



Disney

Wander over Yonder



The Introduction

Hello, friend! Welcome to Wander Over Yonder! Welcome to the galaxy full of wonder, full of adventure, and full of new friends! I'm sure Wander would love to meet you!

We have so many people, planets, cultures, and places to have fun here, for anything you wanna do! You can help people, fight, bounty hunt, rule planets, and even destroy them if you so wish, it's all up to you!

Don't fool yourself, though, this universe has many people able and willing to destroy planets by themselves if they so wish. The power shown in this universe under the cartoonish visage is staggering at times.

Don't worry yourself, though, I'm sure you'll do fine here! Here, have something for your troubles!

1000CP

The Origins



The Helper: You want to help people. Why? Who knows, maybe you grew up like that, maybe you know what it means to be helpless, or maybe you just want to. Sometimes you might go a bit

overboard, and sometimes you do the wrong things for the right reasons, but hey. As they always say, It doesn't hurt to help.



The Fighter: Fighting is in your nature, and it comes very easily to you when taught. While you might not know what to do when faced with a moral quandary, you know exactly what to do when

faced with people wanting to bash (or zap, either or) your head in. And maybe, just maybe, with time, and a good friend, this may be solved too.

The Origins



The Villain: Mwahahahahahaha! Jumper's Great, Best Villain! Your ultimate goal here is to rule, and rule you will, as long as you make good decisions. Or you can just skip all of that and just hire

someone like Peepers in order to do all of that tough thinking, but you wouldn't do that, would you? Would you? Sir?



The Dominator: Hey, destroying planets is fun, huh? Well, now you get to do that for the next ten years! You want, nay, need to destroy something, and you need to do it as

soon as possible! Although you might wanna hold back on the speed of destruction, lest you run out of planets in the galaxy to destroy.

The Origins



The Drop-In: The wild card. You hold no allegiances, nor have any enemies, unless you take the right drawbacks of course, and even then, it's just them holding an irrational hatred for you

when they hear of you. Nobody here knows you as of yet, to either your benefit or downfall. Some advice, don't make too many enemies here.

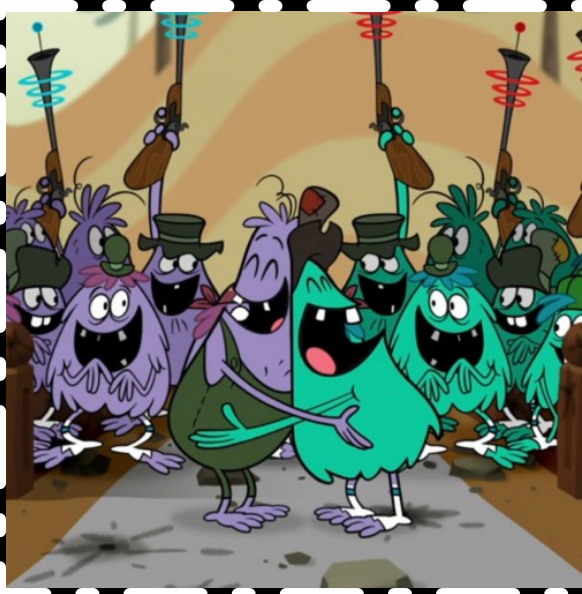
The Perks

The Helper



The Friend You've Never Met [100CP]: You must have some sort of aura that lets you create friends much easier, as it's the only way to explain how quickly you can make friends with complete strangers and even enemies. At the slowest, it would take

a couple of days to make friends with someone who doesn't know you, and the quickest would be almost instantly. People who actively guard themselves or downright hate you would take exponentially longer, however.



The Right Place [200CP]:

Wherever you go, you seem to find the places you either want to be or come to areas where it would be easy to foil diabolical plans. Whether you go to either or is pretty much random, however, only seeming to

follow a pattern when it would play into some cosmic joke, usually against you, but you're not necessarily the only target with these jokes.

The Perks



The Optimist [200CP]: You know how optimistic and unflinchingly cheerful Wander was, even in the face of people capable of destroying planets by their lonesome? You have part of this. You don't have basically the complete manipulation of

entire groups of people with your optimism, which comes only with Wander, but you now almost never lower your outlook on life, even in the face of threats like Lord Dominator. It'd take the almost complete destruction of your goals in order to make you downtrodden.



The Little Lump of Love [300CP]: Sometimes people are almost beyond help, the keyword being "almost". You know how to break through the shells of even those who absolutely hate you. Where before this perk the chance of making these

people good would be zero, now you will have a decent chance to break through these people's shells given a couple of months to a couple of years.

The Perks



The Slippery Guy [300CP]:

You're remarkably slippery, to the point where chases involving you almost never end with your capture. Weaving into crowds, causing distractions, blocking pathways, even leading people down the wrong paths is

second nature to you. Given the small number of people who actually know how to effectively catch an individual like you, you'll rarely come across someone who will make you think when escaping them.



The Right Path [400CP]:

When you help people and go down the right path, you will always find yourself in a better position than you were. Another way to put this perk is that even if you help absolutely everyone you see, you will still be able to do

what you wanted to do in the time you helped those people in, or even be in a better position than if you hadn't, like leaving a planet with the assistance of the people you helped. This perk doesn't work when you absolutely cannot do the task, and if a task has a chance of being accomplished, this will not guarantee that (most of the time).

The Perks



The Second Chance [600CP]: You seem to have extraordinary luck in order to be like this. Since you've been helping people as you have, you now essentially have a one-up in the form of having luck bend over backward in order to save you from certain death

once per jump. For instance, if you were stabbed in the heart and thrown into a river, it might turn out that they stabbed close to your heart, and someone in the river would find your body and nurse you until you were conscious. Although the only caveat of this perk is that the crazier the means of attempted death, the crazier luck bends over to save you, so you might have a story absolutely nobody but those who saw what happened would believe.

The Perks

The Fighter



The History Lesson [100CP]: Huh. You seem to have a very interesting history on you. Filled with adventure, heroics, villainy, mercenary work, etc. You have a bit of freedom here, as you can choose what kind of backstory you have, and who

you've interacted with, as well as toggling the perk entirely. However, events need to conspire such that Canon starts as normal in each jump, and that major characters either need to be avoided entirely or not be too familiar with you.



The Tough Old Girl [200CP]: That art of takin' a lickin' yet keeping on tickin'. In other words, you can grit your teeth and push past pain, like torture or injury. With this perk, I'm sure some people will be amazed just how much abuse you can handle before keeling over and falling unconscious or giving up.

The Perks



The Jailbreaker [200CP]: Jails? Prisons? Psh. What a joke for you! You know just how to break out of pretty much anything that can hold you and/or your friends. Either by things like lockpicking or by just ripping off the bars of the cell, you have great

ease in breaking out. Only cells like the ones Lord Dominator uses would be sufficient in holding you, and even then, you'll probably find a way out in due time.



The Lady and Dutchess [300CP]: Your two best friends in a fight, your fists truly hold more power than people think. Your punches now do more damage than ever before, being able to completely knock out average people in one punch if you have a normal

human's strength, and possibly even more if you yourself become stronger.

The Perks



The Timebomb [300CP]: Tick. Tock. Tick. Tock. Like Sylvia, your anger can fuel you, to the point where you go through a physical transformation like her. While in this anger-induced state, your physical attributes temporarily get multiplied at

the cost of a good portion of your rational thought, although you can keep yourself from attacking your allies, everyone else is fair game.



The Steed [400CP]: Speed is the game here. Your speed is now amped in the same way The Lady and Dutchess amped your punch strength. If you can run at 15mph, you now run 30mph, so on and so forth. If you don't have any limits to your growth, you could grow

into something reminiscent of The Flash, running circles around enemies to the point where you create tornadoes.

The Perks



The Final Push [600CP]: When you're on your last legs, and there's something that needs you, you need to keep pushing. To keep fighting. To win. When you're on the brink of death, you gain a tremendous boost to your physical capabilities for a

short time, in which case your pain receptors are also cut off, allowing you to push even though your muscles are probably eating themselves up. But you need to push because that threat ain't gonna stop itself.

The Perks

The Villain



The Greatest [100CP]: Every good Villain needs a good entrance, and thankfully for you, you found one. You now have a very prolific presence unique to what you want, whether it be an ominous one, a hopeful one, or even a non-serious one. Whatever

you want to portray becomes a sort of 'aura' that emanates from you. This doesn't control anyone nor force anyone to take actions they wouldn't normally do.



The Top-Ranker [200CP]: One of the ultimate goals of every Villain is to become the #1 in the entire galaxy, which Hater keeps claiming for himself, even when he hasn't been that since Wander met him. One purchase of this immediately puts you in

the top 20 of the leaderboards and does the same for anything similar in future jumps.

The Perks



The Redeemable [200CP]: Finding someone who will "help" the villain is very tough, yet pretty rewarding if you're willing to take advantage of it. Well, it's not too tough anymore. As long as you show at least a glimmer of good, there will be someone willing

to try and "crack through your shell" in order to find the good, even if it isn't there.

Although this perk could lead to a reoccurring fight with a guy "saving you from yourself," so watch out for that.



The Plan [300CP]: A big part of being a Villain is commanding an army. This perk allows you to command your army of ultimate evil with finesse and skill. You now have intimate knowledge of strategy, commanding, secret codes, and other smaller attributes

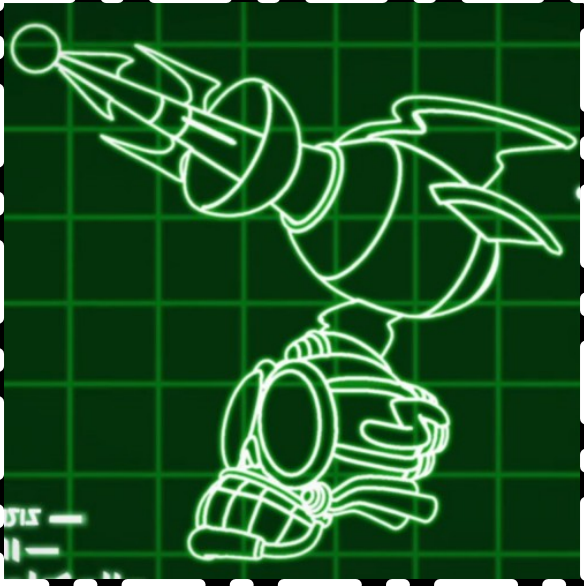
an evil ruler would need in order to conquer with deadly efficiency. Just remember to consistently be a relatively humane leader and you'll be peachy.

The Perks



The Commander [300CP]: There are times where a ruler would need to deal with politics. Well, now you can. You now know your way around intergalactic politics, as keeping civilizations under your rule is much harder if they don't want to be under your rule. A

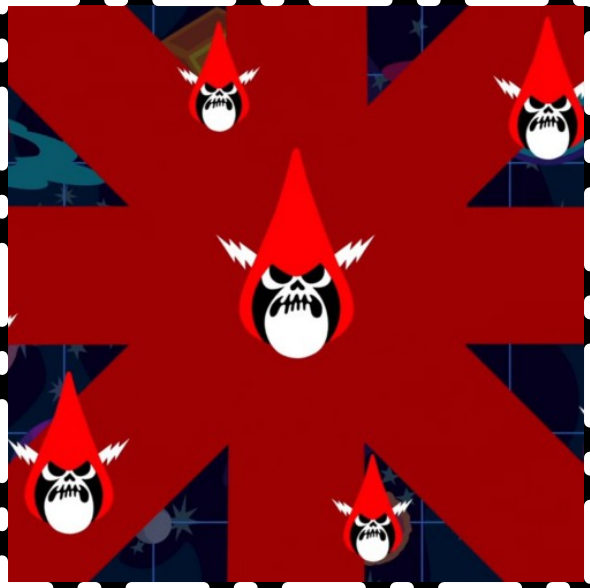
piece of advice, by the way, you don't need to be completely squeaky clean in order to keep people under your rule "happy".



The Inventor [400CP]: Just having a large army doesn't constitute having a good one. You need to equip the said army with good weapons, armor, etc. in order for them to be effective. Hiring a scientist was too expensive, so you decided to learn

that stuff yourself. You are now an expert at creating some of the deadliest weapons, although you are able to create stuff like forcefields with efficiency and skill.

The Perks



The Ruler [600CP]: Now, even with all of the previous perks, keeping tabs on entire planets is very tough. Riots, insurgencies, and uprisings are bound to happen. Well, not with this perk. This perk prevents all of these and more unless someone not

under your rule or stronger than you interferes. For instance, if you conquered an entire solar system, only someone from outside of the said solar system or someone significantly stronger than you could start anything in your system.

The Perks

The Dominator



The Villain Song [100CP]: As the Bad Guy, you really need a Villain Song to truly portray the threat you bring into the galaxy. In order to make your Villain Song, this perk gives you a great singing voice, a catchy tune, an aptitude at making songs on

the fly, and a beat that only the best of songwriters have. Now go out and sing your heart out!



The Looks [200CP]: What might not seem like the most important thing is actually one of the most important: in order to be an effective destroyer, you have to look the part. Of you're a guy, you now look very intimidating yet handsome. If you're a girl, you

look very dangerous yet beautiful. You will turn heads if you learn to quell the intimidating factor of your beauty.

The Perks



The Deception [200CP]:

Sometimes you might need to lay low as a destroyer, or you might just want to change your personality to have some fun with your opponents.

Either way, in order to do those things, you can now expertly act, to the point

where only people who've known you for years could tell if something is an act.



The Goal [300CP]: That one goal you have, destroying everything? Well, you now have the drive to complete the said goal. Your will has been boosted to ridiculous degrees, where even if you are completely and utterly stopped from doing what you

wanted in all aspects of the term, you'd just move on and find something else. Your will is absolute, and nothing can stop it, take advantage of that.

The Perks



The End [300CP]: When you destroy everything, what then? What will you do? This perk allows for something after the fact. Once you finish your goal, whether that is becoming the strongest, or destroying every planet, or whatever it is, you'll come

to find that something new and more than what you did has popped up. For instance, if you become the strongest, you'll find that there's a new tier of enemies for you to become stronger than, or if you destroy everything, you'll find a new galaxy to reduce to a husk, etc.



The Destroyer [400CP]: Ah yes, your goal. Now it's a bit easier. This perk gives you a way to bypass the things you aren't able to destroy. Now nothing is truly 'Immortal' in a sense. This perk allows you to bypass defenses that would stop you from killing or

destroying something. To be clear, you can kill gods barehanded now, but it doesn't mean you will. You still have to be stronger than said thing in the first place in order to destroy it. This perk doesn't take into account things like regeneration either.

The Perks



The Unstoppable [600CP]: Good destroyers seem to get stronger as time goes on, as their trail of destruction grows wider. Well, now it's in a literal sense with you. The more you destroy, the more powerful you get. Every jump, this perk is reset, with you

keeping the boost you got from the previous jump. How powerful you get varies based on how large the scope of the plot inside the jump is. You could destroy planets all jump but you won't get anything if the plot is only on one planet. If you destroy 10 percent of the area of the plot, you get a 1.1x boost, 50 percent is 1.5x, so on and so forth until you destroy everything, which gives you a 2x boost to your abilities.

The Perks

The Drop-In



The Tourist [100CP]: This perk's premise is very simple: it's a perk that allows you to survive in space without any sort of protection. However, this perk only protects you from the vacuum, so if you throw yourself into a star, or get

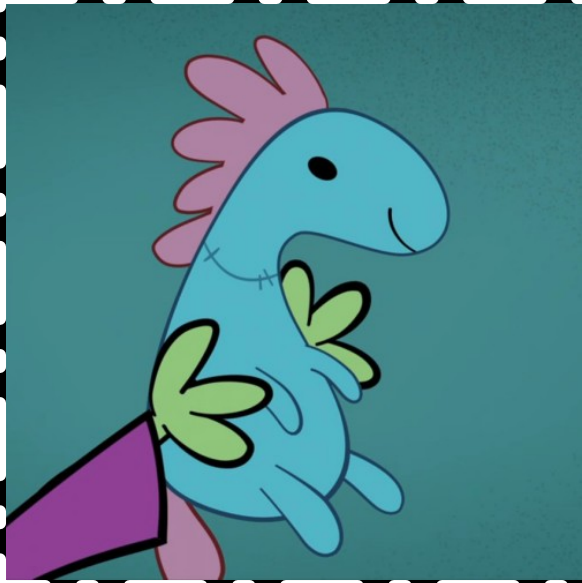
shot by a missile, or get sucked into a black hole, or whatever you bring unto yourself, it's up to you to survive. This perk also doesn't give you mobility in space, that's also up to you.



The Unknown [200CP]: Need to blend into the background? Well, now you can, on command, emit a sort of aura that allows you to blend into groups very easily. This allows for easier getaways, or for you to trail someone easier, or a multitude of other things you

can come up with. You can also extend this to anyone accompanying you if you wish to.

The Perks



The Known [200CP]: Or maybe you don't want to blend in? Maybe you want to spread your name far and wide? Well, that would be very hard without a history, so this perk is here to help a bit. At your choice, you can allow rumors of your past

achievements and/or powers, in general, to spread across the lands, therefore spreading either admiration, respect, fear, or a mix of any of these depending on what you choose to spread.



The Impersonator [300CP]: The sneakiest people always have those times where they need to act out of character to get what they want. Over your years of traveling the multiverse, you've learned how to impersonate expertly,

including skills such as makeup artistry, a mild knowledge of acting, practical effects, and other things. Your skills in impersonation are now unmatched in almost every regard, except for acting.

The Perks



The Money Maker [300CP]:

Money in this universe can sometimes be a real pain to make. Although, over time, you've picked up some really neat tricks, and due to that, any job you hold that makes money for you gives about 5 times more payout, and at no

real detriment to the company you work for or under, no matter how much money you make.



The Enduring [400CP]: You are absolutely renowned for your endurance, in regards to how much damage you can tank. Although how much endurance you gain from this perk depends on how much endurance you have already, much like Steed, where it is

multiplied by two. So eventually, you could take multiple attacks from the strongest here with ease.

The Perks



The Body Snatcher [600CP]: Much like Sourdough, you are now able to swap bodies with another individual. You gain both their physical and magical abilities, which are added to your own if you already have them, and you keep it once the jump ends.

The two caveats to this perk are that this can only be used once per jump and that someone with a stronger constitution and will can overpower your soul, launching it back to your own body.

The Perks

The General Perks



The Racial Abilities

[FREE/100/200/600CP]: As pretty much everyone in the show isn't human, it would be pretty strange to just go into this universe while keeping a human form. This perk represents the differing levels of racial

abilities shown in the show. The free option is for the abilities that are pretty much purely cosmetic, like skin color, height, hair color, etc. The 100CP option lets you change your body type and even add a couple of limbs if you want, like becoming a quadruped if you wish or adding a second set of arms, as well as have the things the previous price has. The 200CP option allows you to dip into the more arcane, although you are definitely not in the tier some of the higher-ups in this universe come to, as well as allowing you to do the same things the previous tiers of this perk allow you to do. And finally, the 600CP tier, in which you're now a planet buster like the best of them, allowing you to boost your physical and arcane abilities gained from this perk to planet-buster status, and of course allows you to use the previous tiers. While this tier might not get you to Hater or even Lord Dominator herself, with the training you'll easily get there.

The Perks



The Wanderer [FREE]: With this perk, any other origin can be a Drop-In. With a rough history of a wanderer stumbling across the galaxy the plot takes place in. Nothing else to it, this doesn't give any discounts or freebies, just erases the history from a certain origin.



The Baker [100CP]: Simple skills sometimes are left forgotten when traveling the galaxy, so you learned from some of the best. Your cooking is absolutely amazing, and your creativity in making these dishes is almost unmatched, to the point where if you somehow build the necessary tools for cooking in the wilderness (like Wander does, funny enough), you can very easily make a five-star meal in every circumstance.

The Perks



The Sharpshooter [200CP]:

Having a good shot seems surprisingly absent in the galaxy we find ourselves in during the show, as for example Hater's army can't really hit anything unless they're right next to what they're shooting. Now you can

snipe across entire battlefields, expertly predicting and leading your shots, to almost ridiculous degrees, it'd take people deliberately sabotaging your shot to make you miss in most situations.



The Martial Artist [200CP]:

Ah, yes. Hand-to-hand. How many people in the show have shown at least a rudimentary understanding? Too many to count, including Hater's army. Upon purchase of this perk, you can choose one real-life martial art to be a

master at. You also gain an ability where you learn future martial arts or anything related to it 3x as fast.

The Perks



The Immune System [300CP]: : I'll be honest here: the main reason for this perk's existence is the possibility that Sourdough hears of your existence and campaigns hard for them to take over your body. Nevertheless, it's a good

reason. Any drug, parasite, etc. that has a negative effect on you in any way is either negated entirely or twisted enough to give only a positive impact on you, your choice. So either Sourdough just can't take over your body outright, or Sourdough becomes a benefit to have.



The Energetic [300CP]: Not many can keep up with Wander in how energetic he is. Well, much like a lot of perks here, your energy is multiplied by two, as well as how quickly you gain energy is multiplied by two. Eventually, you would be able to just do

anything physical you want for as long as you want, due to you having almost endless reserves like Wander.

The Perks



The Unpredictable [400CP]: In this universe, being predictable is not a good thing most times. Well, that problem is now solved. You can become unpredictable very easily, doing things that are just as effective yet completely out of left field

Whenever you want. Although you don't always want to be unpredictable, going by the books can also be much better than doing something unorthodox.



The Shared [600CP]: Not everyone here stacks up to the top tiers, and that's natural. Well, you can now give a boost to anyone you want, as you can now give anyone a copy of your powers, both in and out of this jump. This can be temporary or permanent, it

could be used on command or only used a certain number of times, or it could be awake or just as strong as your powers. The point is that you can give them either copies or weaker versions of your own powers, even physically. It could also be used under certain circumstances if you wish.

The Items

The Helper



The Welcoming Gifts [100CP]: In order to make friends easier, you need to make some good first impressions. Well, now you have items that fit that. To be specific, you can pull small gifts for the purpose of giving to others as part of an

introduction, such as a fruit basket, for example. Sometimes all you need is a good introduction in order to make a new friend.



The Bottle of Orbble Juice [200CP]: Well, in order to help people across the galaxy, you need to travel across the galaxy. While this option isn't fancy, it can get you where you need to go. Using this neverending bottle of

Orbble Juice is pretty simple, you just make a bubble, and it will automatically make a bubble large enough to encapsulate you and about 2 others. This bubble also ensures that you love fast enough to travel between the planets in this galaxy in a couple of minutes.

The Items



The Hat [400CP]: The hat that doesn't give you what you want, but gives you what you need. Whatever hat you want, even a piece of headwear that you already own will have this property. It doesn't even have to be a hat, it could be a bag, for example. Just

to clarify, this hat will give you things that you might not think will help, but they will, given the chance to. Just remember to be nice to the hat.

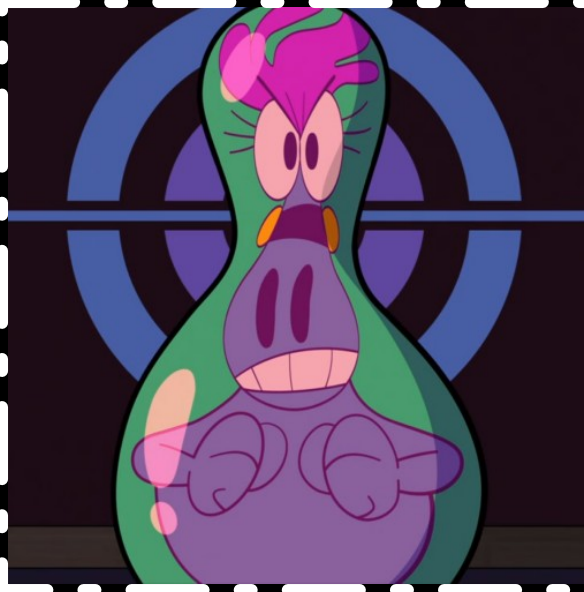


The Banjo [600CP]: A banjo? At 600CP? It might not make much sense, yet somehow it does. Just like the special aspect of this musical instrument. This could be a banjo or any instrument you wish or even import an instrument you own. The

special aspect of this banjo, apart from fiat backing? Once per jump, this banjo can solve any conflict you insert yourself into. How? Banjo.

The Items

The Fighter



The Training Set [100CP]: A simple training set, not much to say here, apart from it training your physical aspects up to at a considerably faster rate than normal. This can take the form of a couple of tools in your Warehouse, an

entire extension to the Warehouse, or anything in between.



The Bigger Blaster [200CP]: Sometimes you need a blaster. Sometimes you need an even bigger blaster. Sometimes you need an eve- okay let's get to the point. This item is a blaster that is just as powerful as you need, up to a

certain point. It cannot destroy planets in one shot, it can't even destroy ships in one shot. But you could do some real damage if you wish.

The Items



The Old Friends [400CP]: Surely someone like you would have people you know who are willing to help you in a pinch. Whether it be because you're an old partner, or because of a favor they owe you, or even because of blackmail if you so wish,

you always have someone who will help you out if you so wish. They will leave once you are finished, but I'm sure you have a couple more people willing to help.



The Sword [600CP]: A simple yet powerful magical sword. Said to hold legendary power, this sword can use energy in ways you might have seen before. From the standard destructive energy beams/slices/etc to things like telekinesis and

such, this sword has enough power to level cities, given time. As with some other items, this doesn't have to be a sword, and you can import any weapon you own into this spot.

The Items

The Villain



The Iconic Song [100CP]: AKA the song that plays whenever you do anything even remotely impressive. This song perfectly encapsulates you as a person while at the same time sounding imposing and intimidating to any who listens. As with any soundtrack item,

this can be turned off, be heard only by you, or you can let others hear it.



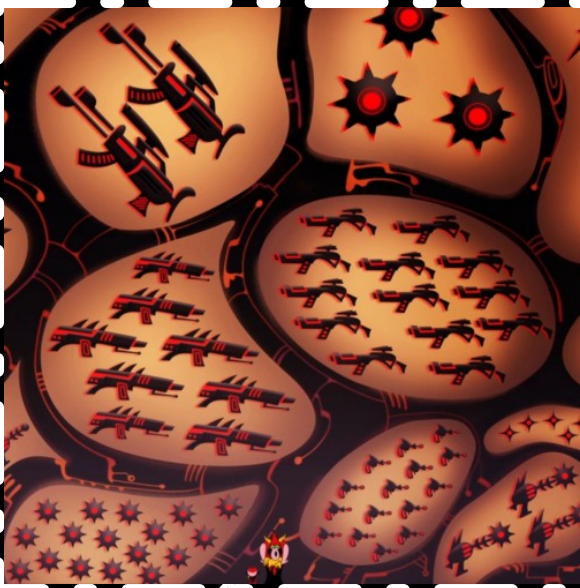
The Pet [200CP]: Jesus, what is that thing? It's definitely strange if anything. This whatever-it-is is fast, agile, decently strong, decently sturdy, and has pretty much infinite stamina. It can shoot acid from its mouth, slice people open with its legs,

and wrap people up in a web-like substance. It is also loyal to you like a dog to its master, even when it attacks you. Surprising for a mouth on legs, huh?

The Items



The Evil Ship [400CP]: Ah, finally, you got a real ride. This ship comes in a design of your choice, with enough space to hold an army and everything an army needs, and more. It also holds enough weapons on the ship itself to defend itself. Roll with style.



The Arsenal [600CP]: Oh man, now THIS is some real firepower! You have guns, explosives, melee weapons, and pretty much anything else you can think of! As long as it isn't magical, it's probably here in this absolute monstrosity of an arsenal.

Plus, if you buy any ship present here, you get to put this in a room within the ship, as well as boost that ship's built-in weapons. Or just have it as an extension to the warehouse, your choice.

The Items

The Dominator



The Scouting Bots [100CP]:
These bots are pretty useful, don't ya think? At your command, these bots are summoned from who knows where to scour the galaxy for whatever you want, whether it be a material, a person, whatever, they'll

eventually find it. They have stealth capabilities, speeds almost unmatched in the galaxy, and some of the most advanced scanning tech ever. However, they have no combat capabilities whatsoever.



The Stock of Volcanium X [200CP]:
Volcanium X is a substance present in almost every planet of the galaxy, and seems to be a very potent fuel source. With sufficient tech, this material can create and fuel some of the most dangerous things in the

galaxy. However, this item isn't enough to do so, nor does it regenerate fast enough to fuel an army. But with the existence of this item, more and more of Volcanium X shows up, to the point where other settings have it.

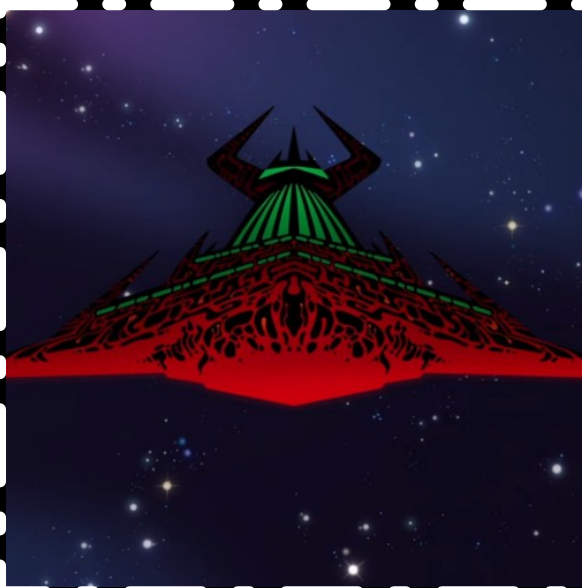
The Items



The Super-awesome Super-evil Destructor Armor Set [400CP]:

You now have a very intimidating set of armor. However, this set of armor is very unique in the fact that it takes any kind of energy/fuel source (even yourself if you radiate

energy) and gains powers based on what's fueling it. As an example, Volcanium X gives this suit lava powers, while Frostonium-17 gives this suit ice powers. Plus, if you buy The Dominator Ship, it can be fueled by said ship. How said fuel and energy source interacts with this suit is up to you.



The Dominator Ship [600CP]:

You now have a huge ship, larger than almost everything in this universe, even planets. It has a powerful arsenal of

weapons, more than The Evil Ship yet less than The

Arsenal, however this ship has

a giant drill able to extract materials from planets you fly directly over. This ship also has the same properties as The Super-Awesome Super-Evil Destructor Armor Set.

The Items

The Drop-In



The Car [100CP]: While this car seems unremarkable, it's actually unremarkable. The only thing really special about it is that it can fly through space, at speeds less than anything else found here. You can probably even find things better than this

on the planet you choose to start on. Maybe that's why this is 100CP?



The Stock of Frostonium-17 [200CP]: This is pretty much the same as The Stock of Volcanium X, except Frostonium-17. This experimental material is usually used in weapons, particularly ice weapons, however it is able to be used as fuel. I'd

like to say more, but this really is just Volcanium X but ice. It even has the same bonus to show up in later settings.

The Items



The Room [400CP]: Man, what a versatile room, it can be used for anything. When this room, either installed on a ship purchased here or an extension to your warehouse, is turned into something, like a torture room, training room, kitchen, etc., it does its job much better than it normally would. Note on it being a training room, it doesn't do that job better than The Training Set.



The Planetoid [600CP]: How did you come into complete control of a planet? This small planetoid is able to be controlled by you to the same extent Janet the Planet can. To be clear, Janet can do things like make entire mountains, rivers, control her rotation to an extreme level, and shoot things out of her own orbit. Sentience is optional.

The Items

The General Items



The Iconic Look [FREE]: Everyone in the show is easily able to be told apart, and now you will too. You now have multiple copies of an outfit that's completely unique to you, and will always look good on you. Nobody will question you wearing this unless it's particularly strange or you want them to.



The Thunder Blazz [FREE]: Feel The Blazz! You now have a fridge full of this ambiguously alcoholic beverage that never happens to be empty, and always is refreshingly cool, even with no observable power source. Don't drink and drive

as Emperor Awesome did.

The Items



The Pile of Money [100CP]: A simple pile of money, enough for you to buy a whole lotta stuff. This pile of money equates to millions of US dollars and can be turned into any local currency if you so wish. It also "refills" once a year if any of it is

purchased.



The Shop [200CP]: A simple shop where you can buy and sell stuff. You can find pretty much any non-unique item here, and this shop both updates and adds onto with each new setting, and takes any legitimate currency. You can also sell any item you own

here, with them giving a fair price, and gives any currency you own, even being able to deposit into your bank accounts.

The Items



The Computer [400CP]: A superintelligent computer, able to do anything you can pretty much think of and more, and since this setting has some pretty advanced tech, I'd be going with "and more". You can import a computer you own into this

spot, and this computer can be installed into any ship you buy here, with the said computer being able to control the ship. If you do install this computer into a ship, you can also add a "mobile" version you can use as a laptop (or phone, either or), and both are linked to each other.



The Cave [600CP]: This peculiar cave has a special aspect to it: if you walk deep enough and stand on a raised portion of the ground, you'll be split into hundreds of different aspects of yourself for a couple of hours to do anything you want, during which

you will spend intangible and in a daze. After these couple of hours, or earlier if you so wish, these aspects will return to the cave and combine back into yourself. What is defined as an "aspect" of you, whether it be your personality or powers, is up to you.

The Companions



The Canon Character

[100/200/400CP]: Have anyone from the show join you on your journey! 100CP is a human-level or less, which is pretty much only filled with the ones in the background or side characters. 200CP is superhuman, which consists of

people like Sylvia and Commander Peepers, and 400CP consists of planet busters like Lord Hater and Lord Dominator.



The Import [100CP]: Bring along any companion you have into this galaxy! Your companion gets 800CP to spend on perks and items, is given a free origin, and can be given CP from you at a rate of 2CP for every 1CP you spend.

The Companions



The Helping Friend [100CP]: Man, you found another Wander! How? Well, anyways, your new friend has every perk and item from The Helper origin, with The Friend You've Never Met, The Right Place, The Optimist, and The Right Path

being boosted a bit. While he might not be Wander's level of bringing out the best in people, he's pretty close.



The Rider [200CP]: This guy/gal is pretty much someone from The Old Friends except permanent. They have the 100CP version of The Racial Attributes, every perk from The Fighter origin, and history with you. They are much, much, MUCH more loyal than Ryder if you were wondering.

The Companions



The Evil Army [400CP]: Every big villain has a good army. While you could either make or hire one, you can also buy one here, which count as followers in future jumps. They are loyal to a fault, are trained in martial arts, and are great shots. Your army also

optionally have a theme to them, such as eyes or hands.



The Army of Super-Evil Robots [600CP]: What a versatile and soulless army. A much stronger army than The Evil Army, these robots are some of the most effective warriors in the galaxy. These robots both have advanced weaponry and

the ability of The Super-Awesome Super-Evil Destructor Armor Set, although to a much lesser extent.

The Drawbacks



The Censored [+0CP]: Since this show was on Disney, there couldn't really be any swearing, which is reflected here in this toggleable drawback. You cannot swear, and if you try, something will either make enough noise to completely drown you out, or someone will stop you from doing it entirely.



The Egomaniac [+100CP]: You really love yourself. Like, really love yourself. You constantly proclaim yourself to be better than you are to either the people who think you actually are what you claim to be or the people able to stand you. You can be able to surpass this, but that won't be for a while.

The Drawbacks



The Ugly [+100CP]: While pretty much everyone here might look a bit strange, most are at least pleasing to look at, if not just average. Not you. You look butt ugly, and that immediately closes out a lot of things by proxy. You probably won't be trusted,

nor will you easily find love, and you will always be treated not as a criminal, even when you are the nicest person around.



The Lovesick [+100CP]: You are obsessed with finding a girl/boyfriend. You want to find love so much that if you find someone about as attractive as Lord Dominator you will obsess over them to no end, sabotaging even your own plans in order to

"Dominate their heart". As with The Egomaniac, you can work past this.

The Drawbacks



The Obsessed [+100CP]: You are absolutely obsessed with something. Whether that be collecting something, destroying stuff, conquering planets, or whatever, it has to be an action. You are now so obsessed with doing that thing that it becomes

the thing that defines you as a person. Once again, this can be worked past but will take a lot of time, even more than the previous two that could.



The Weirdo [+100CP]: You are a very strange individual, strange even for this place. You are now so strange it can possibly hinder you in your actions. How you are strange is up to you, whether you are strange in a specific area or just

generally odd. This is able to be worked around, yet will take a decent amount of time.

The Drawbacks



The Angry [+100CP]: You have fallen into wrath, as you are now constantly angry at something. If you aren't always angry, you would be a constant time bomb, exploding at the worst of times. Not many will be able to stand your constant raging. It will take a while to overcome this anger.



The Meddler [+100CP]: You now have a Wander to your Hater, as someone (possibly Wander if you so wish) will constantly try to thwart your plans, either intentionally or unintentionally. They will try constantly, and pretty much everything you do that interacts with others will have some sort of pushback by this individual.

The Drawbacks



The Pacifist [+200CP]: You now have one problematic part of Wander's personality: his pacifism. I'm sure you can imagine exactly why you wouldn't want this part of him. Many of the threats this galaxy has can and will gun

after you, most of the time by coincidence, due to the amount of both villains and bounty hunters.



The Wanted [+200CP]: You are now being hunted by one of the Villains shown in the series. Whether it be Emperor Awesome, Evil Sandwich, or even Lord Hater himself, they will actively try to hunt you down across the galaxy. Thankfully,

they have other things they have to do sometimes, so you will have moments of reprieve in which you won't be ruthlessly hunted down. You cannot choose Lord Dominator with this drawback, and you can purchase this multiple times.

The Drawbacks



The Joke [+200CP]: No matter what you do, you will never be treated seriously. Nobody will ever see you as respected, feared, whatever you want to be seen as will just be thrown away in favor of laughing in favor of laughing directly to your

face about you. Don't expect to be given any of the treatment you want or deserve for a majority of your stay here.



The Dominated [+200CP]: You have been placed under the care of Lord Dominator for the time you will spend here. She holds something above you to keep you obedient, whether that means she's blackmailed you, or she'll kill you if you don't follow her, or

even that she's built you and you're one of her robots, you cannot escape her grasp. Yes, she will treat you like trash. No, she does not care about you or your wishes.

The Drawbacks



The Bounty [+200CP]: You now have a huge bounty on your head, enough to get regular encounters with the universe's greatest bounty hunters. They will hunt you down, ruthlessly and efficiently. Usually, the bounty hunters are WAY more efficient than just about anything in the galaxy, as the best have been doing this for years, decades in some cases. Don't expect this to be easy.



The Planet's Embrace [+200CP]: You wake up on a planet much like Janice, that has your choice of gender, who becomes completely obsessed over you soon after you wake. At first, they'll try to appeal to what you like, keeping you in ideal situations. Then, if you are adamant about leaving them, they'll try and trap you on their planet. If you can't (or won't) escape within the ten years you have here, you're stuck. No more jumps, no more adventuring. This planet has the same abilities as Janet, being able to control pretty much everything on their planet to an extreme degree.

The Drawbacks



The Completely Incompetent [+300CP]: You are completely stupid. You cannot come up with a plan to save your life, which it likely will, nor can you act in any rational way. You will constantly make the worst decisions unless you have someone guiding you by the

hand in order for you to make even slightly intelligent decisions. You of course have your moments, but those are very few and far between.



The Dominator's Hatred [+300CP]:

For some reason, you've angered Lord Dominator. She's postponed her goal of destroying everything in order to hunt one thing, you. Her army of soulless robots will appear every time she hears of your location, or

even hears rumors of it. Eventually, she'll consistently come down herself in order to hunt you down. She's substantially more powerful than literally anything else shown in the series.

Remember, she almost destroyed everything. She'll do the same to find and hunt you down.

The Drawbacks



The Greatest Threat [+500CP]:

This is not recommended. If you're sure, or just really need the points, then take it. The entire galaxy knows of you, and sees you as the biggest threat. Not even Wander sees you as redeemable. You won't ever

be accepted, you will always be hunted, you'll never make friends, lovers, anything. Everyone is an enemy. Even Dominator is after you. Watch your back.