

COURAGE

THE COWARDLY DOG

**"We interrupt this program to bring you...
Courage the Cowardly Dog show!
Starring Courage, the cowardly dog!
Abandoned as a pup, he was found by Muriel,
who lives in the middle of Nowhere
with her husband Eustace Bagge...
But creepy stuff happens in Nowhere.
It's up to Courage to save his new home!"**

You'll get to enjoy as much of the Nowhere countryside as you can handle. For the next ten years you'll be living out horror comedy adventures. However, you won't be here empty-handed.

1000 Choice Points

Choose wisely.

**These pointes will let you
customize yourself, and provide
you with helpful items or abilites.**

Locations

Roll 1d8

This roll will determine where you begin in Nowhere, and potentially give you a shelter.

Or spend 100cp to choose any location in Nowhere!

1 Nowhere Cinema

Though it doesn't have a lot of selection and only shows movies on the weekends it's one of the few places in Nowhere for entertainment. A fairly spacious loft is available to you and living here pays for itself, all you need to do is play the films at the given times, clean up, and sell popcorn and other treats.

2 Burgers Really Cheap

Along the isolated two-lane highway this joint serves the best burgers in Nowhere. The owner Jean Bon and his wife are friendly and generous people, even providing you with a tent so you have a place to sleep! You won't need to worry about food either; If you help out around the diner they'll be glad to serve you a burger on the house.

3 Bagge Farmhouse

The home of Muriel and Eustace Bagge, along with their dog Courage. It tends to be a relatively simple home but is frequently rebuilt due to all the destruction it suffers. For some reason, you've been expected, and eventually Eustace will get around to turning the dirt-floor cellar into a proper bedroom for you to stay in.

4 Mount Nowhere

Once the location of legendary healing hotspring and a popular rest stop for goats, it became a center for pollution and human waste after the goats were kicked out. Supposedly no one who ventures to Mount Nowhere ever returns these days. Thankfully you're not some unprepared traveller, you have your own rundown mansion to keep you safe.

5 Nowhere Swamp

Tall dark trees and dark deep pools make up the majority of the landscape here. With just the small one bedroom home you have here, you're completely isolated from the rest of Nowhere. Despite the lonely location you occasionally hear shouts and roaring coming from inside the swamp.

6 Dr. Zalost's Tower

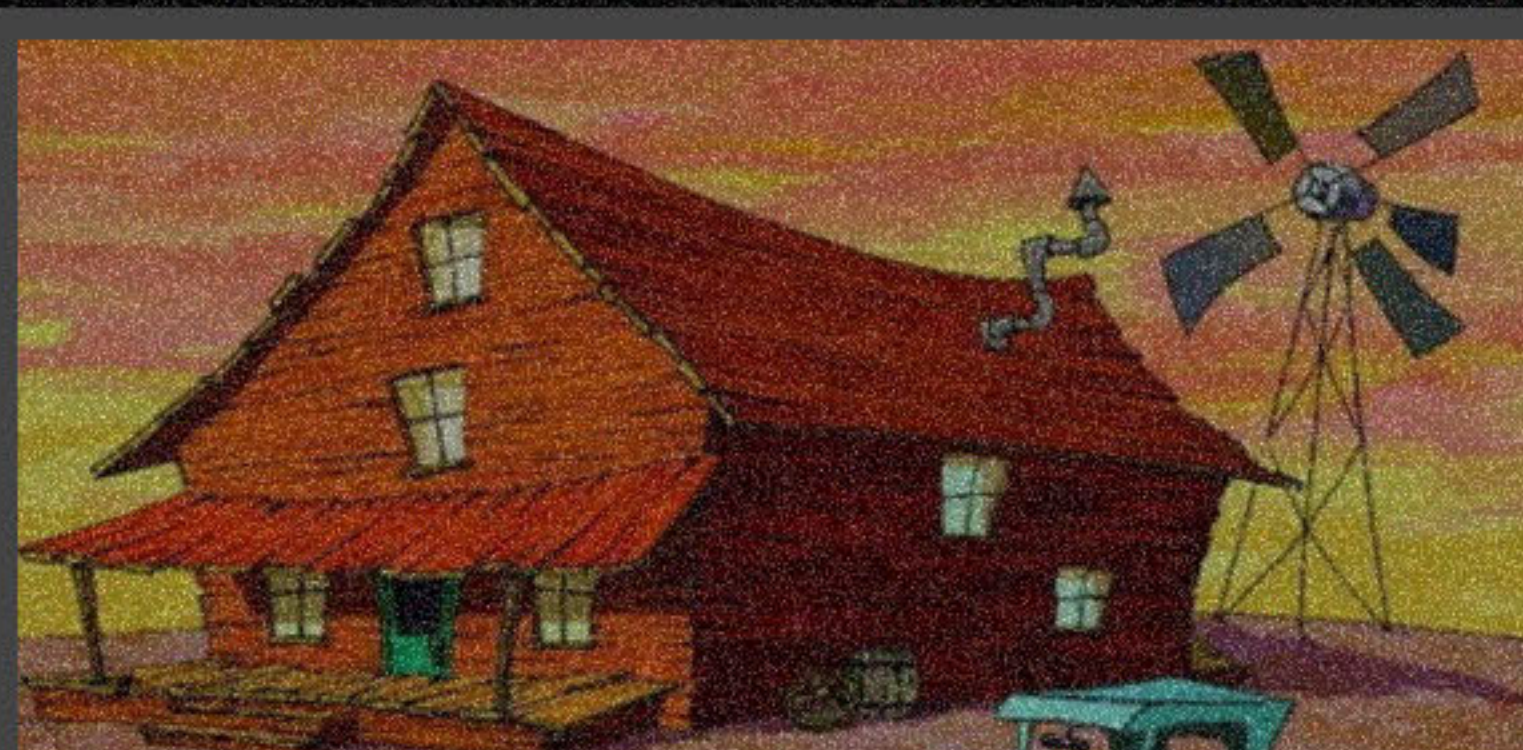
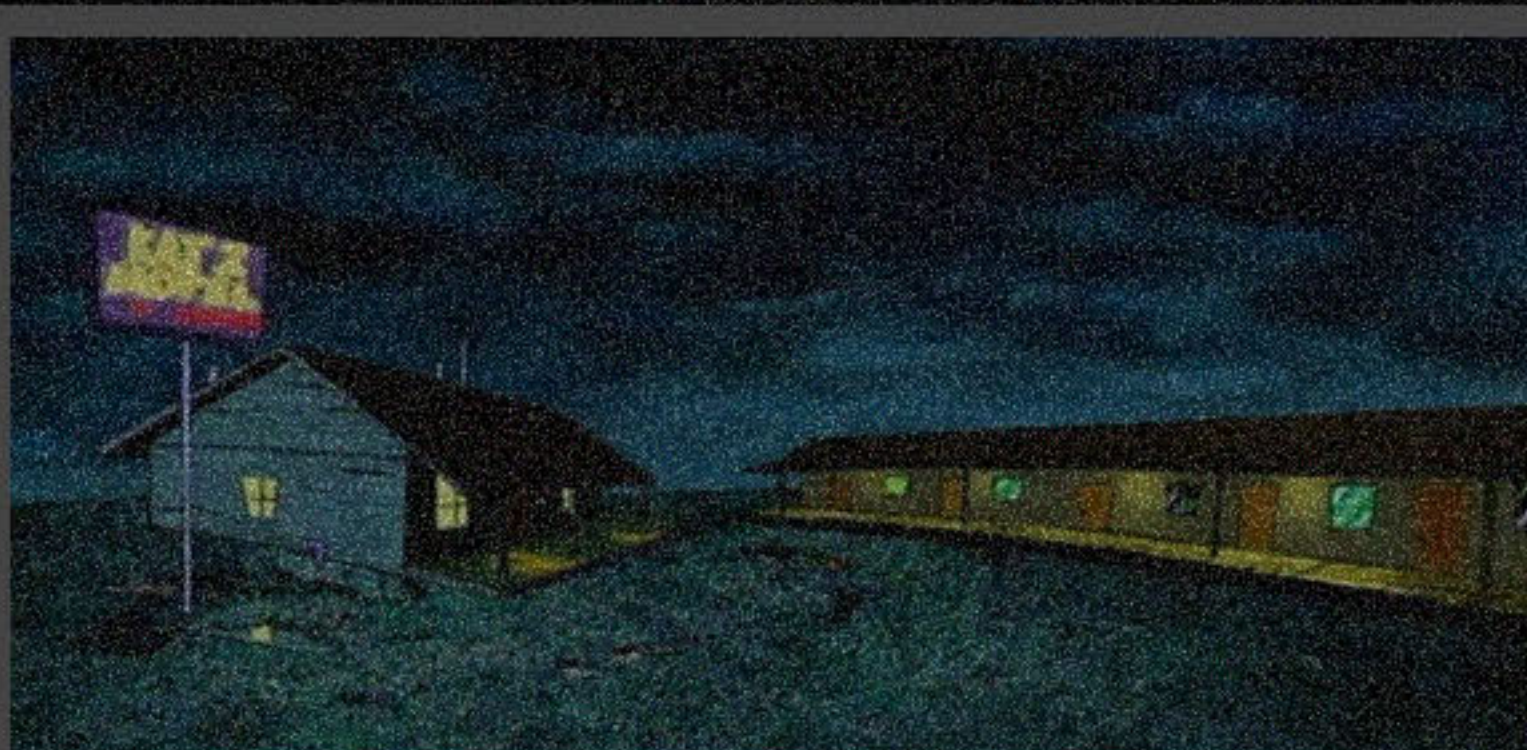
This mobile tower is home to the self-proclaimed "greatest unhappy scientist who ever lived". As a tenant here, not much is expected of you other than to fetch ingredients and assist in miserable research, that is to say, research that will be used to make everyone else miserable. Of course, no one is forcing you to stay here. But leaving might upset the doctor.

7 Lucky 7! Free Choice.

You can choose to begin at any location in the vicinity of Nowhere, Kansas. After you arrive in the town, accommodations will be available somewhere nearby for you shortly. Since you're so lucky, why not try out the local bingo hall?

8 Katz Motel

Strictly anti-dog, this 'small' motel has over six-hundred rooms and a vast underground tunnel network. Tenants that stay at the motel have a tendency to mysteriously disappear. It has a minor spider issue but the owner, Katz, seems very sympathetic to your situation and has offered you a room free of charge!



Origins

Unless you select Drop-In, choosing an origin will define the history you have in this world. This choice can grant you basic knowledge of the world, and additional experiences too. These new memories can effect your personality and reactions to events, but you ultimately still retain control of all your decisions. All origins offer discounts later, so it might be helpful to plan ahead!

Drop-In FREE

No new memories or personality cloud your judgment. When you arrive in Nowhere you can be certain that your memories and thought patterns are completely your own.

Villain 100cp

You're bad to the bone, or at least don't have any concern for anyone but yourself and perhaps a one other very special person in your heart. You've gotten by in life by conning good people out of their hard-earned cash and the people of Nowhere is just ripe for the picking. You have a policy to always get back what you're owed, in blood if necessary. If doing what's right conflicts with doing what is best for you, you will always do what is best for yourself.

Local 50cp

Nowhere is a simple place full of simple folk. One of these simple folk is you. As a seventh generation farmer in these parts, you're generally civil and content to keep on livin' the good country life. You've always been respectful enough not to poke your nose into others' business, but this has left you a bit oblivious to the nefarious characters that frequent your hometown. Lately though you can't help but notice... creepy stuff really does happen in Nowhere.

Cowardly Dog 100cp

You have a story that's all too familiar in these parts. As a pup you lost your family, and now fear of the unknown plays a big part in your life. Thankfully found a new home soon after, but that sheer terror of the things that go bump in the night still lives on inside you.

Choosing this origin means you will spend your ten years in Nowhere as a dog. You can still almost all human activities - speech, dancing, computers, water skiing... This won't keep you from enjoying your hobbies.



Gender

You maintain your current gender.
If you want to change it, you must spend CP.



Age

Your age in this world is dependant on your origin choice. But regardless of origin, you need to roll 1d8 to find out the result.

Cowardly Dog ; Take the roll result as is
Drop-In ; Add 15 to roll result
Villain ; Add 20 to roll result
Local ; Add 25 to roll result

For the entirety of your ten year stay, you will show no visible signs of aging. Living in the country truly is great for your health!

You may choose to select your gender and age for 100cp.

Special Abilities

Perks could be useful during your stay in Nowhere. Take as many as you can afford!

Origin discounts are 50% off and represented by colour.

Discount: Drop-in

Discount: Local

Discount: Cowardly Dog

Discount: Villain

Whittle Wonder

You have a natural skill for trimming reindeer horns. This talent can easily be applied to carving wood and other material too.

100cp

Quilt Enthusiast

You improve your talent for sewing and knitting, especially when using these talents to create blankets.

100cp

Courage

No matter how scared you are, you can always pull through and save the day when your loved ones are in danger.

100cp

Precious, Wonderful, Adorable, Lovable

Expect to get pampered and doted on more often. As of taking this perk you become exactly 20% cuter. EXACTLY.

100cp

Spirit of the Harvest Moon

When you work up a sweat tending to your fields, your crops prosper. Really, your gardens tends to do well regardless of sweat levels.

100cp

Flee

Your ability to run away from danger increase. You move quite a bit faster when running for your life and possess the additional energy to easily carry another person while you run.

100cp

You're On TV!

Feel free to talk to the audience to get them to sympathize with you. Even better, if you have a television you can always catch up on the shenanigans you've gotten up to condensed into 15 minute episodes.

200cp

Cook Off!

When you put the effort in it really shows in your food. Not only does your general cooking talent increase, but you're more likely to win prizes at the county fair.

100cp

Natural Remedy

You can cure fungal infections by licking them. And yes, it is just as gross as it sounds.

100cp

Puddle Portal

You can enter one body of water and exit another nearby, passing through an alternate water world in the process.

500cp

Eggplant Surprise

You are able to grow vegetables without water. Relying on this ability too much might cause your plants to get a little angry with you though.

100cp

Power Scream

You can unleash a terrified scream that cracks apart practically anything. It won't harm your enemies directly but could destroy surroundings to impair them or offer you a means of escape.

400cp

Invisibility

Being able to vanish from sight is a pretty great ability to have. Too bad most of the monsters, aliens, and other baddies have other ways to find you than sight alone.

600cp

Vacationer

You often frequently find yourself the winner of special vacation prizes or the recipient of a windfall and can get away from the dreary Kansas town. The places you visit aren't any less scary, but they do offer a change of scenery.

300cp

Charadesifting

Your ability to impersonate people, monsters, and objects is nothing short of supernatural. Your body appears to shift into whatever thing you are trying to emulate, if only for describing this thing to others.

500cp

Sinister Skills

These abilities come more easily to the evil inclined, but anyone can purchase them!

Origin discounts are 50% off and represented by colour.

Discount: Drop-in

Discount: Local

Discount: Cowardly Dog

Discount: Villain

Suave

You often know just the right thing to say to flatter others. You gain an improved acting ability too.

100cp

Competitive

You don't like to lose, so you've built up a few skills to ensure that doesn't happen. Besides being generally more athletic, this grants you increased talent in a few specific games: racquetball, dodgeball, and staring contests.

100cp

Kool Kat

Regardless of the situation you have a perfect ability to control any temper you may have once had. You still can get angry, even vengeful, but it won't interfere with your thought process.

100cp

Entrepreneurial

You have a knack for business, and can quickly establish a convincing place for yourself in the motel, confectionery, spa, or cruise line industries with just a little bit of effort on your part.

100cp

Naughty

At any time you can unleash a smile that deeply unsettles those who observes it. The smile can be perfectly normal, but still terrify persons of your choosing.

300cp

Or Suffer My Curse

You can issue threats the chill others to the bone. When you speak, your words have weight and can fill all but the most prideful, reckless, or stupid with dread.

400cp

Malevolent Merchandise

Anyone can make use of these handy trinkets. True, they could be used for nefarious deeds; surely you have good intentions for them?

Large Burlap Sack

A practically indestructible bag that can easily be stuffed with up to two persons if you're feeling in the mood for kidnapping.

150cp

Evil Package

This box, labeled "EVIL" can be used to store whatever you like. Good people with weak hearts will be too nervous to open it fear of what it could contain.

50cp

Ooga-Booga Mask

A relatively large, someone grotesque mask than can be used for a quick scare on the unwary. Despite its size it can be easily concealed.

50cp

Cajun Fox Recipes

Delicious southern cooking that really spices up a night. Though many of the recipes call for... exotic ingredients... these can easily be substituted with less cannibalistic options with little to no loss of savory flavour.

100cp

Gramophone

An ancient record player and a single disc with a painfully repetitive song. The audio quality is exceptional and it can be played VERY loudly with no repercussions to the device. Additional records can be purchased for a mere 25CP that contain two songs of your choice.

250cp

Cursed Saxophone

When played well, this instrument can bestow a karmic curse upon others. It deals them misery befitting of the misery they inflict upon others. The curse can easily be lifted by showing kindness to others, however.

250cp

Items for Decent Folk

Pay no mind to the previous page. All the equipment you could want is listed below.

Origin discounts are 50% off and represented by colour.

Discount: Drop-in

Discount: Local

Discount: Cowardly Dog

Discount: Villain

Plunger

This plunger is incredibly effective for removing plumbing blockages. It also has another purpose it is very good at – using its suction power to remove heads.

200cp

Velvet Vic Record

An old vinyl that summons the ghost of a famous jazz pianist when played. The ghost will get pulled back into the record when it reaches the end of the song.

200cp

Laser Gun

A high-tech weapon aquired from one of many nefarious Space Chickens. It has a decent rate of fire, and is powerful enough to roast most threats you will face.

300cp

Perfect Mac & Cheese

A twelve pack of the finest instant macaroni & cheese dinner you'll ever taste. Visually the packages don't appear any different than any other mac & cheese, but something about it is simply sublime.

50cp

Cowardly Flashlight

A reliable handheld device for producing light. It requires no batteries and will alert you to the presence of scary monsters before you notice them by shutting off and refusing to turn on again until you reach safety.

50cp

Instant Eels

This bag contains a powder, that when mixed with water produces the highest quality eels. You can never have enough eels. Sadly there is only enough powder included to make about a dozen. They are perfectly friendly to you and respond well to massages.

50cp

Bathtub Barracuda

This friendly barracuda will always give you uplifting advice if you're feeling down.

300cp

Charlie Mouse

A tall, gruff fellow with an anchor tattoo on his forearm. Though he appears imposing, he is generous and takes time to help out others. He's very helpful for his friends, especially when getting paid, and great for delivering resolutions to minor conflicts.

300cp

Computer For Twits

Very intelligent, The Computer is useful for determining the solution to most problems or finding information. It is sarcastic, cynical, and proud. It has a posh British accent and outdated virus protection.

300cp

Sitar

A quaint country instrument. Can be substituted with a banjo or accordion if you wish. You know the basics of playing it as soon as you lay your hands on it.

100cp

Rolling Pin

This indestructable kitchen tool is good for baking treats and whacking opponents over the head.

100cp

Superior Insurance

When your home is devastated by supernatural chaos this insurance plan will ensure it's repaired within the week at no cost. Combined with 'vacationer' this provides you with a free trip whenever your house is being repaired.

200cp

Old Television Set

It gets few channels, but is always sure to come up with a special report for you watch when nefarious characters are around or if serious weather problems are approaching. The film "San Daikaiju: Chikyu Saidai no Kessen" is usually on repeat.

200cp

Muriel's Recipes

You gain enough servings of delicious soup, cookies, and pie for all your companions to enjoy. Eating it completely soothes the nerves and washes away fear. You also acquire the recipes from Muriel that will let you make more quite easily..

200cp

Kangaroo Monster Bone

Discovered in a farm field, if this bone is implanted into someone they take on the form of the fearsome and colossal kangaroo monster. This transformation will be reversed if the bone is removed.

400cp

Complications

If you find yourself short of points but want to purchase more stuff, you can take up to 600cp of drawbacks you'll endure for 10 years.

Birds Always Make Fun of You

Exactly what it sounds like. Whenever you cross paths with one of these fowl creatures they will mock you without remorse.

+25cp

Ya Fool!

Whenever you mess up, a very smug Chinese-American will be there to taunt you. He'll also bump into you often and scold you for not watching where you're going. Should he die, he will be restored to perfect health as though nothing had happened.

+25cp

Paranoia

You see evil where there is none. Even perfectly friendly butchers and chefs will seem like threatening murderers or monsters. You will always be on edge, waiting for people to stab you in the back.

+100cp

The Feds

You're under surveillance by a squad of ninja-like government agents. They will take any magic trinkets they discover or kidnap you if you are shown to possess special abilities. They do not speak, except to give bizarre advice along the lines of: "Stay in school".

+50cp

You're Not Perfect

You have vivid visions of a deformed fetus-like man-baby floating in a soft blue light whenever you're half asleep. It will float there for a moment before opening its eyes, staring at you, and whispering "You're Not Perfect". Hopefully it's just a recurring dream.

+125cp

Can't Hear Without Your Glasses

You have a poor vision and astoundingly bad sense of hearing that will impair your ability to detect dangerous situations. Thankfully you will be able to read lips, so long as you can keep your glasses.

+150cp

Finder's Keepers

You are exceptionally greedy and firmly believe that possession is all that matters. You will never give anything back to its rightful owners if you find it, and you gain an unquenchable thirst for monetary gain.

+150cp

Mr. Nasty

There is an evil replica of you in this world. It is physically similar to you complete with all your abilities, but exemplifies all your mean and nasty personality traits. Other than an eerie blue glow and cooler accessories, it could easily be mistaken for you.

+200cp

Return the Slab...

There's one big problem, you don't have King Ramses' Slab. Prepare to suffer his curses regularly. He will always be waiting outside your home demanding it in a hoarse whisper... every night, between each curse.

+300cp

The End

After your 10 years, all drawbacks are cancelled and you simply keep all the benefits from your time here. What's next for you?

Return Home

It's time to go home. When you arrive it's as though no time has passed in your absence. You will meet your companions again in this reality, and do not lose anything gained over your journeys.

Stay Here

Nowhere might not be paradise, but for you it's close enough that you can imagine spending the rest of your life here. You retain all powers and companions and can explore the rest of the world as you wish.

Road Going Nowhere

Having to check under your bed for monsters every night can be a bit draining, especially after that time it turned out the bed was the monster. You've had enough of that; it's time to visit exciting new lands.