

BEGINNING:

Well this is strange. This world is a bit topsy-turvy in its presentation and its priorities. I mean okay the anthropomorphic people are just a thing, it's a cartoon, but... ho boy. I'm not going to lie, this is probably one of the more unusual worlds I've taken you to. Its political views and its prospect of the world is fairly unique, and the lessons it tries to teach... well, I'm sure well both learn something here. I think.

Just try to have fun, okay?

You have +1000CP to spend.

STORY:

Welcome to Squirrel and Hedgehog! A world where... well, just about everything is skewed towards a political perspective due to it being a propaganda cartoon.

The North Koreans are the rightful protectors of the world, defending Flower Hill from those who would wish to exploit it for their own gain. It mostly follows the exploits of Geumsaegi, the main squirrel character who fights with all their heart and might to keep his home safe. The Russians are faithful allies in this battle against evil, being bears who enjoy the world and wish to see it maintained.

Of course, evil wears many faces here. Right across the border are the South Korean mice who scheme and plot to usurp Flower Hill for their own gain, and they're not above using deceit to get things done. Likewise, a new force in the form of American Wolves seeks to enslave the residents of Flower Hill for all its resources, bringing advanced technology and might to bear. Those who do not accept their dominance are slated to be trampled, for if you are not strong enough to join them you are tools to be discarded.

...yeeaaaaah, it's that kind of show.

But hey, who knows? Maybe throwing you into the mix will change things up for the better! If nothing else, it's sure to be entertaining to see how you handle the status quo.

LOCATION:

This setting takes place primarily in the North Korean areas... more specifically, around Flower Hill or its surrounding areas. Therefore, choices are limited.

North Koreans and Russians will be placed within Flower Hill itself, and it will be up to them to decide where to go from there. South Koreans and Americans will be across the border in South Korea, in one of the forward outposts prepping a foothold and gearing up for the inevitable incursion.

Drop-Ins get lucky here, and can choose one of the two sides to place themselves. Just be careful you don't tick that respective side off enough to make you a target.

IDENTITY:

It's time to figure out where you fit in this world! Roll 1d8+18 to decide your age, while keeping current gender. You may instead opt to pay 50CP to decide. At the same time, Drop-Ins keep their base form while the other backgrounds can pay 50CP to keep their base form. Just be wary, people are going to give you strange looks here if you wander around all human-like... and how are you going to handle winter?

-Drop-In (Free):

- +No memories or past experiences keeping you down; you're your own person

- No allies to start with; seeing as this is a war this could be problematic

You wake up next to a tree in the forest after a really good nap, ready to explore and see what's out there! I'm sure nothing bad will happen at all. Just be sure to watch out for patrols.

-North Korea (50CP):

- +Your choice of Squirrel, Hedgehog, or Duck species to become for this world

- +You know you fight for the side of justice and good will!

- A lot of this is REALLY topsy-turvy

- Any deviation in behavior will see you viewed with suspicion

Looks like you just got out of boot camp, soldier! That's good, for it's one more brave fighter for the glorious Flower Hill and all the virtues that it stands for. It is a peaceful place, with nature taken care of and its citizens happy. Be sure to not let it fall victim to those who would destroy it for their own gain!

-Russia (50CP):

- +You get to become a bear. A fucking bear. Enough said.

- +You are an ally of justice, welcome in the land of Flower Hill

- Like with North Korea, this is pretty topsy-turvy of a situation

- You may have a bit TOO much dedication to the cause

You are a mighty Russian bear, a bastion of defense and justice for those of Flower Hill. You work with allies here, being a transfer to Flower Hill to bolster its forces due to the looming threat of the American invasion force. But deep in your heart, you know righteousness will triumph.

-South Korea (50CP):

- +Your choice of mice or a Japanese Weasel, perfect for displaying your cunning side

- +You're positioned right next to Flower Hill, which makes you favorable to both your commanding officers and the Americans

- Your troops will be difficult; boosting their morale or making them brave will take effort

- Deep in your heart, you know North Korea is better than you

The world is not as straightforward as Flower Hill thinks it is, and you're going to prove it to those self-righteous tools. You're part of an underground force meant to sabotage and mess with the enemy forces, weakening them to pave the way for their destruction. Every castle has its foundations, and you'll see them break as the so-called 'allies of justice' perish by your hands.

-America (50CP):

- +Your choice of being a Wolf, Fox, or Crocodile for your time here

- +As predators, your body is powerful and your weapons are equally mighty

-Hate to say it, but you're the bad guy here

-Seriously, it can't be under-emphasized what kind of bastards you're working with

The world is for the strong. It is a lesson you've taken to heart, and those who cannot accept this are merely weak fodder meant for enslavement or death. You've just gotten out of boot camp, another willing soldier who's joined the winning side. Your leader has had quite the successful campaign, and has allowed his troops to grow mighty indeed. Your next target of conquest is Flower Hill... time to 'liberate' them of all those resources.

SKILLS AND ABILITIES:

So you've decided what kind of person you want to be! That's wonderful, and you even made it look good! But it's time for the thing you've been hoping for, and that's the skills and talents I can give you to help make your way through this propaganda-riddled setting. Of course it's not for free, you still need to buy it. Sorry, but I gave you that allowance for a reason.

-Attitude Adjustment (Free) -Well... okay maybe I can give you ONE freebie, you're just too fun. This doesn't change your attitude per say, but it DOES give you a good sense of what you need to wear to make the impact you want. Read the situation and scuff yourself a bit, or maybe realize your khakis aren't going to help look sophisticated. In short, this will help you figure out what to wear to get in character.

-My Unit, Sir (50+CP): You don't want to go in alone? Very well. You may spend 50CP per person to import a companion, or 200CP to import up to 8 people maximum. These people will get your background for free, and up to 300CP to let them spend on skills and abilities only. They cannot import their own companions.

-Harvester of Salt (100CP): There is a trait that you have. A trait that makes others grumble in sheer envy and jealous when in your physical presence, something they feel they will always crave but never have. It could be your beauty, or strength, or intellect... something you designate upon taking this perk. You may take this perk multiple times, further purchases at a discount. This perk is able to be toggled.

-Internal Map (100CP) (50% off: Drop-In): There's ways to keep from getting lost, and one way is to remember the way you came. Your memory for where you've been is greatly improved, and the more you wander around the more you get the gist of a place. Never confuse the corner you went around again!

-Magnet Sight (200CP) (50% off: Drop-In): Fun fact, did you know that a lot of animals use magnetoreception to move around and for navigational purposes? Well now you can too! This lets you see magnetic fields and always be able to tell where the poles are, drastically increasing your ability to tell where you are and which direction you're going. Fun times! As a bonus I'll make sure it doesn't get messed up by your own powers or equipment.

-Danger Close (400CP) (50% off: Drop-In): There's all kinds of nasty people in the world. Soldiers, bandits, thieves, terrorists, or even monsters! But you're not one of those, right?right? ...erm,

anyway by choosing this perk, it'll give you a sort of 'sense' for how to avoid patrols or dangers on your journey, making your travels safer by a noticeable degree. I mean I'm sure it could help you sneak around people for more gruesome reasons too, but do you want to do that?

-My Little Eye (600CP) (50% off: Drop-In): Who wants to play 'I Spy'? I love that game, I play it all the time! Now you can play it too if you select this, giving you a much more keen eye to detail and things that seem out of place. This is wonderful for spotting trap doors, secret passageways, hidden trails, or even people trying to hide. I Spy... YOU! ...no, that's not how I found you. But it's gonna make you wonder, isn't it?

-Survival Tips (100CP) (Free: Russia): Being in nature can be a pleasant time, but it can also be dangerous if you don't know what you're doing. Fortunately, this gives you the knowledge needed to tell which plants are safe and which are poisonous, as well as how to filter water with said plants! ...wait, how are you doing that. Can you show me?

-Winter Soldier (200CP) (50% off: Russia): Winter can be harsh for the unprepared, and even more so for those who aren't used to it. Just ask the poor folks who tried to invade it. But you're stronger than that, and have been tested by its freezing winds. The temperatures do not bother you as much, and your stamina sees a rather large climb from being able to stand the problems of nature.

-Bear Necessities (400CP) (50% off: Russia): I mean the beeeeeaaar necessities, that's why a bear can rest at ease... what? Oh come on, you HAD to be expecting a pun. In any case, by selecting this you've figured out how to take a day's rations and last three times as long on them before needing more food. As something of a side bonus, you're able to get more nutrients out of your food so you can keep going for longer. Talk about useful! Just be sure not to desire more as a result... you wouldn't want to be GREEDY like those filthy wolves would you?

-Determined Beast (600CP) (50% off: Russia): There is a reason you don't want a bear to be angry. That's because they're DANGEROUS, and more importantly they're tough. Your durability climbs drastically from this, able to take sustained assault rifle fire and maybe even tank an RPG or two! You are the bear. You are mighty. Show them the might of MOTHER RUSSIA! WHERE THE BEAR STRIKES YOU!

-Good Sense (100CP) (Free: North Korea): There is evil out there, and it will take many forms to try and corrupt you, to change you. To make you GREEDY and DEVIANT like a capitalist! But fear not, for your heart is pure! ...okay I can't back that claim, but at the least you have a greater ability to tell when someone's trying to make you go against your morals, even if it's in a subtle way. It doesn't give you any resistance, but you at least got a bit of heads-up.

-Impeccable (200CP) (50% off: North Korea): As allies of justice and righteousness, you have to look the part! A shield of goodness can't be tarnished, can it? With this, your equipment will look MUCH cleaner than it would after a romp in mud, and your clothes will rarely, if ever become dirty or stained. If they get dirty, your equipment and clothes will find themselves clean after a few minutes of not being in use!

-Smooth Words (400CP) (50% off: North Korea): Evil and Greedy forces will struggle to sow chaos and disorder amongst the world to take advantage, but they never seem to deal with manipulation themselves. It is a sly trick, but one used for the good of all. Your charisma and way of talking have noticeably increased, and people will find themselves more often believing you than others in an argument. If you spin it REALLY well, you could set up a bad guy's second in command for some problems! Take THAT, western evils!

-Mind of Iron (600CP) (50% off: North Korea): Evil lurks in the darkness, and that can bring either fear or temptation. Many a hero has fallen to these dark emotions... but not you. You know the dangers of the enemy, and your mind is a bastion against those that would ruin the world. Your will is of steel, your determination like a tank. They may press on, but you will stand.

-Opportunist (100CP) (Free: South Korea): Whether it's working with cowards or playing it safe, you've gotten a talent for sniffing out potential options. Whether it's a new enemy that's on the scene you think would fit into your plans, or realizing you can take advantage of that kid's naivety, you're more capable of recognizing these options.

-Undercover (200CP) (50% off: South Korea): Those self-righteous North Koreans couldn't even tell 'justice' even if it was under their nose. You should know, you've been there. Your ability to craft disguises and cover stories are noticeably increased, and with practice you could even disguise yourself as a member of another species provided they were the same basic shape as you! As a bonus, your ability to keep your facts straight is boosted.

-Scavenger (400CP) (50% off: South Korea): Thanks to those filthy communists trying to take everything (hypocrisy, anyone?), you've had to learn to make do on things. You can get more 'bang for your buck' on materials and fuels, making machines last longer than they normally should. Furthermore, with crafting and building you know JUST how to use them to reduce your resource requirements. How's THAT for 'not needing unnecessarily' you goobers?!

-Rat Bastard (600CP) (50% off: South Korea): To defeat the enemy, you must out-think them. Out-manuever them. Your planning and teamwork skills have skyrocketed, letting you create operations with the effort it takes to make a sandwich. Your training with your teammates has also helped you with synergy, meaning those who spend a week or two working with you gain a greater understanding of how you work and vice versa. Surprise those communist fools with how a TRUE machine works, with all the parts it uses.

-Whatever It Takes (100CP) (Free: America): When you see a goal, you naturally crave it. To crave is to accept that you have desires that need to be filled, like a predator that seeks to fill their belly. When pursuing a goal you have eerie dedication to it, and won't let petty things like morality or uncertainty get in your way. You can toggle this as needed... but why would you if your prize is within reach? You WILL bring 'democracy' to the world, and it's non-negotiable.

-Through Superior Firepower (200CP) (50% off: America): The future is here, because it is you who will bring it to them. Your ingenuity for inventing and creating items of battle have noticeably increased,

letting you figure out how to use items not meant for battle and repurpose them. As a bonus, you know how to make things look sleek and futuristic... and how to make lasers. Did I mention that? Wolves use lasers here. It's pretty badass, in all honesty.

-In or Out (400CP) (50% off: America): Gotta know without a doubt! You're an expert in engineering a situation to determine the loyalties of others, erasing any uncertainty. Your tactics are powerful, but clearly display your proclamation to the world: They are with you, or against you. Those you convince to join you will show increased dedication and fervent desire to remain in your favor, and those against you will find you deplorable and vile... enough so you know where to put your crosshairs. This perk is also able to be toggled.

-Alpha Wolf (600CP) (50% off: America): You are the top because you've SHOWN you're the top. To be the leader of the world means you must be strong enough to shape it, and your body reflects your mindset for this. Your speed has improved to the point where you could do short bursts of running a mile a minute, and your physical strength is to the point where you could break thick logs barehanded and throw jeeps as if they were toys. As a bonus your appearance changes, letting you become either more intimidating or more attractive, whichever you wish. You also have the option of gaining a foot in height and a physique that goes with your definition of 'powerful'. You will not tolerate weakness, not even in yourself.

ITEMS AND EQUIPMENT:

Now that you've figured out what kind of person you want to be here, why don't we try looking for a little extra addition to your repertoire? It wouldn't hurt to have a few little items when it comes to war, would it? It'll help you kick some tail! ...oh come on, you were thinking it too.

-Uniform (Free): Gain a uniform of your choice for while you're here! With this you'll be a fine soldier of the field... or an explorer, if you prefer that kind of outfit. I don't mind.

-Sidearm (Free): A standard pistol that all soldiers have as a last resort, or something small to use for intimidation. I'm sure you'll find a use for it.

-Currency (50CP): Surprisingly enough, people still use money of all kinds here! This will give you a large sum, enough to live by American standards for a few years. Make some use with it!

-Infinite Seeds (50CP): A packet of seeds that will replenish itself once a day, containing any mundane, Earth-based seeds to grow food with! Be nice to the land and it will be nice in return.

-Flag of Allegiance (50CP): A wonderful flag for the nationality you start with in this place. Of course if that's not your cup of tea, you can instead make it a flag with your own emblem on it! That's gonna look awesome when on the flagpole.

-Backpack (100CP) (50% off: Drop-In): A nice, unassuming backpack for any traveler to use as they wander the countryside. It looks normal on the outside, but on the inside it's actually fairly larger. But that's only to make sure you can store more.

-Survival Pack (100CP) (Free: Russia): As much as one can be in tune with nature, technology still has its uses. With this, you have a water filtration system, a small firestarting kit, a how-to guide to identify plants, a blanket and small pillow... even a little net so bugs don't get at your face at night. All eco-friendly!

-Glorious Camera (100CP) (Free: North Korea): You can often tell an evildoer by their attitude and the way they present themselves, but if there's ever any doubt, take a photo! If they're a good person, their picture will show up especially clean and will always get their good side! If they're a bad person, the photo will look a bit dark and show them in a nefarious light.

-PDA (100CP) (Free: South Korea): Planning requires organization. How quaint that you've planned for this as well. This advanced, fold-up PDA is more like a tiny laptop, but it'll prove quite useful to help you break into enemy communications or getting some last-minute intel.

-Rifle (100CP) (Free: America): Light the enemy up like a Christmas Tree with this bad boy. This laser rifle comes with its own battery pack, and can either be used for semi-auto or full-auto settings to deal with various situations. Why, you could do interior decorating! ...by which I mean you'll decorate with their burned interiors.

-Comfy Shoes (200CP) (50% off: Drop-In): Now now, these are no ordinary shoes! They come in a style you prefer, and will never wear down! They're also self-cleaning, so they'll never have an odor even if you wore them for a week straight. As a bonus, they'll always be comfortable and fit any size or shape of foot you have.

-Booze Bottle (200CP) (50% off: Russia): Quite simply some of the best tasting alcohol you will ever have. This bottle never runs out, and if destroyed it will appear in your Warehouse the next day. You can also decide how drunk you get off of this, regardless of any poison immunities you have. All of the buzz with none of the downsides!

-Training Course (200CP) (50% off: North Korea): To fight off the vile forces in the name of the Glorious Leader, you have to be in tip-top shape! This dirt-laden course is of medium size, but running through it can help improve your stamina and speed faster than you would in a normal course. If you buy this to attach to your Warehouse, it cannot be altered or used to store things, but it will change itself to give you a challenge. Just watch for that barbed wire...

-Whistle (200CP) (50% off: South Korea): I know what you're thinking, 'why a whistle for this price'? Well my friend, this is no ordinary whistle. By blowing on it, you can reinforce tactics in your allies' minds and help them learn tactics and teamwork much faster than they would. At the same time, by blowing on the whistle at a dramatic time you can improve the synergy of your comrades to the point where you could almost swear they were a hive mind.

-Imposing Desk (200CP) (50% off: America): The body alone is powerful, but to rule the world it is not enough. The mind must also be sharpened, honed like a weapon. This large desk will not only organize your files as needed, but when you sit in it your mind becomes more clear... ideas come to you more easily, and you have less difficulty keeping the bigger picture in mind. Let nothing escape your might.

-Amazing Coat (300CP) (50% off: Drop-In): I don't think you realize how awesome this coat is. It comes in any style you want, it ALWAYS makes sure you're at the right temperature, and will never get dirty! It also does a really good job at blocking the wind, and comes with an optional hood that can conceal your identity and make it harder to point you out. How's that for convenience?

-Garden Bed (300CP) (50% off: Russia): Be more in touch with nature with this wonderful garden bed! Seeds you plant here will require less water than usual, and will always yield plentiful vegetables and fruit. As a bonus, the food grown here will never be anything less than top quality and if you give it extra attention, it'll yield three times the amount of produce it normally would! It'll even work on other kinds of plants.

-Construction Equipment (300CP) (50% off: North Korea): This Eco-friendly array of construction equipment will be sure to help you build wonderful places in no time! They use less power than their non-Flower Hill variants, and give off no emissions that would damage the wonderful environment around them. As a bonus, they are also accurate and stronger, letting you construct large facilities in less time!

-Disguise Kit (300CP) (50% off: South Korea): The end-all, be-all in espionage. A quick scan of someone's face will allow this briefcase-sized device to immediately create a mask for you to wear... and it'll fit over your face so well that people will think it IS your face. If you get voice samples it will even come with a voice modulator to let you sound like them. Literally become someone else with this advanced technology.

-Data Core (300CP) (50% off: America): The might of the American Army is on this data drive. Their mechanical AC-130 Wolf plane that serves as their GHQ, how they make effective laser technology, their vehicle schematics... it's all here. To boot, it also has tips and techniques that if followed, can increase the speed you construct technology or weapons by a small amount. Strength in numbers.

DRAWBACKS:

Really? You want drawbacks even here? Well I'll never turn down a request to make things more interesting, so let's see what we can do to spice up your time here! You can take as many drawbacks as you wish, gaining up to +600CP maximum. Any more and you won't get the points, so choose wisely.

-Weird Lighting (+100CP): Well this is odd. If you're a Russian or North Korean, everything seems... too bright. Like it's trying too hard to look pretty and just. If you're a South Korean or American, good luck trying to find more than one light fixture because everywhere you go is gonna look pretty dark and moody. Drop-Ins have the problem of dealing with both of these, depending on which part of the world they're wandering.

-No Headgear (+100CP): You will never be able to wear anything that could cover or obscure your face here. Whether it's due to your beauty, or your ego, or something, the point is that such things will not occur to you. I mean, it should be good as long as snipers aren't aiming for you, right? ...right?

-Lack of Supplies (+200CP): No matter what you do, it seems like you never have enough materials or supplies to handle the task at hand. A siege? Not much ammunition. A naval strike? Turns out they can only spare a single ship. Even with the supplies you provide yourself, you'll find yourself constantly short for the time you're here.

-Chronic Backstabbing Disorder (+200CP): You ungrateful little shit. As part of an army, you constantly feel like you're better off LEADING them than taking orders. But it can't just be a coup, no. It has to be done legitimately, so no one will question your reign. This will be all you can think about here. As a Drop-In, your ambitions are so great you wish to take over the world... again, in a legitimate manner. The idea of simply steamrolling with stupendous powers won't even occur to you.

-No Back-Up (+300CP): You know how you're supposed to be part of an army? Yeah, not anymore. You're often sent off on solo-missions with no one coming to help you. You will be expected to use your own gear and equipment, unable to use your own side's items. Worse yet, any plot-armor you had is disabled for your ten years here. You will need skill, not luck. For Drop-Ins, a bounty has been placed on your head and you'll have to frequently deal with heroes or bounty hunters... again, without plot armor.

-Looks are Everything (+300CP): Ho boy. They say don't judge a book by its cover, but it sure is the case now. If you're a South Korean or American, your appearance changes to that of a scheming, distrustful ugly thing. Your army wishes to enslave the world, and people will know it from your terrible appearance. Of course if you're a Russian or North Korean you're not exactly off the hook either, looking so obscenely adorable that it's actually off-putting. Freakishly large eyes and a baby-like face, everything around you tries to be TOO cute. Drop-Ins actually seem to fade away, giving distrust on both sides due to looking so neutral they could swing any which way.

-Utter Incompetence (+600CP): It's like you're the only sane person on your respective side. All your allies, even your Companions, are all bumbling, cowardly idiots who'd rather scream and run than shoot a gun. Your enemies have no such issues however, and WILL descend upon you any chance they can get. You will be expected to get everything done yourself, despite the idiocy of your teammates often causing problems for you and derailing a great deal of your plans.

-Geumsaegi Does It Again (+600CP): He succeeds at EVERYTHING. Seriously, it's annoying how much he does. It should annoy you too, because now it's your problem. If you're his ally, he's going to upstage you at every single possibility without even meaning to, and any victory you achieve will have the credit given to him. If you're his enemy... well, I hope you enjoy him utterly dismantling your plans at every turn, because for your ten years here you will never know rest from him.

-Reality Ensues (+800CP) (Takes all drawbacks): This is the big one. The real dark one. Taking this dooms this place into a crapsack world, where it's no longer a Saturday morning cartoon-like deal. It's all-out war. Death is common, there is no glory in battle, and the lands will be ravaged. You are affected as well,

your powers removed from you and your Warehouse access restricted as you take part in this gruesome war for the fate of the world. I truly hope you can survive.

END CHOICE:

Well you somehow made it! Good job, I knew you could do it! All drawbacks are revoked, and it's time you made your final choice for this world:

-Go Home:

This world was it. Its logic, its political views, something about it just made you decide enough was enough. You return home with all you have gained thus far.

-Stay Here:

Really? You want to go HERE of all places? Well... I suppose I can't deny your decision. Your affairs will be taken care of back home, pets will be given to good caretakers, the like. As a bonus I'll give you your own chain of private islands that could form a small nation and an additional 1000CP to spend on choices here. The least I could do for you.

-Move On:

On to the next world where choices and fun and excitement await! Time pauses on this world and remains paused on the worlds you've been at (including your Earth) as you continue to travel... hopefully you'll stop coughing up hairballs now.

NOTES:

-This is a propaganda show, so things are going to be messed up. Just try to have fun here.

-The perks in America were made a toggle to make sure it wasn't a trap to turn any jumper into Super-Hitler.