



**Viva Piñata (v1.0)**  
**By Orz**

Welcome to Piñata Island, a beautiful land full of magic and wonder populated by living breathing Piñata and a cast of colorful characters living in harmony with nature as they go about their happy lives...

Unfortunately, there's trouble in paradise. Professor Pester and his band of Ruffians wreak havoc on the innocent populace even as they come up with wicked schemes to take over the island itself. His handiwork has already been shown in the Sours, twisted versions of normal Piñata with an uncontrollable appetite for mayhem, and worst of all Dastardos, a terrifying figure who sweeps in whenever a Piñata falls ill to smash them open and take the candy for himself.

Still, even with the Malowolves at the door, I'm sure that you can overcome these challenges and become a real force of good for the island and its inhabitants.

## Origins

No matter the Origin, you may choose to be a Drop-In if you desire, with no extra memories but no connections to help you get started.

### **Gardener**

Hooked on stories of great gardeners like Jardiniero, you saved up enough chocolate coins to buy the deed to a small patch of land, full of fertile soil and ready to receive your guiding hand. It will take a lot of hard work, but with enough gumption and elbow grease you can make the garden of your dreams.

### **Villager**

One of the many people living in Piñata Village, you own a small hut on the edge of town stocked with the basic necessities. It's not much to look at, but with enough chocolate coins I'm sure you can pull yourself up to the lifestyle that you desire, whether you get those coins through doing odd jobs, becoming a merchant or maybe something else entirely.

### **Piñata**

You aren't a human at all, you're one of the amazing cardboard critters that give Piñata Island its name. Whether you are a lowly Whirlim or Taffly or a mighty Roario or Eaglair, you dream of being chosen by Piñata Central and sent to entertain at a party like only Pinatas can. As a *very* special Piñata, you are one of the very few that can speak like a human, like Langston the Lickitoad or... pretty much any of the Piñatas in the television show..

## Perks

### **Gardener**

**Green Grower (100 CP):** It wouldn't be much of a garden if it was just a patch of empty dirt, now would it? You have the skills and knowledge necessary to grow a wide variety of flowers, fruits and vegetables, though you might be tripped up during your first attempt to grow something unfamiliar. With enough hard work you can grow the most exotic of plants.

**Untiring (200 CP):** Gardening is hard work and some Piñata will only enter your garden at certain times of day, meaning that sleep will be a rare thing indeed. Thankfully, you have the stamina needed to keep up with this lifestyle and your body and mind only needs a fraction as much rest as other people to keep going at full effectiveness. Your energy isn't limitless, however. Make sure to take care of *yourself* just as you take care of your Piñata.

**Cardboard Zoologist (400 CP):** A true gardener doesn't just have exotic plants in their garden, but exotic Piñata as well. You have the skills and knowledge to attract them, convince them to stay, and even to enable romance to obtain new Piñata, even if it might take some time to get used to a new potential resident. Outside of this jump, this perk applies to flesh and blood animals as well as cardboard ones.

**Piñata Scholar (600 CP):** With this kind of talent they might call you the second coming of Jardiniero. From figuring out how to take advantage of a Piñata's unique abilities to benefit your garden, to turning them a different color, to even evolving them into an entirely new species, you can discover these secrets in a *fraction* of the time that it would take most anyone else. Outside of this jump, this will apply to other animals as well, for any secrets that they might hold.

### **Villager**

**Helperling (100 CP):** Gardeners will often hire someone else to handle the fiddly bits of watering plants, pulling weeds, and selling fruits and vegetables. It's hard work, but good money if you have the knack for it. Thankfully, you do. You can do any of the Helperling jobs with a modest degree of skill, even if your efforts might be overshadowed by a dedicated Waterling or Gatherling, along with being skilled in finding someone willing to hire you for the labor.

**Jumper The Trader (200 CP):** The village is full of all kinds of merchants from Costalot and her General Store, to Petula and her (or rather, her parents') Pet Store. Like them, you have the skills to obtain inventory at low prices, before turning around and selling them at high ones. Try not to get as greedy as certain others I could mention.

**Piñata Hunter (400 CP):** Like Gretchin, you have the skills to catch Piñata in their natural habitat and bring them back to the gardens of your paying customers. From Whilirm to Elephanilla, you can hunt down them all, though the more rare pinatas will obviously take longer to find. I just hope you have as high standards as Gretchin herself when it comes to clientele.

**Tinker (600 CP):** Bart, a scarecrow-looking man who lives in a compound underneath a pumpkin patch, has the unique ability to transform certain objects into other, more valuable, ones without additional ingredients. Such as turning fruit into jelly, milk into cheese, or even honey into medicine. Now you too have such an ability, able to turn raw materials into finished goods with but a touch of your hand and a few seconds of effort. Note that the amount of effort you put into the process directly affects the chances of success, with failure resulting in a total loss of the raw material in question.

### **Piñata**

**Piñata Form (Exclusive And Mandatory for Piñata) (0 CP):** Choose any 'mundane' animal found in nature. You are now a being of cardboard, paper and fun in the shape of that animal. You gain the basic abilities of the animal: birds can fly, frogs can swim and hop around, etc. Your nature protects you from being damaged by the elements (to a point), so feel free to go for a swim if you like. If someone (or something) smashes you open, you will spill candy everywhere, and if done at a party, you will feel a sense of euphoria as if you just had five birthdays at once. Don't worry, you can recover from all but the complete destruction of your body, though it certainly helps if someone else is willing to help you pull yourself back together. Note that you

are still very capable of becoming sick if poisoned or injured, and Dastardos is always eager to put any such sick pinatas out of their misery with a swing of his colorful stick.

**Party Animal (100 CP):** You were *made* for entertainment, and as such, are quite good at helping others have as much fun as possible. Be it by doing various tricks or by hosting an actual party of your own, you can make the most curmudgeonly grump crack a smile.

**Weed Eater (200 CP):** Normally, weeds are the bane of both a Piñata and a Gardener's existence, making the Pinata unhappy or even sick and driving down the value of the garden. Thankfully, you are a bit different, being both immune to the various nasty effects that weeds can cause and able to eat both weed seeds and the weeds themselves without negative effect, even finding them tasty. Outside of this jump, this applies to any kind of poisonous plant.

**Spooky (400 CP):** Piñata Island is truly a wonderland of whimsy and fun for all its inhabitants, but it's too bad that some people's idea of fun is ruining the hard work of others. Thankfully, you're scary enough when you want to be that you can send these jerks running, be they Sour Piñata or Ruffians. You could even drive off such fiends as Professor Pester or Dastardos with enough effort, although not for very long.

**Mythological (Piñata Only) (600 CP):** Instead of a mundane animal like a bird, bear or lion, you are something straight out of myths and stories, like a unicorn, a hydra or even a flying pig. But not a dragon. That one is... special. In any case, your abilities have increased to match, giving you some kind of supernatural ability like healing the sick and injured or simply having four times the intellect of the average Piñata. I hope you use your new power for good.

## Items

### **General**

**Bag of Candy (50 CP):** This 'party-size' bag contains all kinds of candy, from chocolate to hard candies. Eating them doesn't do anything special, but they're enjoyed by humans and Piñata alike.

**Personalized Mask (50 CP):** This mask is well-made, stylish, and comfortable enough that you could go about your day without ever taking it off. It even seems to change slightly to properly depict your current mood. The exact design is based on your own personality, and is guaranteed to be something that you would greatly enjoy wearing. It's not indestructible, but if it gets damaged it can easily be repaired using flour and water paste.

### **Gardener**

**Gardening Tools (100/300/500 CP):** Ah yes, you'll need these if you want to get anywhere as a Gardener. For 100 CP, you get a rusty Shovel and Watering Can, old and damaged but



guaranteed to never actually break. For 300 CP, your tools are brand new, your Shovel having a serrated edge to cut down trees and your Watering Can able to hold much larger amounts of water at once. For 500 CP, you get the tools of an expert Gardener, with a shovel that can even tear down buildings with some effort, and a Watering Can that can hold a truly *staggering* amount of water without feeling heavy.

**Seed Bag (200 CP):** This small bag seems to contain an infinite amount of seeds for you to plant, with more varieties appearing as you grow in experience as a gardener. Note that its amazing botanical powers come at a price, namely a cost in chocolate coins (or other currency when outside of this jump) equal to the seed's value, but it certainly beats going to Costalot's or hunting down Seedos every time you need to plant a turnip.

**Specialized Tools (400 CP):** You have obtained a pair of specialized tools for your shovel, namely a Chocolate Sniffer and a Dastardos Shovelhead. The Chocolate Sniffer will alert you to any chocolate coins and candy found beneath your feet, while the Dastardos Shovelhead will allow you to stun the normally unstoppable Dastardos with a swing of your spade, allowing you more time to call a doctor for your sick pinata. Outside of this jump, the Chocolate Sniffer will work on other forms of wealth, and the Dastardos Shovelhead will work on other normally inexorable threats.

**Captain's Cutlass (600 CP):** This hefty blade, modeled after the personal weapon of Captain Blubber himself, is sharpened, polished and generally well cared for. It makes a great conversation piece and fills Ruffians with such fear that they won't dare enter the garden that contains it. Outside of this jump, it can be placed in other properties you own, and will keep out all but the most hardened troublemakers and ne'er-do-wells.

## Villager

**Bag of Chocolate Coins (100 CP):** Distinct from normal candy in that most people on Piñata Island use these coins as *currency* rather than a sweet treat, you have about 3000 of them, wrapped in faux copper, silver or gold leaf. Enough to last you a month or two if you're frugal, or enough to get started on a minor business venture.

**Merchandise (200 CP):** You won't get very far as a merchant if you don't have anything to sell. This small pile of objects should help you with that. If you wish, it can be something specific like seeds, decorations or candies, or you can just have it be made up of random knick knacks you can sell for a tidy profit. Comes with a small stall to sell your wares in, though it might take a while for word of mouth to spread news of your existence.

**Storeroom (400 CP):** This nondescript building holds a secret. You can place food, produce or similar items inside and they will never get around to going rotten, always as fresh as when you put them in it. Note that the building really isn't that large, only about the size of a particularly large bedroom. Still, that should be plenty big enough to hold some perishable merchandise.

**Jumper's Emporium (600 CP):** This isn't some tiny stand, this is a true shop of your very own. It's large and colorful enough to attract people from curiosity alone and comes with an odd slot machine-like device that shows your current wares. It even comes with advertisements that you can put up to bring in even more customers. If you like, you can specifically design it to your specifications, but even if you don't, it's guaranteed to be quite eye-catching.

## **Piñata**

**Accessories Chest (100 CP):** This chest is full of all kinds of neat things for you to wear, from bowties and tophats to sweaters and beanies. They're all quite comfy and always seem to manage to stay on even as you swim through ponds or fly through the air. They're sure to attract some attention.

**Happiness Candy (200 CP):** This bowl is full of purple, blue and yellow candies that never fail to give a spring in the step of any Piñata that eats them, and refills itself at the stroke of midnight. You might even find one or two of the much stronger Joy Candies every so often, guaranteed to brighten the mood of even the most depressed Piñatas... at least for a while.

**Evolution Candy (400 CP):** It can be incredibly difficult or even dangerous for a Pinata to change their color, much less evolve into a more advanced form, such as a Taffly becoming a Reddhot. This little candy solves that problem. Simply eat it while thinking about your desired change and the candy will do the rest. Note that the change must actually be possible. No transformations from Flutterscotch to Roario or anything silly like that. You gain one of these marvelous candies every week, and they will be able to induce similar transformations outside this jump, such as acting like an evolution stone for a Pokemon.

**Piñata House (600 CP):** Ah, home sweet home. This personalized building is designed inside and out to provide the utmost of comfort to your specific species of Piñata, containing all kinds of amenities including heating, A/C, and running water... somehow. Willy certainly does good work. It even has private rooms in case you want to try your hand at some romance. The entrance is built in such a way that only Piñata of your species can enter, although nothing stops something from just smashing their way in from outside.

## **Companions**

**Import (50 CP each / 300 for 8):** Have one or more of your companions join you here. They gain an Origin and 600 CP to spend on Perks and Items. Companions cannot buy companions or take drawbacks.

**Canon Companion (100 CP each):** There's all sorts of interesting people here, from Gretchin the Hunter to Arfur Stout. For 100 CP each, you may take with you any non-pinata character that you can convince to come with you on your journey. This might be easier for some than others.

**Menagerie (400 CP / 200 CP for Gardener):** It would sure be a shame to leave your Piñata friends behind when you continue on your journey, so how about this: You may take with you up to two of every species of Piñata that you've managed to befriend during your time here on Piñata Island.

### Drawbacks

**Televised (+0):** If you like, you can choose to enter the world of the television series instead of the games. A very odd world where the focus is mainly on the Piñata themselves instead of the humans on the island.

**Personal Raincloud (+100):** No matter where you go or what time of day it is, it always seems to be raining in your presence, leaving everything drenched and miserable. In particularly cold regions it might snow, or there might be some kind of sandstorm in the desert, but in any case precipitation will be a constant companion. Naturally, it won't actually rain when you *want* it to.

**Jumper The Beggar (+200):** Oh dear, it seems that you have fallen on hard times. Until you manage to scrounge together one thousand chocolate coins, all of your perks, items and even companions will be sealed away, left with only an old cloak and a walking stick. You'll have to rely on the generosity of others if you want to return to your past glory.

**Sour (+300):** Oh no. It seems that Professor Pester got his grubby mits on you at some point in the past and he's twisted you into something awful. Not only has your appearance changed, looking much more threatening with a red and black color scheme, but your personality has changed as well, filling you with a desire to cause mischief and mayhem. Thankfully, if someone works hard enough, they can break through the awful haze that has covered your mind and bring you back to your old self. Note that you can be a Sour even if you aren't a Piñata, in which case... well, you've seen Dastardos.



## **Final Choice**

**Stay Here**

**Go Home**

**Move On**