

Sonichu

Version 1.0
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Ready for your next adventure? Good. I've got something really special cooked up for you this time. You're going to be spending the next decade inside the wild world of Sonichu!

Where are you going?

Wait. No. Come back.

That's better.

Now as I was saying... welcome to your new home in CWCville! Hundreds of years ago, the Cherokee and Wasabi clans united to trap the evil wizard Count Graduon in a scepter, casting it to the moon so that he could no longer threaten the world. They left three Sonichu medallions behind, knowing that one day they would be needed to defeat the evil Count once and for all. In the time since, the city of CWCville was founded near to the cave holding these sacred treasures. Soon, the town's mayor, Christian Weston Chandler, will happen upon the cave and uncover the keys to his destiny.

Not knowing any of the secret history of the area, local villains such as Team Rocket and Dr. Ren Skysoar pursue their own evil agendas, while Slaweel the witch schemes to use Graduon's power to destroy all love out of spite for her own loneliness. But they're in for a shock when Sonic the Hedgehog accidentally exposes a Pikachu to the power of the Chaos Emeralds and inadvertently creates a new species of Electric Hedgehog Pokemon, scattering them throughout space and time. What affect will this new breed of hero have on this unfolding drama?

But there's more than just adventure for you here. Fighting evil is fine, but what people here really care about is love. Be prepared to meet the love of your life, because it's practically impossible to live here without stumbling upon that special someone.

Go! Jumper! Go out and zap to the extreme!

No. Not that way.

You could have stayed in your last world. You chose this.

Just take these +1000 CWC Points and accept your fate.

Backgrounds

You can pay 50 CP to swap your gender or choose your age from the range for your origin.
Drop-In[Free]- You have no history in this world, just appearing out of the blue one day with all your

endless powers and equipment. Yet everyone in town seems to know you anyway. It won't be long before you run into Christian himself. He will recognize you as a kindred spirit and offer you a position as assistant mayor. Your age is 22+1d8.

Citizen[100CP]- You've lived in or around CWCville your entire life. You're an average, or maybe not so average, citizen of this world. You're familiar with its ins and outs, as well as all its strange quirks. Your age is 17+1d8.

Electric Hedgehog Pokemon[100CP]- A strange new pokemon breed created when a wild boy Pikachu was exposed to the energies of the Chaos Emeralds by Super Sonic, the Sonichus and Rosechus of the world make up many of the most valiant heroes and villains in the story. Thanks to your egg being thrown through time, your age is 13+1d8.

Villian[100CP]- Not everyone is pure hearted. There are dark forces out there. You could fit right in with the thieves of Team Rocket, but there's even worse lurking in CWCville's shadows. You could be a manajerk, one of the willing servants of Slaweel, or just a troll with a chip on your shoulder and a desire to destroy love. Your age is 22+1d8.

Races

There are several different species within CWCville. You can choose any of them for free unless you are an Electric Hedgehog Pokemon, which counts as both a Background and a Race.
Furry- Among the human majority, there are a few animal people like Flame or Megagi. You are one of these, gaining a single minor trait of your choice from your animal, such as flight or the ability to breathe water.
Human- If you're not feeling adventurous, you can stay human. You may not have the powers of the other species, but you'll find yourself a bit luckier in love.
Pokemon- You know how in Disney, Goofy and Pluto are both dogs but only one of them is a person while the other is an animal? That's how Pokemon here are, and now you're one of the humanoid ones. You can choose any Pokemon to base your form on, but you're only a bit stronger than a human unless you buy the Pokemon Type Perk to gain the powers of your type.

Starting Location

You can choose your location for 50CP or roll 1d8.
1)CWCville Mayor's Office- The home base of Christian Weston Chandler himself, this is the heart of CWCville and the headquarters for its various heroes and defenders. It's also located conveniently in the city mall.
2)Mal-Wart Region- A segment of CWCville, this region is peaceful at the moment, but will soon be overrun by the forces of the W-M-Manajerk.
3)Sho-Mall Region- Another region of CWCville, where the Manajerk Scotpalazzo has banned all virgins.
4)Get-Tar Region- This part of CWCville is overseen by the Turdijerk and his accomplice, Trebor Capman and is patrolled by Baget, the strongest jerkop of all.
5)Wilderness- There's a rich and varied ecology in the area around CWCville, filled with many wild pokemon. You're currently out here alone.
6)RuleCWC- This tiny medieval nation is located all the way in England. If you want to see the real action, maybe you should hitch a ride with Darkbind Sonichu when he travels to CWCville. Or maybe you're rather stay here and deal with Clawdorf's evil plans yourself?
7)Prowldent Virginia Community College- I hope you have a good explanation for what you're doing

here. This is the seat of Slaweel's power, and if you aren't a member of her Private Villa of Corrupted Citizens you will likely be captured and brainwashed into a jerkop.
8)Free Choice

Perks

Assistant Mayor [100 CP, free Drop-In]- It may be boring but this kind of bureaucratic paperwork is necessary to keep CWCville running. You have the skills to lead an entire city, keeping things running smoothly even as giant monsters and armies of villains regularly attack.

Love Quest [200 CP, discount Drop-In]- You're resolved to find that special someone you can build into a girl/boyfriend from the ground up. Luckily, eligible people seem to just fall into your life and you don't need to worry about satisfying them since you're AMAZING in the sack. And if you get tired of one of them? When you're ready to part, you can choose to effectively write them out of your life. Maybe they'll realize they were a lesbian, turn out to have been an ineffectual villain all along, or just die in a fire. It doesn't really matter. The point is they won't bother you again after at most a single page worth of exposition about what happened to them.

Ancestral Adviser [400 CP, discount Drop-In]- You must have some Cherokian blood in you, because the spirit of an ancient Cherokee hero is watching over you. Whenever you're in a tough spot, this spirit will appear in your mind to help you through it. They are familiar with all your powers and with any nearby items that may be useful. They can help to point out strategies you hadn't considered, give instructions on how to use unfamiliar magic artifacts or technology, or even guide you through using new techniques.

Shin-ye-ha-me-ha [600 CP, discount Drop-In]- This is the ultimate technique of Chris's human form. By charging up, calling out the attack name, and releasing a wave of energy, you may curse anyone you hit. Whoever is hit with the attack will experience a sudden and crippling spat of bad luck. They may slip on a banana peel, break their glasses, and get divorced, with their wife taking all their possessions and kids, all within the space of a minute.

If you take the TRUE and HONEST Drawback, this attack is renamed the “Curse-ye-ha-me-ha” but it's effects remain the same.

Idol [100 CP, free Citizen]- You have a talent for music. You easily be a famous singer like Jiggliami or a member of Christian and the Hedgehog Boys. In addition to your skill, you also find it easy to gain fame. You could become a star even from playing shows only in a single small town.

Cute [200 CP, discount Citizen]- You're very attractive, in good shape and with a great body. If you don't have a heartsweet yet, you'll be sure to get one soon. Your breasts and/or cock are huge.

Sailor Soldier [400 CP, discount Citizen]- You've been given the powers of a Sailor Soldier and the mandate to fight for love. In addition to your transformed state's great strength and agility, you will also receive a magic Guitar Hero controller. This guitar can be used to perform magical attacks similar to Sailor Megtune's Megtune Rocking Hurricane.

Combo Attacks [600 CP, discount Citizen]- Not everyone can be as strong as Chris or Sonichu. That's why you've learned to band together with your friends to fight. When you and an ally both call

out a long and nonsensical chant and activate any kind of special attack at once, you can combine them into a single blast greater than its components. In case you're lacking any attacks of your own, you can also use a partner to draw on the power of the Chrs-Chan Pure Pulse Jolt Lance.

My Latest Hedgehog Hero [100 CP, free Electric Hedgehog Pokemon]- Feeling left out? Is there a team somewhere you'd like to join despite them not having room? Worry no more! Now as long as you make an effort to fit in, themed groups like the Chaotic Combo will accept that you are one of them. For example, you could get a group of four elemental wizards to accept you as a fifth wizard of the element of Aether, as long as you dressed in similar robes and displayed a few powers you could pass off as magic. You will find this acceptance even if it should be logically impossible, such as if you are older than the first member of a species. Maybe time travel was involved? It doesn't matter, people will just wave such inconsistencies off.

Pokemon Type [200 CP, discount Electric Hedgehog Pokemon]- Pokemon are common here, and the intelligent ones have learned to hone their elemental powers past the point of mere sport, allowing them to take part in the deadly battles necessary to defend CWCville. Pick one of the types below. An Electric Hedgehog Pokemon's species will be determined by its type.

-Bug (Charmy Sonichu/Zapina Rosechu)
These bee-like electric hedgehog pokemon possess a stinger that can fire Pin Missles or be used to attack in close range with Fell Stinger. They can also fire a Signal Beam or drain the very essence from an enemy with Leech Life.
-Dark(Nosefaronichu/Silvana Rosechu)
The perfect infiltrators, these electric hedgehog pokemon can Transform into anything human to hedgehog sized creature they like as a disguise. What's more, they have not only the standard Dark type immunity to psychic damage, but an outright immunity to all psychic powers, such as telepathy. And if you can't sneak out of a fight, you can blast foes with Dark Pulse or launch a sneak attack with Sucker Punch.
-Dragon(Drake Sonichu/Shenlong Rosechu)
You can make use of your mighty wings to create a Twister or release a gout of Dragon Breath. Or if you prefer to get up and personal, you can increase your power by performing a Dragon Dance and send yourself into a terrifying berserk rampage with Outrage.
-Electric(Sonichu/Rosechu)
Ah, the classic Sonichu power set. You can shock your foes with Thunder or fire balls of electricity at them with Zap Canon. Your power over electricity even extends to creating weapons out of pure lightning, which will never do more than paralyze anyone they defeat. And if that's not enough, your great speed allows you to leave behind mirage images of yourself for a Double Team attack.
-Fairy(Pan Sonichu/Godmother Rosechu)
You're more a lover than a fighter. You can Charm an opponent to destroy their will to fight you or deliver a Sweet Kiss that leaves them confused. While they're distracted, you can call on a Fairy Wind to attack them. And you can also heal yourself by calling on the power of Moonlight.
-Fighting(Punchy Sonichu/Slappy Rosechu)
The type for pokemon who just want to bash some heads, you have a well rounded arsenal of attacks in Mach Punch, Sky Uppercut, and Low Kick. You can also beef up your muscles before going in for the kill with Bulk Up.
-Fire(BlazeBob Sonichu/BurnBarb Rosechu)
Your new power over fire allows your to launch Flamethrower attacks, but your Fire Blasts are even stronger, though less accurate. Good thing you can use Lock On to take aim before launching them. And if someone gets close, you can wreathe your own fists in flame to give them a Fire Punch.

-Flying(Arch Sonichu/Angelica Rosechu)
You now have wings, allowing you to take to the air with Fly or hit enemies with a Wing Attack. You can also twist around while launching yourself through the air to perform a Drill Peck. Or if you're more kind hearted, you can surround yourself or allies with a Protect barrier.
-Ghost(Slime Sonichu/Banshee Rosechu)
As a ghost, you can lay a Curse on an enemy to slowy drain their health or use Nightmare to hunt someone through their dreams. You can also attack others directly by firing off a Shadow Ball or giving them a... Lick?
-Grass(Wild Sonichu/Blossom Rosechu)
You have gained the ability to summon plant life as weapons. You can call Razor Leaf to cut enemies to shreds or Leech Seed to infect them with parasitic vegetation. Vine Whip will let you bind a foe or just swing around the city like a certain wall crawling hero. Finally, Conversion will allow you to blend in with the background color, making yourself invisible.
-Ground(Simonchu/Simonla Rosechu)
Have you ever wanted an underground base? Well now you can dig one yourself with Dig. Or perhaps you'd rather attack with those drills directly using Drill Run or blind your foes with a Sand Attack. It also seems that your skeleton has melded with the rare mineral simitanium, which is even stronger than adamantium and whose presence will infect your bloodstream with agents giving you a slow regeneration factor.
-Ice(Chrys Sonichu/Crystal Rosechu)
Your control over ice allows you to shoot rays of freezing cold with Ice Beam or surround your fist in rock hard gauntlets with Ice Punch. Or you can cool things off by calling in Hail or make use of Haze to debuff your foes and set up sneak attacks. Or just make ice cubes to cool off your drinks.
-Normal(Hedgehog Sonichu/Buttercup Rosechu)
Going with the boring choice, ehh? You're able to fight using Doubleslap or Mega Kick and can also launch the extremely powerful Hyper Beam. Or you can just put others to sleep with Sing and avoid combat altogether.
-Poison(Venom Sonichu/Carnage Rosechu)
Now that the power of toxicity is at your command, you can vomit up Acid or a glob of deadly poison with Toxic. You can also lay traps across the battlefield with Toxic Spikes. And if all that fails, you can always give them a toxic bite with Poison Fang.
-Psychic(Magi-Chan Sonichu/Dark Magi-Chan Rosechu)
Your vast mental prowess has given you a wide array of powers. You can Teleport around the battlefield, wield telekinetic force with Psychic, or block special attacks with Light Screen. Your telepathy will also allow you to read others' minds and communicate directly with their mind.
-Rock(Guitar Sonichu/Brutal Rosechu)
You can now Rock Polish yourself to increase your speed and curl into a ball to roll over your enemies with Rollout. You can also summon rocks as a throwing weapon to perform Rock Throw or create a Sandstorm to wear away at enemies.
-Steel(Bending Sonichu/Auto Rosechu)
These robot-themed electric hedgehog pokemon can crush enemies with Iron Head up close or rely on the target seeking Magnet Bomb or defense penetrating Flash canon for ranged battle. They can also invoke Iron Defense to harden their own bodies.
-Water(Aqua Teen Sonichu/Bubbles Rosechu)
As a water type, you will be at home under the water, swimming like a fish, able to breath water, and capable of surviving the pressures of the deep sea. You can also control water with Surf or set up a trap of swirling waters with Whirpool. Finally, you can envelop yourself in a healing sheathe of water with Aqua Ring.

Electric Hedgehog Power [400 CP, discount Electric Hedgehog Pokemon]- Raw, physical power makes the Sonichus and Rosechus of CWCville superior fighters capable of standing up to the darkest threats the world has to offer. Now you possess this great might as well. You can run 200 kilometers per hour and destroy a 20 ton brick wall with a single punch.

Chaotic Mastery[600 CP, discount Electric Hedgehog Power, requires Pokemon Type]- Not all Sonichus and Rosechus are made equal. Magi-Chan Sonichu can simultaneously read the minds of everyone in CWCville or crash fighter jets into the sea with his telekinesis and now your powers have reached a similar level. The offensive abilities from Pokemon Type are now strong enough to level a small building with effort and defensive or utility powers will grow to encompass the area of a town.

Trolle Fatale [100 CP, free Villain]- You are a master of seduction, quickly able to worm your way into an innocent man's confidence and with a convincing enough disguise, you could even convince him that you are his true and honest heartsweet. Additionally, you can choose for certain of your bodily fluids to act as a paralyzing poison that will knock your victim out.

Witch [200 CP, discount Villain]- Like Slaweel, you are a student of dark magic. Right now, you can launch evil energy attacks and fly on a broomstick, but with proper training you'll be able to create monsters like the giant CADD Chef or trap people in pocket dimensions with the Dark Mirror Hole spell.

Brainwashing [400 CP, discount Villain]- You can't be a proper villain without some disposable minions. Luckily, you now know how to brainwash the less intelligent members of society into Jerkops and Jane Cops, loyal if ineffective thugs. Some small fraction will have the potential to become more powerful and competent servants like Manajerks and Jerkhiefs who can even give Chris and the Sonichus a run for their money. And within a city's worth of people you might find one with the potential to become a Jerkop Daitenzen who is capable of single handedly defeating the mayor of CWCville. As a package deal, I'll even throw in the necessary skills to hide your indoctrination in a normal seeming school curriculum, allowing you to corrupt a school into your private army.

The Sincerest Form of Flattery [600 CP, discount Villain]- Reldnahc, Black Sonichu, Metal Sonichu, Wes-Li Sonichu, I B A Chandler... there are a lot of fakers out there, trying to copycatly sieze claim of the power of the electric hedgehogs and Chris's rightful domain of CWCville, and you have joined their dastardly ranks. You experience extreme genius in the fields of robotics and genetic engineering, but only when used for the purpose of creating exact (or only slightly different) replicas of your enemies. The second you try to improve on those designs, you're on your own.

Beyond lab work, you'll also find that you have a curious sort of luck. If your enemy has a special technique, status, or item, and there exist any other similar powers in the world, you'll be highly likely to come into ownership of it, with a preference for any dark or evil versions available. If your rival knows Western Yang Tiger kung fu, the grand master of the Eastern Yin Dragon school is likely to take you under his wing, enmity with a super hero may find you getting bitten buy a similar radioactive animal, or opposing a high priest may gain you the favor of a rival god. Just keep in mind that you need to survive having a powerful enemy long enough to take advantage of this good fortune, and luck can push things only so far.

Items

Jumperville [100CP, free Drop-In]- CWCville has a sister city, (Your Name)ville! And you're the mayor! It's quite a quirky place, full of heroes, villains, and adventures of your own. If you choose to

move on, the city will follow you in a pocket dimension of its own, accessible only through a portal in your warehouse. As you continue through different worlds, you'll find your city adding new setting appropriate residences and businesses. Going through Harry Potter and RWBY will add magic and combat schools, while the local villains will begin employing Death Eaters and Grimm, while a trip through Azeroth will add night elves and tauren to your city's population. Strangely however, no matter what you do or what sort of absurd people pop up in it, you can't seem to get the city or its residents to actually DO anything for you except provide entertainment in the form of generic shounen adventure. Any attempt to get around this restriction, no matter how clever or well planned, will be undermined by nonsensical plot holes.

Pure Blood [200CP, discount Drop-In]- This syringe of Chris's blood possesses astounding curative properties. Injecting it into someone who has been transformed or controlled by evil powers will restore them to their natural form. Anyone who it is used on will turn heterosexual. The blood supply will be replaced a day after use.

Sonichu/Rosechu Medallion [400CP, discount Drop-In]- You're in the big leagues now! You've got a medallion in the form of a Sonichu or Rosechu species's face. By calling out a special transformation phrase while wearing it, you will transform into an electric hedgehog pokemon. In this form you will have the benefits of the Electric Hedgehog Power Perk and one purchase of Pokemone Type, chosen when you buy the medallion. Unfortunately this form has a key weakness. There is a spot of discolored fur on your chest in the shape of your medallion and you'll be forced back into your normal body if anyone presses it.

Class Ring [600CP, discount Drop-In]- Just as Chris's powers come from his amethyst class ring, you have your own keepsake class ring set with your birthstone, filled with the power of the electric hedgehogs. Choose five purchases of Pokemon Type. The wearer of this ring can invoke any of the powers from those Perks. If you're feeling unoriginal and just want to copy Chris's, his will have Fighting, Flying, Grass, Psychic, and Water powers.

C-Quarters and W-Quarters [100CP, free Citizen]- You have large collection of CWCville's local currency, in both denominations. You possess enough money to live comfortably for 10 years without getting a job. C-Quarters and W-Quarters are not accepted outside of CWCville city limits.

Magic Yu-Gi-Oh Cards [200CP, discount Citizen]- This stack of Yu-Gi-Oh cards can be used to cast real magic, though it won't amount to much beyond generic energy attacks and traps. Still, this can be a great boon for anyone who can't fight on their own and who's looking to pick up something for a little self defense.

Legendary Master Sunstone[400CP, discount Citizen]- The Master Sunstone is the lynchpin of this world, maintaining the balance of life and preventing the world from devolving into chaos. This giant red gemstone will grant you control of growth itself, allowing you to force humans to grow extra body parts or make trees grow legs and walk the earth in anger. That makes it very powerful! This one is only a replica, so don't worry about Flame the Sun Bird trying to track you down to get it back.

Heart Torch[600CP, discount Citizen]- This is a magical pixelblock torch sculpture, just like the one used to create Crystal. It seems Chris made another one and you've gotten your hands on it. By getting someone to hold the torch aloft and say "Heart Torch Glow!", it will expend its power to create their dream sibling. This dream sibling will be an opposite gendered clone of themselves, with all their powers and will become your companion. After the Heart Torch creates a dream sibling, using it again

will instead summon the sibling to your side. Dream siblings of characters who cannot be put in a stasis pod may not be brought along as companions and the Heart Torch can be used again once the banned dream sibling is dead or you leave that universe behind.

S-Chu Ball [100CP, free Electric Hedgehog Pokemon]- S-Chu balls are a special kind of pokeball designed to easily capture electric hedgehog pokemon. If you are a sonichu or rosechu, this will be your pokeball, preventing you from being captured and giving you a nice place to rest. If not, you can use it like any other pokeball to capture one for yourself.

Pixelblocks [200CP, discount Electric Hedgehog Pokemon]- This is a tub full of a brand of large Lego knockoff toys. You'll find that you can build with these extremely quickly, and that whatever you build will get mistaken for real, though only for a second, long enough to serve as a distraction.

Samurai Pizza Bot[400CP, discount Electric Hedgehog Pokemon]- This loyal autobot (yes, those autobots) can transform between a pizza delivery vehicle to transport you and a giant robot form in which it can fight. It can also project a hard light hologram of a rider/driver, either identical to you or a custom human appearance. Comes in your choice of item with a non-sentient AI or sentient companion.

Sonichu Balls[600CP, discount Electric Hedgehog Pokemon]- These seven crystal balls will provide you the ultimate power, the ability to transform into an Ultra Sonichu/Ultra Rosechu if you possess an electric hedgehog pokemon alt form or into a furred human/Sonichu hybrid form called Collosal (Your Name). You receive the ability to fly and a great boost to your strength and speed, enough to cross the Atlantic ocean twice in only a few hours. It also provides the great power of the Chaotic Remedy, which allows you to break magical curses, undo brainwashing en masse, and cure Asperger's Syndrome. After your transformation runs out, the balls will scatter themselves around the world. If you fail to recover them before the end of the jump, they'll be scattered through the next one.

Wooden Badge[100CP, free Villain]- This fake wooden police badge will convince anyone who sees it that you are an acting agent of the law, even as you are harassing innocent virgins. Only the strong willed will be able to see through your ruse.

Pickle Gun[200 CP, discount Villain]- This gun... well... there's no real way to sugar coat this. It fires pickles. I know, disgusting, right? And anyone you fire it at will agree, making the shots from this deadly weapon that much harder to dodge as the weak willed will be busy gaggin in disgust.

Cyborg Parts[400CP, discount Villain]- The flesh is weak, but the Manajerks know that the metal is strong. These villains have replaced their hearts and bodies with the cold, unfeeling power of the machine and this option will allow you to follow their path. You have the jet pack of the B-Manajerk and robotic arms and legs of the Merried Seinor Comic, or you can transplant your head onto the giant robotic total conversion body of the W-M-Manajerk. You have a spare version of the other option, and can switch out one of these for the other much more easily than you would think. After this jump, you can also choose to eject your cybernetics whenever you like, though the body that regrows in their place will be just as damaged as the parts were when you removed them.

Dark Scepter[600CP, discount Villain]- This scepter is a receptacle of evil magic, greatly empowering any dark spells your cast. It also serves as a tutor, whispering dark secrets that will help you in training and innovating new frontiers of terrible arcane blasphemy. Unlike Slaweel, you won't have to worry about an ancient evil wizard being trapped in the thing and wanting out.

Companion Import[50CP-300CP]- You can import or create one companion for each 50 CP you spend, giving them a background, race, and 600CP or get 8 for 300CP. You can also choose to take a canon character instead, though they won't get any extra CP. For some reason, a lot of these guys seem really eager to get out of here!

Drawbacks

You can take a maximum of +600CP worth of drawbacks.

TRUE and HONEST(0 CP)- By default, this jump assumes that you're entering a world with all of Christian Weston Chandler's retcons in place. You can instead choose to experience Sonichu as it was originally envisioned. A lot of names will be changed, but the biggest differences will be that Robotnik is working with Giovanni instead of Ren Skysoar, Mary Lee Walsh is an evil witch herself instead of being impersonated by Slaweel, the world will discover a cure for homosexuality in the future instead of being overrun by Nambi-Zazis, and Simonla Rosechu will die in Evan's assassination attempt, leading to the Asperchu Four being sentenced to death instead of exile.

Sammy(+100 CP)- You have a fat, stupid stunt double named Sammy (short for either Samuel or Samantha, as appropriate), used for some of the fourth wall breaking jokes. But for some reason, people keep getting the two of you mixed up! Prepare to spend the next decade with people constantly assuming that you're overweight and imbecilic.

Shopping!(+100 CP)- You are completely obsessed with shopping, usually for shoes and clothes. It's like it's the only hobby you have at all. I hope your boyfriend/husband has a lot of spare money lying around and that any enemies attack in the vicinity of the mall.

Upgra/d/ed(+100 CP)- Count Graduon will offer you a few more CP, but his aid has a terrible price. You will be upgraded to have both parts, and no amount of shapechanging can remove this biological upgrade.

4 Cent Garbage(+200 CP)- The paparazzi is obsessed with you, and not in a good way. You will have to put up with a constant legion of reporters and slanderous online trolls publishing an endless stream of degrading lies about you and the people you love. Nothing you can do will stop this and they always seem to know exactly what slander to publish in order to get under your skin.

Love Quest(+200 CP)- You just can't seem to catch a break in matters of the heart. No matter how hard you try, something always seems to interfere with finding that special someone. The infinitely high boyfriend factor, trolls pretending to love you, or just plain old fashioned rejection will all get in your way. You're going to have to work your butt off if you want to form any kind of romantic relationship, and you DO want that now, whether you did previously or not.

CWC Brand Art(+200 CP)- Something is... wrong, almost as though the world is incomplete and poorly written. It seems like everything is happening in a pure white void, as if you were in a comic book and no one is bothering to draw the backgrounds for the panels. And the people from CWCville could be eccentric and weird at times, but now you can barely tell what anyone is trying to say. “Frank and cruel lovey-dovey plan”? What the hell is that supposed to mean? I hope you can stand 10 years of this jumper.

Heart Level(+300 CP)- You now possess a heart level, a rating for how you are feeling on a scale of 0

to 100%. This number will rise or fall according to your contentment and emotional stability. You must keep this meter high, because if your heart is ever utterly broken and your heart level falls to 0%, your chain will end.

Moon Pal(+300CP)- You've been trapped on the moon, mystically sealed just as Count Graduon was. Your only contact with the outside world is a scepter somewhere in CWCville. It will be picked up by a random citizen shortly, and you must convince them to help you or hand the scepter off to someone who will and then talk them through the process of finding a way to break the spell and return you to Earth.

The End

It's been ten ye... whoah! Hold your horses! You seem really eager about this, huh?
Go Home- Have you had your fill of adventure? Or should I say escapism? Maybe you've met someone you had a bit too much in common with and want to turn back to show that he and you aren't really the same, hmm?

Stay Here- You... what? Really? I mean, I guess. But... are you sure? Would you like to speak to a psychologist first to make sure you're sound of mind?

Keep Going- Or your could keep going. After all, there's so much else out there for you to explore. And frankly, any of it can't be as bad as this, right?