me (100 CP, Can be purchased multiple times)
You want to take someone from here, with you? That's fine. But you need to make sure they live to the end, at least.

The Heathers (100 CP)
...Orrr, if you wanted all three Heathers, you could buy them all for 100 CP. They don't share an entire companion slot, thus you'll have to give them a slot each, as their bonds of loyalty are flimsy at best, but hey. Now you have Heather McNamara, Heather Duke, and of course, Heather Chandler coming along with you. You'll have to ensure all three survive the events, of course.

Items

Prairie Oyster (100 CP)
This is a good hangover cure to hand someone. Of course...you could just poison it. If you want to poison someone with it, you totally could. Heck, it even comes in a mug so no one can see that it's colored funny! Or you could just use it to cure hangovers. Either way. You have a mug with infinite prairie oysters, which are a kind of mixed drink used to cure hangovers.

Loaded Parents (300 CP)
Your parents are super rich and won't really question you when you want something. They'll pay for implants, ponies, alcohol, just name it and they'll buy it. In future settings, you will always have inexplicably rich relatives who will gladly dote on you. They won't be able to buy nuclear weapons or rare, expensive materials, but they will be able to cover the expenses for any huge parties you throw and similarly expensive endeavours like implants.

No Name Kid

Infinite Slushies (100 CP, Free No Name Kid)
This bright green slushie machine in your warehouse never runs out, and can dispense any flavor the user wants. Perfect for freezing your brain or just hanging out with someone. Comes with infinite slushie cups and straws for that slushie experience.

Long Jacket (200 CP, Discount No Name Kid)
This jacket keeps you hidden away from people. No one will bother you or register that you're around as long as you don't do big actions like knifing someone. It's also slick and black, and it makes you look pretty good. Black goes good with everything, but it'll be in any color and design you wish it to be.

Demolition Kit (400 CP, Discount No Name Kid)
This is a kit of materials that are perfect for making bombs and wiring them. Comes with remote controls for when you need to trigger the packs of thermals in the gym. Easy to handle and set up, and it never runs out and the kit can never be damaged. Out of the kit the wires and bombs can be damaged normally.

Honorary Heather

Red Scrunchy (100 CP, Free Honorary Heather)
People will think you're important when wearing this red scrunchy. Of course, it doesn't *have* to be a red scrunchy, it can just be something like a pin or headband or a hat. You can import any object of clothing you want into this.

Incriminating Note (200 CP, Discount Honorary Heather)
Anyone who reads this note other than owner and whoever the owner specifies as immune to the note will believe what's written on it, as long as the info on it is false. This could be a perfect way to set up something truly dastardly or just a harmless prank. They have to be a mundane, ordinary human reading the note for it to take the full effect, and supernatural people can resist the note's effects.

Candy Store (400 CP, Discount Honorary Heather)
You own a literal candy store now. The candy in here is infinite, and you could make quite a profit off it if you put in the work. Or you could stock it up with candies you made. Either way. It can look whatever you desire it to be, but by default it's pink on the inside with lots of pretty white decoration everywhere.

Mousy One

Dear Diary (100 CP, Free Mousy One)
Anything written in this diary won't be forgotten by you anytime soon. It always has enough papers for you to write in them and you'll never run out of stuff to write in it, as this diary has the strange ability to make anything sound exciting when you write in it. You could make just talking about eating into something riveting and exciting.

Croquet Mallet (200 CP, Discount Mousy One)
This sure is a big thick mallet. It could double as a weapon, as it is literally unbreakable. However, it is just a regular mallet, even if it's a tough one. It's not special beyond that, but a good whack could knock anyone out.

Letter From Harvard (400 CP, Discount Mousy One)
Wow. You've been accepted to high-end college. Nowadays all you need to do is to present this and you'll get in the best schools. It's official, and no one will question it. School records and evidence will appear in the world that showed that you indeed put in the merk and sent in the application to be accepted.

Cheerful Nobody

Comfy Sweater (100 CP, Free Cheerful Nobody)
This is big and comfy and will always be at the right temperature to keep you comfortably warm at all times. It'll even help hide any parts about your body you happen to be self-conscious over, like your weight.

Medical Supplies (200 CP, Discount Cheerful Nobody)
This little kit seems utterly bottomless as it comes with bandages, disinfectants, and other standard medical supplies. These supplies will never run out. You'll always grab whatever you need from it quickly so you can respond to emergencies instantly. Somehow, these medical supplies will always help someone regardless of their anatomy, species, or injuries.

White Horse (400 CP, Discount Cheerful Nobody)
This is a...white horse. A literal white horse. Wow. Aren't you a special one? You could summon this horse anywhere you like. It can even sprout wings and fly. No one will notice you riding the horse when you fly through the air. It sits one other person on the horse, which is perfect for soaring above the trees with that special someone.

Drawbacks
+1000 CP Limit

We Are Done With Acting Up, Folks (+0, Can't Take Drawbacks)

You no longer have to deal with the dramatics of Westerburg High. You can just...skip it and avoid it, if you want. You'll have a relatively drama-free high school life. The rather dramatic events surrounding Westerburg High won't happen...but this means that nobody will go through character development, such as Veronica becoming stronger as a person, or Heather McNamara choosing to get better friends.

Why You Gotta Be So Weird All The Time? (+100 CP)
Maybe you're fat or you have an absurd sense of fashion. Maybe you have a harmlessly weird habit that can be kind of gross, like picking your teeth. Either way, people relentlessly mock you for it every time you show up. The entire school knows about it. Have fun.

Martha Dumptruck! Woo! (+100 CP)
Those jocks keep bothering you and bullying you. They seem to especially target you, and will harass you on a constant basis. Expect them to run up and knock that lunchtray out of your hands and interrupt your study time, and to sling groan-inducing insults at you.

No Personality To Speak Of (+100 CP)

- You're just...boring. No one is really interested in you as a friend. You can't think of anything to talk about, you have no jokes, you have nothing interesting to say, you're just boring. Somehow though, it is possible to become popular. Just that, well...nobody really likes you or hates you as a person.

Teen Angst Time (+200 CP)
So, any out of setting powers or technology? Gone. Poof. Your super cool social skills? Poof. You're a mundane human in all senses of the word. That should be more than enough to deal with this, right?

Shine A Light (+200 CP)
Well, aren't you a kind, altruistic sort? You want to help the teens here! That's great! Too bad you don't know how to actually help people. All you know is just to yell slogans about how you can "show everyone your true self and they'll all love you!" and other useless nonsense, instead of actually giving sensible advice like "stick with the people who actually care about you instead of the popular ones who just make you feel bad about yourself" and "dump that murderous asshole." You're going to have to figure out a way to fix this character flaw if you want to actually help people.

Shut Up, Jumper (+200 CP)
Reasoning with people or talking with them will be difficult--no one really cares what you have to say. Anything you say will also be relentlessly mocked and twisted into some sort of massive joke people will laugh at. Hope you like being made into a high school laughingstock every time you breathe.

Yo Girl (+200 CP/+300 CP if taking My Teen Angst Has A Body Count)
So...somehow, you accidentally or intentionally got someone killed. Either way, you or your neglect was behind it. Now their ghost is following you around. They can't really do anything too terrible, like possess you, but it'll keep you up at night. They'll make bullshit comments as you go about your day. Don't be fooled, though, they still hate you and all their commentary will be filled with spite. And if you take My Teen Bullshit Has A Body Count, their ghosts will haunt you too. And if you fuck up? They're definitely going to leap on it like a rabid dog and won't let you forget about it.
You can't exorcise them. You have to put up with them.

No One Here Deserves To Die (+300 CP)
Three people died in the course of the events that hit Westerburg High, and that number would have been much, much bigger if Veronica didn't scramble to save people. Now, the duty to prevent people's deaths falls on you. If anyone dies during these events, your chain is over.

My Teenage Bullshit Has A Body Count (+300 CP)
Every time something very bad or big happens, at least one person will be very likely to end up dead. This can uh...get very gruesome quickly. And y'know, considering the drama that happens when someone dies...this could be very inconvenient. You'll also feel responsible for these deaths, somehow, unless you specifically take steps to stop them. If you fail to save someone, you'll be stricken with grief over them.

The Only Place Heathers And Jumpers Can Get Along Is In Heaven! (+300 CP)
Jason Deen is going to blow up the school, and Veronica won't be able to talk him down from doing it. You're gonna have to figure out a way to help him out or stop him from reaching the conclusion that this school must be set ablaze. Or just talk him down from blowing it up. You're also going to have to try to help everyone deal with their problems. Too bad that all the adults here are pretty incompetent, and are more concerned with their images as being awesome saviors and not giving actual help. So the job of saving everyone will fall to you.
Have fun.

War Is Over (Return)

Brand New Sheriff's Come To Town (Stay)

We'll Make It Beautiful (Continue)

Notes

Jumper, Jumper, and Jumper
I reiterate because some of youse are fond of twisting descriptions to powerwank. No, this doesn't apply to powerlevels. You won't attracts gods alone if you're as powerful as a god. Now, if you WERE a god, you could attract fellow gods to your banner.

Pinata Creator
I am serious when I say you can literally put anything in these pinatas. So if you want to put like, miniature stars or weapons, go for it friend.

Changelog

Ver 0.5
Posted to thread/IRC
Ver 0.6
Spelling/grammatical errors fixed, nerfed Incriminating Note, specified Come With Me as being able to be purchased multiple times
Ver 0.7
Posted to thread for assessment once again. Nerfed Survived The Jump, added I Love My Dead Gay Son!
Ver 1.0
Uploaded to drive, cleared up White Horse's text
Ver 1.1
Had a TERRIBLE oversight, forgot to specify that companions get 600 CP as well. Also took away the bulletpoints.
Ver 1.2 The HD Remake. Nothing changed, doc got a facelift though.

Ver 1.3 An actual update this time. Moved descriptions to origin list, gave you actual CP to purchase stuff with, moved some stuff around.