Courage the Cowardly Dog

We interrupt this program to bring you...Courage the Cowardly Dog Show!



Starring Courage, the Cowardly Dog!



Abandoned as a pup,



he was found by Muriel,



who lives in the middle of nowhere



with her husband, Eustace Bagge.



Eustace: GAH!



Narrator: But creepy stuff happens in Nowhere.



It's up to Courage



to save his new home!



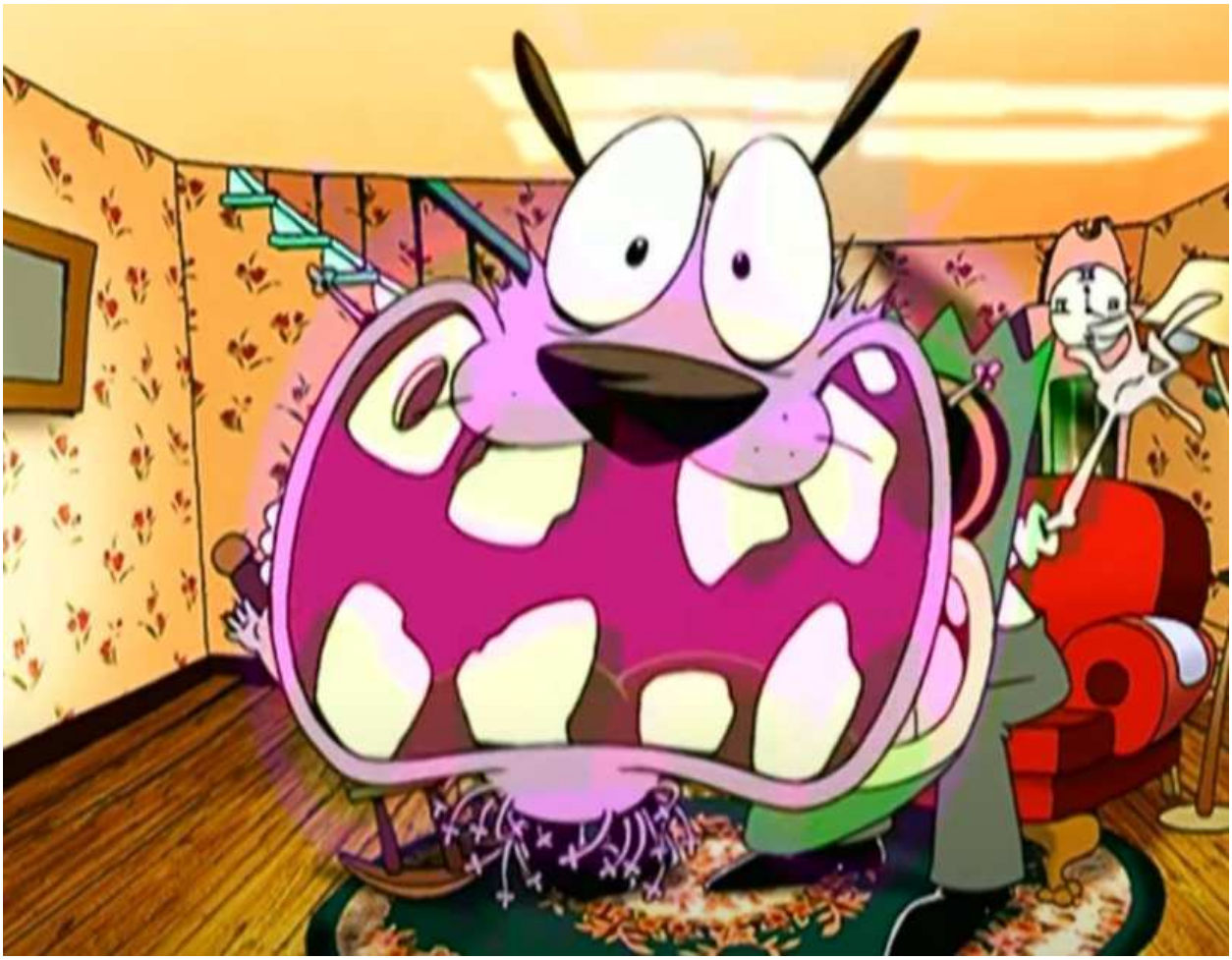
Eustace: Stupid dog! You made me look bad!



OOGA BOOGA BOOGA!



Courage: AHHHHHHHHH!!!




created by
John R. Dilworth

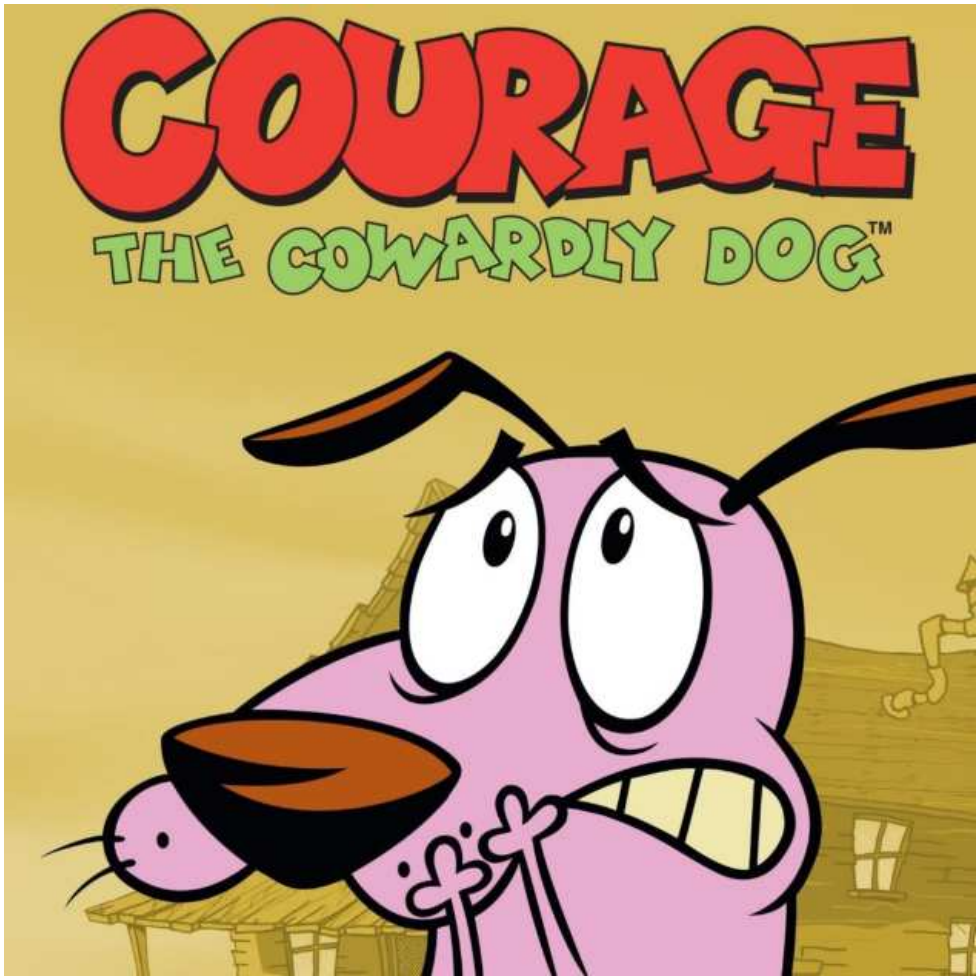
BONK!



Eustace: OW! What did I do?!

Abused Courage that’s what. NOW GET LOST!!! Freaeking Farmer. Glad he died in that Death Battle

OH! Sorry about that jumpers. Um… Let's get another Title Card



That’s Better! Much Better. Anyways; Welcome to Nowhere Kansas! AKA COURAGE THE COWARDLY DOG!!! And Well You read the intro you are informed of the dangers here. So here take these and let's get started. Oh and you will be here for about 2 years

!000 Courage Points

Oh and do be careful the only ones you can trust at the moment are Courage and Muriel….Speaking of which. Rest in Peace Thea White.

Origins

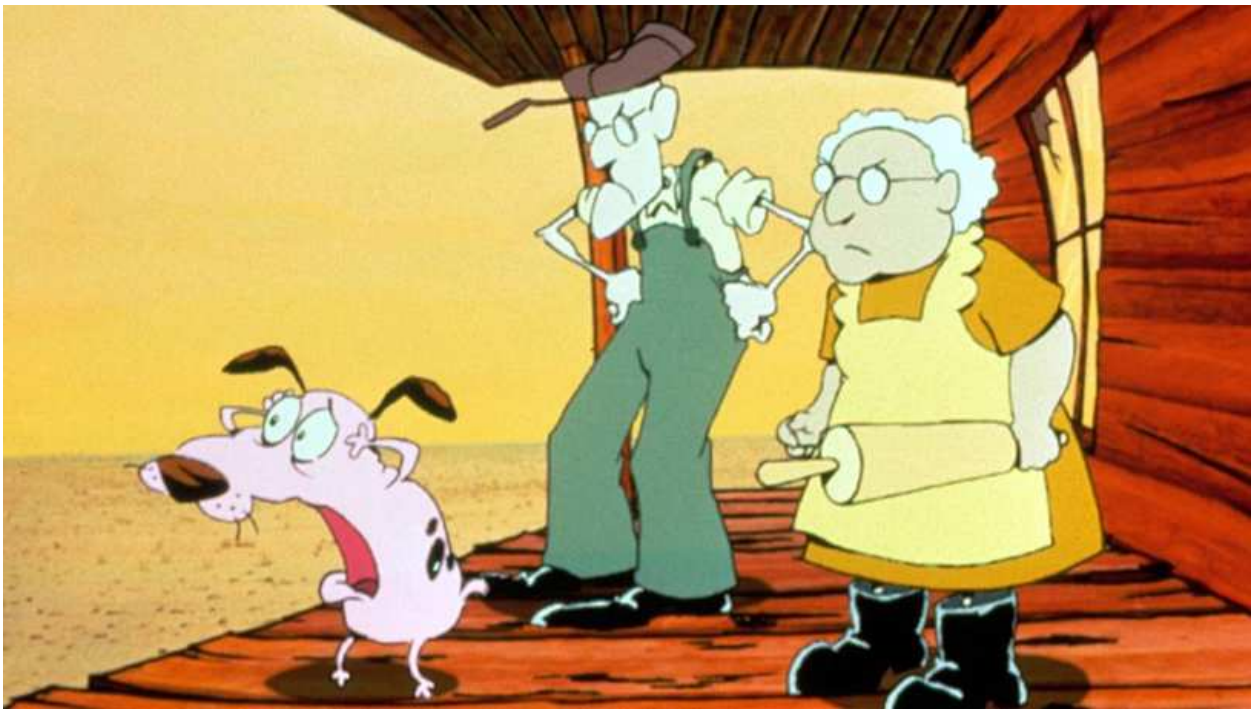


Dog: A loyal pup and a bit jumpy that's what you are though Eustace will think that you are stupid

Sweet Old Lady: Or Man. Well whatever the gender the point is that you are kind but have an edge to ya

Grumpy Old Man: X

Perks



General

TOON FORCE! (500 CP): Well, this IS a comedy cartoon show from Cartoon Network from the early 2000s. So that means there is some cartoon physics involved. But as a power, it is known as Toon Force. But you basically can do anything as long as it is considered to be something funny. But for this specific show, it means you can regenerate from damage. Hell, you are basically unkillable as long as any damage or injuries you have endured is considered amusing and if you do a pained laugh.

Dog

Fear over Pain (100 CP, Free for Dog): Pain means nothing to you! Well you can feel pain but as ong as you are experiencing some form of fear you are able to ignore the pain, Combined with the perk **"TOON FORCE!"** nothing can prevent you from saving the day.

Surprisingly Smart (200 CP, Discount for Dog): You know what? FUCK EUSTACE! You are not dumb, you are stupid, and you are most definitely not an idiot. You are very smart! You know how to drive, use weapons, pilot planes and UFOs, and use computers. And what can that stubborn mean farmer do? Use a mallet and farm. Yeah, he is in no position to talk.

Strange Dog (400 CP, Discount for Dog): You're a Dog how are you able to shapeshift and where did you pull out that club?! Well, this can be seen as an extension of the Toon Force. IF you can imagine it you can transform into it and transform back to normal. This can include melting into a liquid, removing your head like a doll, splitting yourself in two, ETC. The other side to it is that you can seemingly store and take out any item that you can get your hands one. Useful for keeping your favorite toys on hand or when you need to get out a weapon in a hurry.

The Things I Do for Love (600 CP, Discount for Dog): Motivation, most things in life requires you to be motivated to do. And being a dog that is practically scared of nearly everything under the sun and moon can take away that motivation. Unless something is threatening something or someone that you hold near and dear to you? Suddenly your fears and nervousness seem to take a back seat. When something you love is in danger your skills, abilities, and confidence Skyrocket! While in this state not even gods will prevent you from protecting/rescuing the things and people that you love. And considering what you face here you are going to need it. The things you do for love.



Sweet Old Lady

Sitar Player (100 CP, Free for Sweet Old Lady): Sitar. A very relaxing instrument. And you know how to play it. As well as how to relax in your off-time.

I Would Like to be Your Friend (200 CP, Discount for Sweet Old Lady): You have this aura of compassion and friendliness. For you being kind and making friends comes as naturally as breathing. However this doesn't mean that you are a pushover. This will also improve your resolve to stick to your morals and your beliefs no matter how much people try to break you. They would have to try really hard to convert you to a different moral alignment or to make you abandon your beliefs.

With a Wee Bit of Vinger (400 CP, Discount for Sweet Old Lady): Okay you may be thinking "This sounds like a Cooking perk" And you would be right. But there is a catch that makes it a bit more expensive. Okay, there is really two of them. First of all, as long as you don't use actual garbage, toxins, or anything that would threaten someone's health you can use any ingredients and the food you make will taste good or passable at least. Second, it's medicinal properties. Your food can help people heal from injuries and sickness. Oh yeah and you can cook food much faster than normal people seriously you can make a bunch of pastries in a minute if you put the effort into it

Muriel the Great (600 CP, Discount for Sweet Old Lady): Muriel is not one for violence or hurting anyone. But one episode shows that she is actually much tougher than she lets on. This fact is also true for you. People will not be able to see you as anything but an unassuming person but in actually you are basically strong enough to lift 100 pounds no problem, tough enough to survive being shot out of a cannon, and amazing reaction speed to dodge obstacles while skiing at a hundred miles an hour. And you can enjoy the dumbfounded looks on people's faces



Grumpy Old Man

Stupid Dog (100 CP, Free for Grumpy Old Man): Okay Eustace is a jerk. Let's not kid ourselves. But strangely enough, he has enough insults at his disposal to say at any time. And yet he gets away with it without any consequences as long as it is only insults and not a prank.

Farmer (200 CP, Discount for Grumpy Old Man): The one thing that this show doesn't explore much is the fact that Eustace is a farmer. Yeah really. But we don't see him doing any farming. Interesting huh. Know what else would be interesting? If you were a farmer. And with this that is a fact now. You are a farmer now, with all the knowledge and skills that comes with it. Plow, reap, crop, and for a bonus you know how to use a shotgun.

That's it! I'm Getting me Mallet (400 CP, Discount for Grumpy Old Man): Surprisingly Eustace was able to do some serious damage with his mallet. The same can be said about you. You can make any mundane weapon deal more damage than it should. It can be any mundane weapon just as long as it is a melee weapon.

Survivor's Luck (600 CP, Discount for Grumpy Old Man): As much as I (and most fans of the series) would want Eustace seems to either survive or get out of situations and injuries that would normally result in killing him. This however tends to be a result of greed or his mean actions. You don't have the same restrictions. For this jump, you can get away from perilous situations much easier than you should have. After this jump, this becomes a one-up.



Items



General

Cozy House (Free): A normal shabby-looking house with enough rooms for you and any companions you have imported in this jump.

Dark Matter Meteor (500 CP): A strange item. It only appears in the series finally special. It is the Meteor that killed the dinosaurs. But there is more to it. It has a surprising number of abilities. It can hypnotize people with subliminal thoughts, cause animals to uncontrollably dance, make anything grow larger, revert anything back to its original size, turn a human being into another species or completely disfigure them, reorder the very fabric of reality in odd ways and defy the laws of gravity and physics.

Dog

Collar (100 CP, Free for Dog): X A normal run-of-the-mill dog collar, necklace, or amulet. It has your name, it fits and looks stylish

Computer (200 CP, Discount for Dog): You twit. Did you expect anything else? This item is basically a copy of Courage's computer from the show. Granted it will have the same personality and mannerism as the original computer. But you can import it as a companion in another jump. So this is practically a steal

God Bone (400 CP, Discount for Dog): BEHOLD THE GOD BONE! Just don't lick it. Believe it or not, this bone makes for a good melee weapon. And its main feature is how good it is. Seriously Dog, cat, human. Anyone and anything that licks this bone won't be able to stop until they die or if they can eat the God Bone entirely



Sweet Old Lady

Sitar (100 CP, Free for Sweet Old Lady): A nice instrument that just sounds nice and relaxing. It is also indestructible.

Cooking Supplies (200 CP, Discount for Sweet Old Lady): Frying Pant, cooking ingredients, and everything else used for cooking. Save for a rolling pin. Because that is saved for…

Rolling Pin of Punishment (400 CP, Discount for Sweet Old Lady): This. This is the Rolling Pin. But not just any rolling pin. This is the rolling pin that Muriel uses to smack Eustace with. And surprisingly it is a good weapon to use in a pinch.



Grumpy Old Man

Me Chair (100 CP, Free for Grumpy Old Man): X

Truck (200 CP, Free for Grumpy Old Man): A normal Pick up truck but it seems to have infinite gas and never breaks down.

Me Mallet (400 CP, Free for Grumpy Old Man): This is similar to the Rolling Pin of Doom but it also has a bit of an intimidation factor to is. I mean if someone has a Mallet and is coming at you with it, you'd be scared too.



Companions



Import Companions (50-200 CP): It's dangerous to go alone. So how about you bring some friends with you to make it easier. 50 MP to import one companion. 200 MP to bring them all. Each gets 1000 MP and a background. Why 1000 MP. Well…it would be rude to deny your buddies their own giant robot. That isn't the drone.

Create Companions(50-200 CP): Same as above but you make new companions that you'll come across in this jump. 50 MP for, 200 MP for 8. You can never have too many friends. Each gets 800 TP and a background.

Courage (100 CP): The titular Cowardly Dog

Muriel (100 CP): A sweet kind old lady

Eustace (+100 CP): Uh Why though

Drawbacks



You Twit (+ 100 CP): You are a bit slow on the uptake. It will take a bit longer for you to understand things. But it won't be completely crippling it will be kind of a nuisance.

Ugly (+100 CP): Like a certain wondering hunchback, you are kind of unpleasant to look at. Some people are kind of put off at your appearance. Don't worry there are kind people out there who won't mind. Including Courage and Muriel

Jumpy aren't ya (+200 CP): Just like Courage you ae easily frighten. Like just the slightest touch will catch you off guard and cause you jump in fright. But hey maybe you can work with this problem. So it ain't too much of a problem

Watch Where You're Going, You Fool (+200 CP): An annoying reoccurring character in the series tha cause several issues in the series. I simply call him the "You fool" Guy. His actual name is Di Lung. And for the duration of your stay here, he will be causing you problems. From being just plain annoying bumping into you or challenging you to contests. But for the most part he's just annoying pest then a true threat…that is unless you underestimate him too much.

A Magnet for Spooky Things (+400 CP): Just like Courage you have to deal with some sort of spooky thing or threat twice a week. And unlike Di Lung these things are actual threats that CAN seriously harm or kill you. So be careful.

Destroy that Stupid Jumper! (+400 CP): If you thought the previous drawback was bad this one now has a bunch of crooks and villains targeting you! All lead by Eustace Bagge who is doing this because he is jealous of you.

Where's Me Warehouse?! (+500 CP): I don't know. Where's your keys to your Warehouse? Lost those to huh? Well don't I am sure it will show up when your time here is up. So you are going to have to get by with what you purchased here.

You Have Been Cursed! No Out of Context Powers for You! (+500 CP): What did you DO?! Okay that Gypsy lady has cursed you. As a result you are forced to go through this entire jump with no Perks that were not purchased here.

CARTOON CARTOON ISSUE! (+800 CP): Okay now back in the Cartoon Cartoons era several shows will reference each other during episodes. But if you think about it that should cause more problems. And now it does. Every Cartoon show that was considered a part of the Cartoon Cartoons. In other words any Cartoon Network show that was made between 1995 and 2003. This will result in more villains and creatures showing up to cause trouble.

> **Scooby Dooby Doo (+200 CP):** Fun fact: Courage had a cross-over special with Scooby Doo. What this means for you is that you have to deal with those monsters and ghouls that Mystery Inc has to deal with. How? Well maybe there is treasure in the area you are in and they are trying to scare you off. Whatever the reason be prepared to deal with these issues.

Ending

Go Home: You had enough time to head home

Stay Here: You like it here. Despite the spooks that swell here

Next Jump: You want more adventure so on to the next jump!

Notes:

By Sonic Cody 12/Sonic Cody 123/Cody Majin

In memory of Thea White