

FRIDAY NIGHT
FUNK



PERKS

YOU HAVE NO BACKGROUND, AND NO HISTORY. OR AT LEAST, NOT MUCH. YOU CHOOSE YOUR GENDER, AND YOUR AGE IS 'AMBIGUOUSLY ADULT.'

MAIN CHARACTER: YOU ARE THE MAIN CHARACTER. NAMELY, YOU'RE IN THE SPOT OF THE BF. YOU ARE OFTEN CHALLENGED, YET SOMETIMES YOU GO OUT TO FIND SOMEONE WHO "WRONGED" YOU OR SOMEONE CLOSE TO YOU. GO RAP YOUR HEART OUT FOR YOUR GOAL.

ENEMY: YOU ARE THE OBSTACLE, THE THING IN THE WAY OF THE PROTAGONIST'S WISHES. YOU MIGHT FIND SOMEONE PRETTY, AND RAP AGAINST THE PROTAGONIST, AND YOU EVEN MIGHT WIN, BUT THE PROTAGONIST WILL COME BACK, AS THEY ALL DO.

SIDE GOAL: THE PEOPLE IN THE BACKGROUND, THE OBSERVERS. DOES IT MATTER WHERE THEY'RE FROM? ULTIMATELY, NOT REALLY. YOU MIGHT HAVE SOMEONE BATTLING FOR YOUR SAKE, HOWEVER, SO SIT THERE AND LOOK PRETTY.

DROP-IN: NOW YOU TRULY HAVE NO ROLE, NO SPOT TO FIT IN. YOU ARE OUTSIDE OF THE SYSTEM. WHAT WILL YOU DO WITH THIS? OBSERVE? MESS AROUND? MAYBE EVEN JUST SCREW OFF AND WAIT FOR THIS JUMP TO END? WELL, WHATEVER YOU DO, DO IT WITH NO REGRETS.

PERKS

MAIN CHARACTER

BEEP BOOP SKREBOP [100CP]: YOU NOW SPEAK THE LANGUAGE OF THE MAJORITY OF PEOPLE HERE. MAINLY CONSISTING OF BEEPS, BOOPS, BOPS, ETC, THIS LANGUAGE IS STRANGELY UNIVERSALLY UNDERSTOOD BY ALL, EVEN WHEN IT SOUNDS LIKE INCOMPREHENSIBLE NONSENSE. HOWEVER, YOUR VERSION IS A VERY SPECIAL DIALECT THAT CAN ONLY BE UNDERSTOOD BY THE PEOPLE YOU CHOOSE. FOR EXAMPLE, ONE DAY YOU COULD LET SOMEONE UNDERSTAND YOU PERFECTLY, WHILE THE NEXT THEY COULD JUST HEAR YOU INCOMPREHENSIBLY BEEPING AND BOOPING AWAY AT THEM.

HOW AM I GETTING OUT OF THIS ONE [400CP]: OH MAN, YOU'RE REALLY IN A PICKLE, HUH? SOMETIMES YOU'RE IN A REALLY BAD SITUATION, AND YOU CAN'T POSSIBLY GET YOURSELF OUT OF IT. LIKE, FOR INSTANCE, MEETING A SUSPICIOUSLY YOUNG ASSASSIN HIRED BY YOUR GF'S DAD AFTER YOU EMBARRASSED HIM IN A RAP BATTLE. WELL, THERE IS ONE OPTION. IF YOU OFFER A RAP BATTLE IN THESE DAUNTING SITUATIONS, THEY WILL ACCEPT WITH A 99 PERCENT GUARANTEE, AND YOU'LL HAVE TO FIGHT FOR YOUR LIFE IN SONG.

IMPERFECTIONS [200CP]: MAN, SOMETIMES YOU REALLY MESS UP. YOU MISS A COUPLE OF NOTES AND SUDDENLY YOU'VE LOST THE RAP BATTLE. WELL, NOW IT'S A BIT MORE FORGIVING. AS LONG AS YOU HIT A GOOD MAJORITY OF 'NOTES', AND DON'T MISS TOO MANY IN A ROW, NOBODY WILL CARE. HOPEFULLY, THIS HELPS YOUR BEGINNINGS IN THIS WORLD OF FAST-PACED MUSIC AND SONG.

THE POWER OF MUSIC [600CP]: YOU KNOW, CONVINCING PEOPLE IS HARD. BY NATURE, PEOPLE ARE MORE STUBBORN THAN ANY MULE WHEN IT COMES TO THEIR BELIEFS. YOUR SONGS CAN HAVE THE POSSIBILITY OF CHANGING THOSE BELIEFS IF YOU SO CHOOSE. YOUR SONGS HAVE SOME KIND OF POWER, FOR LACK OF A BETTER TERM, TO CONNECT WITH PEOPLE AND PERSUADE THEM TO BE WITH WHAT YOU'RE TRYING TO CONVINCE THEM. HOWEVER, PEOPLE ARE SMARTER THAN YOU MIGHT THINK, AND WON'T BUY IT IF YOU DON'T BELIEVE IN WHAT YOU'RE TRYING TO CONVINCE PEOPLE WITH, AND SOME PEOPLE JUST WON'T CHANGE, PERIOD. YOU WON'T GET THEM ALL.

PERKS

SIDE CHARACTER

SIT THERE AND LOOK PRETTY [1000CP]: WELL, AREN'T YOU A LOOKER! WITH THIS PERK, YOU'RE EASILY A 9/10, OR WHAT YOU CONSIDER A 9/10. HEADS WILL TURN, PEOPLE WILL NOTICE, AND SOME MIGHT JUST RAP AGAINST YOUR SIGNIFICANT OTHER JUST TO BE WITH YOU. WHO KNOWS.

CHEERLEADER [4000CP]: YOUR FRIENDS NEED MOTIVATION SOMETIMES. YOUR CHEERING CAN HELP A BIT. WHILE YOU'RE CHEERING FROM THE SIDELINES, WHOEVER YOU'RE CHEERING FORGETS A SMALL YET NOTICEABLE BOOST IN THEIR ABILITIES. THIS COULD RANGE FROM A PURELY PHYSICAL BOOST TO A BOOST IN FLOW AND RHYTHM, AS THE ONLY THINGS 'BOOSTED' ARE THE ABILITIES THAT MATTER IN THAT SITUATION.

UNNOTICED [2000CP]: SOMETIMES YOU JUST NEED TO SIT IN THE BACKGROUND AND BLEND IN. WHETHER IT BE STANDING AND WATCHING THE ACTION GOING ON, OR SITTING ON A STEREO SYSTEM AND STARING OFF INTO THE DISTANCE, IF YOU KEEP YOURSELF OUT OF THE ACTION, YOU CAN GENERALLY GO ABOUT UNNOTICED. THIS ISN'T FOOLPROOF, AND YOU WON'T ALWAYS BE ABLE TO BLEND INTO THE BACKGROUND, AND PEOPLE LOOKING FOR YOU WILL FIND YOU UNLESS YOU SNEAK AROUND THEM WITHOUT THE HELP OF THIS PERK.

STAYING OUT OF THIS ONE [6000CP]: YOU EVER WONDER HOW GF HAS MANAGED TO LIVE THIS LONG, SITTING RIGHT NEXT TO EXTREMELY DANGEROUS SITUATIONS REGULARLY? WELL, WE DON'T KNOW, BUT WE CAN EMULATE IT WITH A PERK! WITH THIS PERK, IF YOU KEEP YOURSELF OUT OF A SITUATION, YOU GENERALLY WON'T GET DRAGGED INTO IT. OF COURSE, THERE WILL BE TIMES WHEN YOU ARE DRAGGED INTO THE SITUATION, BUT THOSE TIMES AREN'T OFTEN ENOUGH TO BE REGULAR.

PERKS

ENEMY

WEEK X [100CP]: IN ORDER TO FIGHT AGAINST PEOPLE LIKE THE BF, YOU NEED TO HAVE THE CHALLENGE. YOU NOW HAVE THREE EXPERTLY COMPOSED SONGS IN THE STYLE OF KAWAI SPRITE, OR ANY OTHER STYLE SHOWN IN THE MODDING COMMUNITY TO PLAY WHEN BATTLING AGAINST ANOTHER INDIVIDUAL. HOWEVER, HOW FAST AND DIFFICULT YOUR SONGS DEPEND ON YOUR SKILL AS A MUSICAL ARTIST, AND GROW AS YOU DO. IF YOU WANT SONGS AS FAST AND AS DIFFICULT AS THE B-SIDE REMIXES, YOU GOTTA BE REALLY SKILLED.

RETIRED X [400CP]: YOU ARE NOW A RETIRED ROCKSTAR, OR ENGINEER, OR WHATEVER. THIS HAS TWO EFFECTS, THE FIRST BEING YOU GAIN SKILLS, ALBEIT THEY MIGHT BE RUSTY, IN WHATEVER CAREER YOU CHOOSE. THE SECOND EFFECT IS THAT PEOPLE MIGHT RECOGNIZE YOU IF YOU CHOOSE A JOB THAT WOULD ENTAIL REGULAR INTERACTION WITH A CROWD OF PEOPLE, LIKE THE AFOREMENTIONED ROCKSTAR. THE SECOND EFFECT ONLY APPLIES TO THIS JUMP, HOWEVER.

INTIMIDATION FACTOR [200CP]: MAN, YOU ARE ONE SCARY PERSON. YOU NOW CAN TOGGLE A SORT OF 'AURA' AROUND YOU THAT CAN INTIMIDATE A LOT OF PEOPLE. IT ISN'T MUCH, BUT IT WILL STOP A LOT OF SCUFFLES. THE CAVEAT WITH THIS IS THAT THERE ARE A LOT OF PEOPLE THAT WON'T BE INTIMIDATED AT ALL, AND EVEN MORE THAT CAN PUSH PAST THAT.

HOLDING A GRUDGE [600CP]: HOW LONG ARE YOU GONNA HOLD THAT GRUDGE? I GUESS IF YOU'RE GONNA BE THAT WAY, WE'RE GONNA HAVE TO HELP. ONCE SOMEONE DOES SOMETHING TO YOU, AND YOU START TO HOLD A GRUDGE, EVENTUALLY YOU WILL FIND A WAY TO GET BACK AT THEM. IT COULD BE BY CHANCE, IT COULD BE BY YOUR HAND, OR IT COULD BE BY SOMEONE ELSE, YOU WILL GET YOUR CHANCE.

PERKS

DROP-IN

WHY AM I HERE? [1000CP]: YEAH, WHY ARE YOU HERE? YOU SEEM TO HAVE A KNACK FOR FINDING YOURSELF IN THE WEIRDEST SITUATIONS. WHILE THIS CAN'T GUARANTEE THAT YOU ALWAYS FIND YOURSELF AT THE PLOT, YOU WILL FIND YOURSELF IN SOME STRANGE SITUATIONS, TO SAY THE LEAST. NOTHING IS SURE, WHETHER IT BE DANGEROUS, INTRIGUING, TENSE, OR EVEN JUST DOWNRIGHT STRANGE. THIS PERK CAN BE TOGGLED POST-JUMP.

MUSICAL ATTACKS [4000CP]: HOWEVER, THIS PERK DOES. WHENEVER YOU START FIGHTING TO THE BEAT OF A SONG YOU ARE LISTENING TO, YOUR ATTACKS ARE MORE EFFECTIVE. HOWEVER, THIS WILL BECOME VERY PREDICTABLE AFTER A WHILE. SO, IN COMPENSATION FOR THAT, YOUR ATTACKS ARE NOW TWICE AS EFFECTIVE INSTEAD OF JUST 50%. MATCHING YOURSELF TO THE BEAT OF A FAST SONG, OR JUST GETTING CREATIVE AND SLIGHTLY UNPREDICTABLE WITH YOUR ATTACKS MIGHT BE JUST ENOUGH TO THROW OFF YOUR ENEMIES, HOWEVER.

TO THE BEAT [2000CP]: MAN, THIS MIGHT BE VERY HELPFUL IN REGULAR LIFE, OR NOT AT ALL, DEPENDING ON HOW YOU USE IT. THIS PERK ENHANCES WHATEVER YOU ARE DOING WHEN YOU DO YOUR THINGS TO THE BEAT OF A SONG. SO, FOR INSTANCE, LET'S SAY YOU START COOKING TO THE BEAT OF THE MUSIC. THE FOOD YOU COOK WILL NOW BE ABOUT 50% TASTIER, AND ABOUT 50% MORE FILLING. HOWEVER, THIS DOES NOT EXTEND TO ANYTHING INVOLVING FIGHTING, SUCH AS PUNCHES OR KICKS.

ASSASSIN WORK [6000CP]: YOU ARE, OR USED TO BE, AN ASSASSIN. YOU NOW HAVE SKILLS THAT HELP IN STEALTH, ACTING, MARKSMANSHIP, INFILTRATION, AND A WHOLE LOT OF PATIENCE. ENOUGH SO THAT YOU CAN EASILY BECOME THE TOP ASSASSIN IN THE COUNTRY, IF NOT THE WORLD. WHO KNOWS, YOU MIGHT BE ABLE TO RIVAL THAT ONE KID, PICO.

PERKS

GENERAL

MODDED ADVENTURES [FREE]: MAYBE THE BASE GAME ISN'T ENOUGH FOR YOU THIS JUMP? MAYBE YOU JUST REALLY LOVE A CERTAIN MOD? WELL, WHATEVER THE CASE IS, YOU CAN NOW ADD ANY NUMBER OF MODS TO THIS WORLD, CHANGING IT TO WHATEVER YOU WANT, WHETHER YOU WANNA ADD WHITTY, OR MAKE EVERY SONG YOU ENCOUNTER INSANELY DIFFICULT WITH THE B-SIDE MOD, ADD CHARACTERS LIKE SANS AND PAPYRUS, OR JUST CHANGE THE LOOK OF THE WORLD. YOUR MODS CANNOT HELP YOU IN THE SENSE THAT THEY WOULD DO THINGS FOR YOU, LIKE ADDING A BOT OR SOMETHING.



UNIQUE LOOKS [FREE]: A LOT OF PEOPLE HERE LOOK STRANGE. LIKE, REALLY STRANGE. MAYBE YOU DO AS WELL. UPON PURCHASE OF THIS PERK, YOU CAN SUPERFICIALLY CHANGE YOUR APPEARANCE TO WHATEVER YOU WANT, LIKE BECOMING A MAN WITH A LEMON FOR A HEAD. YOU CAN ONLY CHANGE THINGS ABOUT YOU THAT DON'T GIVE YOU ANY REAL ADVANTAGE OVER A NORMAL HUMAN, HOWEVER, SO NO TURNING YOUR SKIN INTO ACTUAL STEEL OR SOMETHING, ONLY MAKING IT LOOK LIKE STEEL.

BEATBOX CENTRAL [FREE/200CP]: MAN, THIS WORLD IS STRANGE. RAP AND BEATBOX BATTLES BREAKING OUT IN THE STREET REGULARLY, PEOPLE FIGHTING EXCLUSIVELY WITH SONG, AND EVEN LEGAL BATTLES BEING DECIDED OVER A RAP BATTLE. SHOULD YOU CHOOSE TO NOT CHOOSE THIS PERK, THIS WORLD WILL BE NORMAL TO THE POINT THAT ONLY THINGS INVOLVING THE MAIN "STORY" EVER REALLY GET OBSESSED WITH MUSIC IN THIS WAY. PLUS, FOR 200CP, YOU CAN BRING THIS ASPECT TO OTHER WORLDS, IT BECOMING TOGGLEABLE IN THE PROCESS.

PERKS

GENERAL

UNIQUE VOICE [100CP]: EVERYONE HERE HAS A PRETTY UNIQUE VOICE, AND NOW YOU DO TOO. YOUR VOICE IS DISTINCT, FLEXIBLE, AND SOUNDS GOOD IN SONG, RAP, OR WHATEVER YOU WANT TO DO. IF TAKEN WITH BEEP BOOP SKREBOP, THEN YOU CAN CHANGE YOUR VOICE TO PRETTY MUCH ANYTHING, WHETHER IT BE BEEPING SOUNDS OR SOMETHING AKIN TO AN ELECTRIC GUITAR. THE SKY'S THE LIMIT WITH THIS ONE.

TOP-NOTCH REACTIONS [400CP]: ALTHOUGH WE HAVE BEEN KINDA DODGING IT WITH THIS JUMP, FRIDAY NIGHT FUNKIN IS ULTIMATELY A RHYTHM GAME. AND RHYTHM GAMES NEED SOME DAMN GOOD REACTION TIMES TO BECOME GOOD. WELL, NOW YOU HAVE THOSE REACTION TIMES. YOUR REACTIONS ARE NOW TOP-NOTCH, IN THE TOP 5% AT LEAST. IT ISN'T SUPERHUMAN, BUT BEING IN THE TOP 5% OF ABOUT 7 BILLION PEOPLE OR MORE IS NOTHING TO SCOFF AT.

NOT UNUSUAL [200CP]: MAN, IF THIS WORLD IS A LOT LIKE OURS, HOW DO LEMON DEMONS, DEVIL PARENTS, AND HUMANOID BOMBS GO CASUALLY WALKING AROUND WITHOUT INTERNATIONAL COVERAGE? WELL, TRUTH IS, A MAJORITY OF PEOPLE DON'T CARE. WITH THIS PERK, AS LONG AS YOU DON'T POINT IT OUT, YOUR INHUMAN PROPERTIES WILL MOSTLY BE OVERLOOKED. OF COURSE, IF YOU'RE ODD ENOUGH SO THAT IT AFFECTS OTHER PEOPLE, LIKE BEING 50 FEET TALL, THEN PEOPLE MIGHT START CALLING THE POLICE WHEN THEY SEE YOU.

MAGICAL MUSIC [600CP]: THE ARCADE ISN'T TOO UNFAMILIAR IN THIS WORLD, WHAT WITH DEMONS AND SUCH RUNNING AROUND. ALTHOUGH, STRANGELY, THIS SYSTEM SEEMS TO RUN ON THE USER'S ABILITY TO MAKE A GOOD SONG ON A WHIM. WHILE THIS ABILITY IS NOT STRONG AT ALL, PLACING YOU SLIGHTLY ABOVE HUMAN, IT IS SOMETHING. HOW THIS MUSICAL MAGIC WORKS IS COMPLETELY UP TO YOU, ALTHOUGH AS I SAID, THE POWER GIVEN CANNOT GO A SIGNIFICANT DISTANCE ABOVE WHAT THE AVERAGE HUMAN CAN DO IN TERMS OF DAMAGE.

ITEMS

MAIN CHARACTER

THE MIC [100CP]: AH, A MIC. OTHERWISE KNOWN AS A RAPPER'S BEST FRIEND. THIS MIC IS SOMETHING SPECIAL, AS WHEN YOU HOLD IT UP TO YOUR MOUTH AND SING IN IT, YOUR ABILITIES RELATING TO MUSIC AND SONG GET BOOSTED BY A SIGNIFICANT MARGIN. OTHER THAN THAT, HOWEVER, THIS MIC IS COMPLETELY ORDINARY.

RAPPER'S CLOTHES [200CP]: EVERY RAPPER WORTH THEIR SALT NEEDS THE LOOK AS WELL. THIS ITEM IS MULTIPLE PAIRS OF CLOTHES, IN WHATEVER STYLE YOU WANT, FOUND IN THE SAME PLACE YOU FOUND YOUR MIC, THESE CLOTHES ALSO SEEM TO ENHANCE YOUR SKILLS RELATED TO MUSIC.

MUSIC STUDIO [400CP]: EVERY ARTIST NEEDS A STUDIO, AND LUCKILY FOR YOU, YOU HAVE ONE OF THE BEST. THIS STUDIO COMES PACKED WITH THE BEST EQUIPMENT FOR YOU TO PURSUE YOUR MUSICAL CAREER, AND THE EQUIPMENT GETS UPDATED EVERY JUMP, ALTHOUGH IT NEVER DEGRADES.

SIDE CHARACTER

FORM-FITTING DRESS [100CP]: A DRESS (OR THE EQUIVALENT IF YOU'RE MALE) IN A DESIGN OF YOUR CHOICE THAT JUST MAKES THE BEST PARTS OF YOU POP. IN SHORT, THIS OUTFIT MAKES YOU SEEM MORE ATTRACTIVE. THIS DRESS NEVER GETS DIRTY, AND EVERY MIDNIGHT IT SUDDENLY REPAIRS ITSELF FROM ANY DAMAGE IT HAS SUSTAINED.

GIANT PORTABLE BOOMBOX [200CP]: A GIANT STEREO SET TO PLAY MUSIC FOR WHOEVER NEEDS IT. OR, YOU CAN JUST USE IT AS A REGULAR STEREO SET. YOUR CHOICE. THIS STEREO SET IS INVINCIBLE UNTIL YOU DELIBERATELY USE IT AS A SHIELD, AND CAN SHRINK IN SIZE AND WEIGHT TO FIT IN A POCKET AT THE PRESS OF A BUTTON.

MANSION [400CP]: JUST A GIANT MANSION. IT HAS ABOUT 10,000 SQ FT. OF SPACE, AND FOLLOWS YOU TO EVERY JUMP YOU VISIT, CHANGING STYLE AND LAYOUT IF NEEDED. EVERYTHING WILL STILL BE THERE, JUST MAYBE IN A DIFFERENT PLACE. FURNITURE STYLE WILL BE CHANGED AS WELL.

ITEMS

ENEMY

EXCELLENT HAIR GEL [100CP]: YOU EVER WONDER HOW THE MOM KEPT HER HAIR PERFECT EVEN ON THE HOOD OF A LIMO? WELL, THIS IS HOW. THIS HAIR GEL ALLOWS YOU TO PUT YOUR HAIR UP IN ANY WAY YOU WANT, WITHOUT DRYING IT OUT OR MAKING IT FEEL OILY. ESSENTIALLY, IT KEEPS YOUR HAIR WHERE YOU WANT IT WITHOUT THE SIDE EFFECTS, KEEPING IT FEELING NATURAL.

ORDINARY LIMO [200CP]: YOU NOW HAVE A TOP-OF-THE-LINE LIMO. THAT'S IT. OTHER THAN THE USUAL FIAT YOU GET WITH PURCHASED ITEMS, THIS LIMO IS COMPLETELY ORDINARY. AT LEAST YOU'LL GET SOME GOOD MILEAGE OUT OF THIS ONE DUE TO THE FIAT.

PICO'S UZI [400CP]: WHAT MIGHT SEEM LIKE AN ORDINARY UZI IS ACTUALLY A MAGNIFICENT WEAPON. THIS GUN NEVER NEEDS TO BE RELOADED, NEVER NEEDS TO BE CLEANED, AND NEVER NEEDS TO BE REPAIRED. IF FOR SOME EXTERNAL REASON, LIKE BEING CHOPPED IN HALF OR SOMETHING, IT GETS SEVERELY DAMAGED OR DESTROYED, A NEW ONE SPAWNS IN THE WAREHOUSE AN HOUR LATER.

DROP-IN

SMALL KNIFE [100CP]: THIS SWITCHBLADE MIGHT SAVE YOUR LIFE HERE, AS ANYTHING COULD HAPPEN AT ANY TIME. THIS KNIFE DOESN'T NEED TO BE SHARPENED, NEVER NEEDS TO BE CLEANED, AND RESPAWNS IN YOUR POCKET AN HOUR AFTER DAMAGES OR DESTRUCTION OCCURS IF YOU DO SOMETHING STUPID, LIKE TRYING TO CUT THROUGH CONCRETE OR SOMETHING.

SUSPICIOUS DATING SIM [200CP]: THIS DATING SIM IS SERIOUSLY WEIRD, THE MAIN LOVE INTEREST SEEMS TO KNOW SOME THINGS IT SHOULDN'T. IN REALITY, THE MAIN LOVE INTEREST (MALE OR FEMALE) HAS GROWN TO GAIN SENTIENCE THROUGH SOME UNCLEAR PROCESS. A TRUE AI IS USEFUL IF YOU FIND A WAY TO TRANSFER IT TO SOMETHING WITH MORE CAPABILITIES.

SUPERNATURAL SYNTHESIZER [400CP]: WHAT IS THIS? A SYNTHESIZER, FOR 400CP? WELL, THIS ONE IS SPECIAL IN THE FACT THAT IT CAN EASILY TRANSLATE WHAT YOU'RE IMAGINING TO ACTUAL NOTES AND EDITS. THIS WILL BE INFINITELY USEFUL FOR THE INDIVIDUAL LOOKING TO MAKE ANY CAREER INVOLVING MUSIC.

ITEMS

GENERAL

MUSICAL INSTRUMENT [100/200CP]: AH, AN INSTRUMENT. UPON PURCHASE OF THIS ITEM, YOU CAN CHOOSE ONE INSTRUMENT THAT CAN BE HANDLED BY A HUMAN, WHETHER THAT BE A TUBA, A DRUM SET, OR JUST A GUITAR. FOR 100CP EXTRA, YOUR ONE INSTRUMENT BECOMES ONE ABLE TO TRANSFORM INTO ANY INSTRUMENT ABLE TO BE HANDLED BY A HUMAN.

DJ BOOTH [200CP]: A DJ BOOTH IS RARELY SEEN ANYMORE. THIS DJ BOOTH, WHILE MAYBE A BIT DUSTY, IS THE BEST OF THE BEST, WITH THE BEST TECH AVAILABLE FOR ONE, AND IS EASILY TRANSPORTABLE TOO, HAVING THE SAME QUALITIES AS GIANT PORTABLE BOOMBOX.

COMPUTER [400CP]: JUST A REGULAR COMPUTER? NOT REALLY. THIS DESKTOP HAS ABILITIES NO OTHER COMPUTER HAS, AND A CUSTOM OS THAT ISN'T ASSOCIATED WITH ANY BIG COMPANIES, DESPITE THE SIMILARITIES TO ANY OTHER OS. IT HAS THE BEST HARDWARE FOR ANY COMPUTER CURRENTLY EXISTING, CAN TRANSFORM ITSELF TO A WIRELESS LAPTOP WITHOUT COMPROMISING ANY HARDWARE, AND CAN PHYSICALLY UPDATE ITSELF, BOTH IN HARDWARE AND SOFTWARE, WHEN PHYSICALLY CONNECTED TO ANOTHER SUPERIOR COMPUTER. OH YEAH, AND IT CAN CONNECT TO AND CONTROL ANYTHING BOUGHT HERE, AND POSSIBLY OTHER THINGS IF YOU FIND OUT HOW TO UNLOCK THE SAFETY PROVISIONS PRESENT, WHICH IS ALMOST IMPOSSIBLE. YOU HAVE THE TIME, HOWEVER.

COMPANIONS

IMPORT [100CP]: THE IMPORT OPTION, YOUR IMPORTED COMPANION GETS 600CP TO SPEND ON ANYTHING, AND YOU CAN GIVE CP ON A 1:1 SCALE AND CAN TAKE DRAWBACKS. YOUR COMPANION CANNOT TAKE ANY PERKS OR DRAWBACKS THAT CHANGE THE WORLD.

BF/GF [100CP]: A BF OR GF TO SIT ON THE SIDELINES AND CHEER YOU ON. THEY DON'T HAVE ANY SPECIAL ABILITIES, THEY'RE JUST THERE TO LOVE YOU AND CHEER YOU ON. THEY DO HAVE FEELINGS, THEY'RE NOT THE BLANK SLATE GF IS. HOWEVER, WITH TIME, THEY MIGHT WANT TO PICK UP SOME ABILITIES YOU WILL ACQUIRE, AND BECOME MORE USEFUL THAN A CHEERLEADER.

"CANON" CHARACTER [100/200CP]: YOU MIGHT BE ASKING, "WHY DID YOU PUT QUOTATIONS AROUND CANON?" WELL, THAT'S BECAUSE THERE ISN'T MUCH OF A CANON, AT LEAST NOT YET. UPON PURCHASE OF THIS, YOU CAN CHOOSE ONE CHARACTER THAT SHOWS UP IN THE GAME (OR THE MOD) AND GAIN A FAVORABLE INTRODUCTION TO THEM. THE 100CP OPTION ENCAPSULATES THE PEOPLE WITHOUT ANY SPECIAL ABILITIES, WHILE THE 200CP OPTION IS FOR THE PEOPLE WITH EXEMPLARY ABILITIES, LIKE PICO OR WHITTY. THEY STILL HAVE TO ACCEPT YOUR INVITATION, HOWEVER.

EX-ROCKSTAR PARENTS [200CP]: YOUR PARENTS WERE ROCKSTARS, AND AS SUCH, THEY HOLD A LOT OF INFLUENCE, EVEN IF IT IS FADING. POST-JUMP, YOU CAN CHOOSE WHETHER OR NOT YOUR NEXT 'PARENTS' HOLD THIS QUALITY, AS THIS PURCHASE DOESN'T GIVE YOU TWO PARENTS AS A COMPANION, MORE GIVING YOU THE OPTION TO MAKE WHATEVER PEOPLE YOU ARE BORN UNDER FAMOUS NAMES.

COMPANIONS

DEMON ENTOURAGE [600CP]: A GANG OF DEMONS THAT WILL DO ANYTHING YOU WANT, NO QUESTIONS ASKED. THERE ARE THOUSANDS, THEY ARE HIDDEN, AND THEY ARE ONLY AS POWERFUL AS A NORMAL HUMAN. THEY FOLLOW YOU INTO THE NEXT JUMPS AS FOLLOWERS, AND THIS "FOLLOWER" IS SPECIAL IN THE FACT THAT YOU CAN PURCHASE PERKS AND ITEMS FOR THEM.

WHAT DO I MEAN BY THIS? WELL, WHEN YOU MAKE YOUR CHOICE OF PERKS OR ITEMS, YOU CAN CHOOSE WHETHER OR NOT THAT THIS FOLLOWER GETS A PERK OR ITEM. THAT PERK OR ITEM IS THEN SPREAD AROUND THE GROUP, WITH EACH MEMBER OF THIS ENTOURAGE GETTING A COPY. SO, IF YOU BUY A PERK THAT GIVES YOU TELEKINESIS, EACH MEMBER WOULD GET THAT PERK, OR IF YOU BUY A SWORD, EACH MEMBER WOULD HAVE A COPY OF THAT SWORD. STUFF LIKE ARSENALS OF WEAPONS DOES NOT COUNT FOR MULTIPLYING FROM THE NUMBER OF DEMONS IN THIS GROUP.



DRAWBACKS

ORDINARY [100CP]: THIS DRAWBACK IS SIMPLE: YOU DON'T HAVE ANY POWERS FROM PREVIOUS JUMPS. WHY IS THIS DRAWBACK WORTH SO LITTLE? WELL, BECAUSE THIS JUMP IS PRETTY WEAK, LEVELING AT JUST ABOVE NORMAL HUMAN, PLUS YOU AREN'T GONNA BE DOING MUCH FIGHTING HERE. THE FIGHTING THAT DOES HAPPEN IS BOTH PRETTY RARE AND ONLY HAPPENS BECAUSE OF SOMETHING LIKE A RAP BATTLE.

PROVE YOURSELF [200CP]: FOR SOME REASON, YOU HAVE TO PROVE YOURSELF TO ANOTHER INDIVIDUAL. HOW, YOU MIGHT ASK? WELL, WITH SONG, OF COURSE. THIS INDIVIDUAL CANNOT BE KILLED WITHOUT SEVERE REPERCUSSIONS, ENOUGH SO THAT YOU REALISTICALLY CANNOT KILL THEM WITHOUT ACTUAL CONSEQUENCES. WHAT THESE CONSEQUENCES WOULD BE IS UP TO YOU. THEY ARE VERY, VERY, VERY GOOD AT FIGHTING WITH SONG, AND IT WILL TAKE EXTENSIVE TRAINING AND/OR EXPERIENCE ON YOUR PART TO BEST THEM. IF YOU DO NOT BEAT THEM AT THE END OF YOUR TEN YEARS HERE, YOU FAIL YOUR CHAIN.

STAGE FRIGHT [100CP]: YOU HAVE SOME PRETTY BAD STAGE FRIGHT, ENOUGH TO KEEP YOU FROM STANDING OUT IN THE STREET SINGING AGAINST ANOTHER PERSON BECAUSE OTHER PEOPLE COULD JUST GO UP AND WATCH. THIS CAN BE PUSHED THROUGH, AS WITH PRETTY MUCH ALL STAGE FRIGHT, BUT IT WILL ALWAYS BE THERE.

WORTHLESS VOICE [200CP]: YOU HAVE A REALLY BAD SINGING VOICE. I MEAN EAR-GRATING, ANNOYING, GOD-GET-OFF-THE-FUCKING-STAGE BAD. TO GET YOUR VOICE TO AN EVEN DECENT TIER, YOU'D HAVE TO TAKE YEARS TRAINING YOUR VOICE EVERY DAY, OTHERWISE I HOPE YOU CAN LIVE IN A FUNCTIONALLY NORMAL WORLD.

DRAWBACKS

...BUT WITH GUNS [300CP]: AH, YES. THIS INFAMOUS MOD. INSTEAD OF FIGHTING WITH SONG, EVERYONE FIGHTS WITH GUNS. AT THE SAME RATE AS BEFORE. YOU'LL BE HAVING A GUNFIGHT AT LEAST ONCE EVERY 2 WEEKS, ONCE EVERY WEEK IF YOU'RE UNLUCKY. KEEP A HANDGUN AND A RIOT SHIELD CLOSEBY IF YOU WANT TO LIVE.

THINGS YOU CANNOT CONTROL [300CP]: YOU ARE RUNNING. FROM WHAT? I'M NOT TOO SURE, THAT'S UP TO YOU, AND FRANKLY, IT DOESN'T MATTER. IF YOU STAY IN ONE SPOT FOR TOO LONG, BAD THINGS HAPPEN. WHAT BAD THINGS? AGAIN, UP TO YOU, AND AGAIN, DOESN'T MATTER. WHAT DOES IS THAT YOU NEED TO RUN. AND THAT'S WHAT YOU NEED TO DO.