

Katawa Shoujo

Version 1.01

By Yorokonde

There's snow falling. Gently, delicately, as if the world is trying to place each flake in exactly the right spot without disturbing any of the others. Hands in your pockets to keep them from the biting hair, feeling it nip at your face as if in retaliation, your gaze wanders. Barren trees dusted with white powder surround you on all sides. Your back rests against one of the sleeping ancients, indistinguishable from any of the others apart from a different shape to the branches. Birch? Maybe Cherry.

A piece of paper crinkles when your fingers shift in their pocket. Curious, you draw it out. A pink envelope, only slightly ruffled, with a small panda sticker holding it closed. There is a name written on the front but it shifts and wiggles under your gaze. You know the name, you're sure of it in the same way a word sometimes hangs on the tip of a tongue without revealing itself. The name does the same, remaining undecipherable no matter how long you stare.

Suddenly the crunch of footsteps through the snow breaks the silence. Small, hesitant, halting footsteps. A figure peers around one of the trees. You were waiting for them, weren't you? They step closer, out of the shadows.

Frantic electronic beeping. Your eyes snap open. A moment of panic settles in as you struggle out from the dream and back to reality. The beeping slows as the panic fades. It settles into a steady rhythm. One that matches your heartbeat. Which makes sense, as your eyes land on the wires disappearing into your shirt. Your eyes wander the plain, almost uniformly beige room, that is the uniform design all hospitals seem to have. A chair for visitors, currently empty, and a table, also barren, set against the far wall.

But why? Why were you here? The answer comes to you presently.

Disability

The story of Katawa Shoujo centers on a young man, Hisao Nakai, who has a heart attack due to arrhythmia that had gone undiagnosed. It is a traumatic event that destroys any chance he had at a completely normal life. Surgeries are performed, months are spent in the hospital, the visitors and well wishes eventually stop, save his parents. He grows numb, cynical, and shuts himself off from the world in the face of the dramatic change in his lifestyle. The fact that many with his condition do not live long past the age of thirty does not escape him.

And, as part of the price for your insertion into this world, a similar event has been forced upon you. Not necessarily a heart attack and arrhythmia, though that is an option if you wish it, but a physical disability of some kind. It could be a simple thing. Perhaps you lost an ear, an eye, or a thumb. It could also be a major issue. Both legs missing below the knee or the arms just past the shoulders. An internal problem is just as viable. Diseases or defects of the heart, blood, or other major organ. The loss of a sense is another option to consider. Maybe you have been stricken blind, deaf, or mute. Disfiguring scarring is another way to go, though you might discover a little nerve and muscle damage was also inflicted in that case.

You may feel free to choose your own disability, within a few guidelines. First, what you choose cannot be an affliction that will certainly end your life within a decade. Second, whatever you choose, do so wisely, because you will be unable to use either magic nor technological prowess to simply bypass or cure your disability during your time here. Thirdly, it must be reiterated that it is a physical, not mental, disorder you suffer from.

You are also allowed to determine if your disability is a preexisting condition you have had since birth, for much of your life, or if it is a recent affliction. A measure of common sense is suggested in making this choice. It will affect how well-adjusted you are to your disability. A person forced to use their feet as hands their whole lives will naturally be more capable than a person who just lost their arms a year ago.

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Fresh memories of pain long suffered or recently inflicted are never pleasant, but you soldier onwards in an effort to make sense of the world you have been dropped into. The technology of the hospital room around you is fairly modern, but not exceedingly so, in line with a vaguely modern, second millennium Earth. The window a few feet away reveals the sights and sounds of a major metropolitan area. Cars honk, people shout in the distance, and there is a vibrant sense of life shuffling against life.

The door to your room opening draws you attention. An older man in the white coat and blue scrubs of a doctor stands there, looking professionally cheerful as he enters. Average suits every aspect of his being. When he opens his mouth, Japanese spills forth, which you may or may not be surprised to find you understand.

“Good, good, you’re finally awake. How are you feeling?”

Whatever your reply, he barely seems to hear it as he steps over to the end of your bed to pick up the chart hanging there. He flips through the pages mumbling to himself at what he finds inside. After what feels like a small eternity, he hangs the chart back in place and slips his professional cheerfulness back into place.

“Well, the important thing is that you’re doing much better now. Your parents wanted to be here to tell you themselves, but they had car trouble and asked me to just go ahead with the announcement.” He plows ahead despite whatever objections or questions you might raise, as if reading from a script or simply wanting to be done with the situation.

“Your parents and I have decided, in light of recent events, that it would do you a world of good to change schools. I know, I know, it’s not a pleasant idea, but we believe it would be for the best.” A pamphlet is pressed into your hand. Yamaku Academy is printed in bright, bold letters on the front with a picture showcasing the front of the school. It looks like many other private schools, if significantly larger.

“Yamaku Academy is a premier learning institution and a fine choice of a high school. It specializes in teaching students who need a little extra help adjusting to the world at large. There’s a fully staffed clinic right on campus that is open 24 hours and a respected hospital only minutes away. It even had dorms so you don’t have to deal with commuting to and from school. Isn’t that exciting?”

What's exciting is watching him dance around the world "disabled". But seeing as how you do qualify now, you nod and go along with it.

"Excellent, excellent. Your parents will be happy to hear that I'm sure. Don't worry, we'll handle all the details. I'm sure you're going to love it there!"

Length of Stay

While you will be a Student at Yamaku Academy during your years here, you are given a choice as to how long you would like to remain in this world.

1. The Standard Ten Years - You will be enrolled as a first year high school student at the start of the school year in April. After you have graduated, you will spend the next seven years in this world.
2. The High School Experience - You will be enrolled as a first year high school student at the start of the school year in April. The Jump will end on Graduation day a little less than three years from now.
3. The Canon Experience - You will be enrolled as a third year high school student at the start of the school year in April. The Jump will end on Graduation day at the end of December.
4. The Long Haul - You will be enrolled as a first year high school student at the start of the school year in April. Only after you have graduated will your ten years in this world start.



Yamaku Academy - Front View

You find yourself unable to remember the steps you had taken to arrive at Yamaku Academy, but you are here nevertheless. An ornate wrought iron gate stands open behind you. For a moment you are overrun with the impulse to run through it and take off into the world. But you know better. For better or worse, you belong here for the foreseeable future. So instead you make your way inside.

Just inside the front doors, you are greeted by the head nurse. You cannot help but think that he looks surprisingly young for someone with that title. His short, black hair is rather messy, as if he hasn't had time for a haircut in quite a while, and a smile broadly stretches across his face. His white lab coat is clean, but not new, and he wears it open, revealing the clothes underneath are the same.

He is a friendly sort, quick with a joke when he sees a sour face, but clearly knows his business. He ushers you into the clinic just down the hall and gives you a quick physical. You manage to spot your medical records sitting in a folder on his desk, so this is just to ensure nothing had changed in the interim. The entire time he is talking, trying to draw you out, asking you questions about yourself.

Personality

*Each of the following Perks cost **100 CP**.*

*You may take **ONE** for **FREE**.*

Sporty - You have, or recently had, a healthy appreciation for all things related to physical activity. Because of this, you are trim and healthy with a little bit of extra muscle slipped in. Additionally, you may choose a sport that you are talented in. You might not be a world-wide ace but it's no stretch to call you a talented player.

Shy - You really do wish everyone would just get on with what they were doing and stop looking at you. Which they quickly will now. While you certainly aren't invisible, people are just less likely to pay attention to what you are doing. Of course, this only works as long as you are trying to remain unobtrusive and quiet. Stirring up a ruckus will get you noticed just as quickly as normal.

Strange - You're the kind of person who tries to imagine a new color when they're bored, or wonders what electric sheep would dream about. Which makes conversations with you either utterly fascinating or wildly aggravating. Your oddity comes with an enhanced creative ability when it comes to a specific artform. Choose one now and you'll find a raw, untapped talent for it that you never knew before. Which many struggling in the fine arts would kill for. Of course, you'll have to work to gain proper technique and ability, but you wouldn't be an artist without a little suffering.

Serious - You know that these are the most important years of your life, academically speaking. Excellent grades now ensure the ability to attend a high-ranking college, which in turn will lead to an outstanding career and a fulfilled life. So buckle down and stay on track, perhaps fluff your college application form a little more by joining the Student Council. Your new talents for organization and studying is sure to be appreciated there.

Calm - Time is not something to be wasted, but savored like a good cup of tea. Of course, even a poor blend tastes better with a friend or two close at hand and some polite conversation added to the mix. You will find your words carry a touch of refinement and sweetness to them, when you wish it, and you will seldom hesitate when small talk is in the offing. Just don't expect everyone to be able to reciprocate in kind.

Adaptive - When it comes down to it, people are able to adjust to wild changes in their environment and body better than most species out there. Sure, you may wish to just curl up somewhere, but the desire to life is not so easily pushed aside. So you keep putting one foot in front of the other and taking the world one day at a time. You find your reserve of willpower gains a slight boost now.

Odd - One of these days, one swiftly approaching, you know you're going to have to shake up the world around you. Dig up the Truth by the roots and wave it around in their faces. It's the only way to get them to see! Of course, that doesn't stop you from chattering on in the meantime. You'll find that people are more willing to stand there and listen to you, crazy theories or not. This won't hold people rooted, force them to agree, or even guarantee they won't laugh in your face when you're done... but they will patiently hear you out first at least.

Examination and introduction to the basics of life at Yamaku Academy completed, the Head Nurse sends you on your way with a pat on the back and directions to your classroom. It's only after you make it most of the way there that you realize that you never got his name.

High School here consists of four or five classes per grade level, three grades in total, with roughly twenty students or fewer per classroom. One class of each grade level is dedicated to students who are visually impaired while a second is set aside for the hearing impaired. Relatively small as far as schools go, but it makes sense with its specialized focus.

Whichever classroom you end up in, you find it easily enough with the directions provided. A gentle knock on the door has the teacher ushering you in and standing you in front of the class, asking if you would like to introduce yourself. It is entirely optional, of course, but perhaps you should. After all, aren't first impressions the most important?

First Impressions

*Each of the following Perks cost **200 CP**.*

*You may take a **50% Discount** on **ONE** of the following Perks of your choice.*

Energetic - Well aren't you just a bundle of sunshine and kittens? It's pretty darned hard to feel depressed around you when you burst through the door exuding rainbows from every pore. Okay, not literally, but people will certainly get that impression from you. Especially given how much better you can make them feel after just a short conversation. Even the darkest cloud will lighten a little when you beam at it, though don't expect everyone to burst into smiles and hugs. There are some serious grumps out there in the world.

Cute - People say you aren't supposed to judge a book by its cover, but with your case that's rather difficult to do otherwise. You're cute enough that people cannot help but find their eyes drawn to you when you walk into a room. Of course, your current affliction may interfere with this somewhat, but for those who can look past the scars your beauty still shines through.

Focused - Ideas like to get lost in the realm of idle chatter, and distractions. You know from applying the creative spirit to paper, canvas, metal, or stone that you cannot allow yourself to wander in and out of an idea. An idea, once found, needs to be grabbed and held onto like a wild animal at the expense of other less important concerns. Your ability to focus on a task is, quite frankly, impressive. You may miss a meal and a conversation or three, and sometimes forget to sleep, but you will finish projects with less mistakes because of it.

Intimidating - You're hard to miss, even if you don't happen to have hair the color of cotton candy. There's an air, an aura, that clings to you like an all but tangible force of nature. Like a thunderstorm just out of sight or an earthquake about to strike. No matter your size, you'll soon find people easing themselves out of your path, even the blind ones. Your voice, if you have one, can make the weak-willed cower and want to dive for cover with only a few sentences. You also have one hell of a glare. Just try not to cut glass with it.

Collected - Some are easily overwhelmed by the stress of new situations, meeting new people, or the various chaos that life tends to throw in a person's path. However, you are not one of them. You can easily deal with such minor inconveniences all while keeping a gentle smile plastered on your lips. People will have a hard time determining exactly what emotions you're feeling, though small hints can give you away to an observant fellow. Very strong feelings will sometimes crack this mask and you'll need a few minutes to collect yourself again.

Charming - People just tend to like you for some reason. Maybe it's your personality or perhaps they just like your face, but it's true. You have this tendency to just bump into interesting people and make a friendly impression without really trying. While it's not something you can aim towards particular people, you'll find that even those you don't accidentally meet will be more inclined to be friendly towards you. It won't force someone who is determined to hate you to change their opinion though.

Prepared - It's a crazy world out there and you never know just what is going to happen. There could be a feminist uprising tomorrow! And then where would you be? Huddled in cages undergoing forced sterilization like the rest of the masses? Hardly! You've taken great pains to ready yourself for the coming end times. But, all that hoarding of snacks and advanced cryptography books has left your wallet a little light. It's a good thing you now know how to weedle small amounts of money out of others without ever having to promise to pay it back. Usually only enough for half a pizza and it tends not to work on the same person repeatedly in a short amount of time. But enough that you could easily keep yourself fed and clothed with just this skill.

Eventually the lunch bell rings. Finding the lunchroom merely requires following the press of people headed in that direction. While a number of students bring their own lunch, most take advantage of the free, if bland, food options available on campus. They also do their best to cater to the wide variety of dining requirements that their specialized student body require.

While the crowd is thick, it is rigidly organized to prevent jostling. There are more than a few colorful characters going to school here, each memorable in their own way.



From Left to Right: Lilly Satou, Hanako Ikezawa, Rin Tezuka, Shizune Mikado, and Emi Ibarazaki

Companions

Old Friends (Free/50 CP/300 CP)

It only takes a quick glance around the room to spot the table full of familiar faces looking at you and waving. Or maybe they're grimacing. Or perhaps they're banging their heads on the table. Well, whatever their reaction to this world and their new forms, at least they're here. You're happy to see them... right?

You may Import up to 8 current Companions for free into this world. Each receives a standard Human body and one 100 CP perk, but must also take a Disability. They can be in the same grade as you, but will likely be split into different classes based on their new needs.

If you choose to pay **50 CP**, one Companion also gains 400 CP to spend as they wish on **Personality** and **First Impression** Perks. They may each take a single 100 CP and 200 CP Drawback if they wish for additional points. For **300 CP**, all eight Companions gain the above benefits.

You may also create new friends and allies if you have empty Companion slots and wish to fill them.

A Sudden Assault (200 CP)

While you're waiting in line you suddenly find a small form barreling into your own with enough momentum to knock you back onto your butt. You manage to avoid any injury other than an aching backside and look up to find a tiny bundle of sunshine looking down at you with concern.

"Oh, geeze, are you alright?"

Emi Ibarazaki may be short physically but her raging spirit and happy-go-lucky attitude tends to give her a much larger presence in any room that she's in. She's also a rising star of the track and field team despite the fact she is missing both legs below the knee. Emi is an exceptionally stubborn individual, capable of pushing herself and others too hard. She can also be quite rude when she feels like others are pitying her or attempting to "rescue" her. Be prepared to be yelled at more than once if you want to get closer to this little fireball of energy and determination. She comes with the **Sporty** and **Energetic** perks.

By purchasing this option, you will find your life entangled with Emi's in some way. Perhaps you're interested in track and field. Perhaps the Head Nurse instructs you to get some exercise and she volunteers to help you out. Or maybe you just happen to be in the same class. Whatever the case, if you manage to patiently chip your way past her defences and outbursts, you will have the opportunity to invite her along as a Companion.

A Stammering Presence (200 CP)

As you work your way down the lunch counter the girl in front of you stops dead in her tracks. The woman behind the counter frowns at her, but patiently waits for her order. Which never comes. A few whispered, stammered words leak for her mouth, but get easily lost in the din of the busy room. When asked to repeat her order, the girl does so, but only marginally

louder. It's barely loud enough for you, standing practically at her back, to hear her. Deciding to be helpful, you speak up for her and repeat her order clearly. The girl with long, dark purple hair doesn't turn around to thank you, instead keeping her head down and taking her food my feel. Then she abruptly dashes off with the speed of a person fleeing certain death.

Hanako Ikezawa is an extremely shy individual who can easily panic over the most basic form of social contact. While her past may make this understandable, she rarely shares that information with others. The bullying she had received in the past over her injury only made things worse. She has disfiguring burn scars running down the entirety of her right side. Which she attempts to hide by growing her hair long on that side of her face and using her hands whenever possible. She comes with the **Shy** and **Cute** perks.

By purchasing this option, you will find your life entangled with Hanako's in some way. Perhaps you share the same therapist and happen across each other in the waiting room. Maybe you come across her in the library and slowly become reading buddies after a rocky start. Or perhaps you meet her through her friend Lily and engage her in games of chess. It is unlikely that Hanako will be willing to come along as a Companion, even with this purchase. But, it affords you the opportunity and initial connection. Perhaps, if you are patient and understanding, you can repair some of the scars on her soul.

An Strange Interruption (200 CP)

An oddity stands in your way at the pile of assorted breads on offer towards the end of the line. The others in front of you have long since given up getting the person to move and are simply walking around her. She, for despite the male uniform and short auburn hair the figure is indeed feminine, is staring at the bread with an unfocused look of concentration. How someone can look both focused and distracted at one time is beyond you. However, her lack of arms may be part of the reason she has not taken anything yet.

But before you can move to help, the girl abruptly launches herself over the short counter and buries her face in the pile of breads. Her legs kick in the air as she hunts down her choice. Everyone, including the women behind the counter, just stop to watch this strangeness happen. After a moment, the girl slips backwards, holding a packaged bread in her mouth and looking like a satisfied cat after catching a mouse. She walks off, ignoring the stares and odd looks along the way. You can't help but wonder how she plans to open the package.

Rin Tezuka is... unique. It is literally the only word people can come up with to describe her. She's also an artist, using her feet to create surreal works of art. She is incredibly adept at using her feet for everything others would normally use hands for and is incredibly flexible. However, she isn't the greatest conversationalist, skipping between topics and making jokes that only seem to make sense to her. She also has a hard time expressing herself and her emotions the way she wishes, except through her art. She comes with the **Strange** and **Focused** perks.

By purchasing this option, you will find Rin has "collected" you. Perhaps it is because of your expressive face or disability. Or perhaps you join the art club and she believes this momentous enough to warrant further investigation. Whatever her motives, you will find that Rin, in her own way, encourages you and seeks to hang out around you. Understanding her will not be an easy task and failing to do so is a sure way to cause her to become more isolated and

depressed. Should you manage to navigate the strange, roundabout path that is Rin, she will be surprisingly open to joining you as a Companion.

A Sharp Demand (200 CP)

As you are making your way towards the seat you've had an eye on, you find yourself suddenly cut off by a pair of girls. The one on the left has bright, bubble-gum pink hair curled into wild drills at the sides of her face, which is split in a smile so wide it's making *your* mouth hurt. The other has short, dark blue hair and an intense look to her eyes that instantly makes you believe she wants something.

Introductions are made fairly quickly. Shiina Mikado, on the left, and Shizune Hakamichi on the right. It turns out they just want to know if you have change for a large bill, which Shiina (who insists on being called Misha) expresses at a volume better suited for shouting over rock concerts. You politely make the change for the girls and receive a slightly less loud thank you before they hurry off.

Shizune Hakamichi is, or soon will be, heavily involved involved with the Student Council and is a strong willed and forceful personality. Despite being both deaf and mute, she will quickly become known as a fearsome taskmaster. Misha is her permanent translator and best friend, though there are rumors... Getting closer to Shizune will involve learning to communicate without Misha sitting in the middle and finding your own voice, figuratively speaking. She comes with the **Serious** and **Intimidating** perks.

By purchasing this option, you will find yourself joining the Student Council within a few days. Shizune and Misha, for one reason or another, will gravitate towards you and conspire to trap, trick, or coerce you into helping out. Shizune will show a special interest in you, attempting to push you towards finding a path in life and goals to strive for. Should you manage to suitably impress her and put in the effort to communicate with her on your own, you may be able to convince her to come along as a Companion.

A Soothing Island (200 CP)

It isn't until you rise to leave your seat that you spot a flicker of gold through the crowd. Your eyes are swiftly drawn to a tall, blonde beauty who easily stands out among her shorter, darker haired classmates. Judging by her height and looks, she must be a foreigner, but as you pass you detect fluent Japanese pouring from her lips without a trace of accent. How curious indeed.

Lilly Satou can best be described as caring, responsible, and friendly by all those around her. Though blind, she is largely independent and does not like to rely on other to find her way. She enjoys quiet moments, warm cups of tea, and gently teasing those closest to her. For all her good qualities, she does tend to meddle in other people's lives, attempting to prod them towards being better people through her actions. Getting close to Lilly requires only a little kindness and not clinging too closely. She comes with the **Calm** and **Collected** perks.

By purchasing this option, you will find your life entangled with Lilly's in some way. If you've joined during your freshman year of high school, you might end up on the Student Council with her in the second year. You may also simply stumble across her preferred lunch spot at school and been invited to join her and Hanako. Perhaps you found her in the grocery

store, escort having fled for one reason or another, and offered to be her eyes. Should you manage to prove yourself a gentleman with a kind heart, you may be able to convince Lilly to come along with you as a Companion.

A Stranger Appears! (100 CP)

As you glance back into the lunchroom on your way out, you can't help but experience wonder for just a moment. Everyone in that lunchroom is living a life as vivid and complex as your own... okay, maybe not quite, but you get the idea. They have ambitions, friends, routines, worries, and inherited craziness that continues and swirls all around you without a hint of it being immediately visible.

Perhaps, just perhaps, you don't simply want to be a background character in their story.

By purchasing this option, you will find yourself crossing paths with someone else in this world. Perhaps you show more interest in the pink-haired Misha than Shizune. Maybe instead you strike up a conversation with the one-handed, track runner-up Miki. You might have noticed the sea-green haired sleeping girl in the front of your class and asked what she dreams about. Simply put, you will find your life entangled with another character of this world and you will have the opportunity to invite them along as a Companion. They do not gain any CP to spend.

Upon returning to class after lunch, you are surprised to find a piece of paper had been set down on each student's desk. A pop quiz seems a little unfair on your first day, but you resign yourself to whatever score you might be able to eke out of it. As you take your seat, you realize it's not a test at all, but a career survey. The standard questions are all there. Interests, favorite subjects in school, least favorite subject, hobbies, etcetera. But it's the question at the end that really captures your attention.

"What do you hope to learn during your time at Yamaku Academy?"

That's... an excellent question. One that distracts your attention while the rest of your class filters into the classroom in the last minutes before the final bell rings. But, eventually, you think you might have an answer worth writing. It might even surprise you to see what you end up putting down.

Lesson(s) Learned

*Each of the following Perks cost **400 CP**.*

*You may take a **50% Discount** on **ONE** of the following Perks of your choice.*

A Hand Slowly Reaches - Strong. Determined. Happy. All excellent words to define a person and their personality. A strong person can pick themselves up after a fall. A determined person will find the ability to chase a passion despite all odds. A happy person will find a way to brighten those around themselves. But strength can become stubbornness when taken to the extreme and happiness can turn into a mask to hide the pain. It can be easy, when suffering from hidden pains, to try to rely only on one's own will. But just because you are strong enough to face your fears and chase away your nightmares doesn't mean you have to go it alone.

You don't need a white knight, but a friend or ally against the pain can make all the difference. The immediate benefit to this breakthrough is the ability to establish tighter bonds with your friends and allies. These bonds are most easily built by revealing bits of your true personality, but even something as simple as a shared exercise routine will deepen relationships given time.

A Fear to be Conquered - The past is a force that everyone must survive. Some people manage it without much effort, the times happy and joyous. Others are forced to struggle, to clutch at every moment to ensure another exists. When your past is filled with pain and sorrow and terror, it can be hard to live in the present. Those emotions, once experienced, can seep into the now and distort your entire view of the world.

But during your time here, you'll find something... a person to cling to, a reason to move forward, or maybe just a truly happy birthday for once. Whatever it is, it will help you discover an inner well of strength to draw on. While you won't forget about the past, because it is part of who you are, you will be able to rise above it. You will find you are less affected by the traumas of the past, able to set aside events much faster as long as you make an attempt to accept what happened. Mental scars and fatigue, as well as even stranger things, will find less purchase in your mind as long as you do not run from them.

The Voice of the Moment - Sometimes a moment is painful. Sometimes a moment contains so much happiness that it feels like no one body could possibly be large enough to contain it all. But, like all moments, they pass and are gone, destined to be memories whether the wishes of the present desire it or not. This is something you will come to learn during your time here, no matter how painful the steps in between are or how wide the distance you have to cross feels.

But, in doing so, you will have discovered the magic of the moment, the ability to shrug off everything and just... be. Stress melts away when you take the time to just exist, placing you in an excellent state of mind for introspection or creative thought. This can have all sorts of effects, ranging from finding the strength to confront a nasty truth about yourself to discovering fresh inspiration from the way you view the world around you. You may forget the words for a few things along the way, but artists are odd people anyways.

The Joy in Others - Life is a series of crossroads, branching at every moment, with every decision. People sometimes walk beside you on the path, turning into friends, lovers, cherished individuals. When their path diverges from your own, it can be hard to let go. But, even when people part, they leave something behind. Memories. Warm wishes, happy moments, secret jokes, and special moments, each encapsulated in a memory like a red dot on the map of a life. Precious times held close to the heart, sharing that captured warmth when cracked open to view once again.

While you will still have your fair share of awkward, uncomfortable, or sad moments, you will overcome each of them and realize in the end, the strength that can be garnered from the happiness shared with others. By thinking back on these memories of times gladly shared, you will be able to refocus your mind and pull determination to continue striding the path of life. Beyond the obvious benefits of this, you will also find yourself able to more easily find the starting point to a goal you wish to achieve. You will still have to work hard and strive for it yourself, but often all people really need is a warm smile and a moment to think to figure out they knew the path to walk all along.

A Small Step Forwards - Love is a powerful force in people's lives. It can change everything and make them see the entire world differently. Once found, love can make people forget about the larger picture and wish for just a single moment in time to last forever. When ripped away it can make those same people do foolish, reckless, dangerous things in an attempt to recapture even a small part of what they once had. But, people often have much to say on the topic of fools and love.

Whether you experience the power of the emotions yourself for the first time here or have already tasted the sweet, frustrating flavor of love, during your time here you will come to realize just how powerful it can be. It can push your broken body back into action for a short while, spur your mind to consider a more dangerous route without hesitation, or possibly drive you to say the thoughts you desperately wish you had the courage to force out. Simply put, you can use your own experience with love to push yourself. Just don't break in the process. This power could very easily kill you if pressed too far.

Shaman's Eyes - Do you ever feel like you're the last sane man in an insane world? Well, you're probably right! Or you're just as crazy as the rest of the loonies who scream about women building up their numbers for a full scale war on mankind. Men just barely outnumber women! It's the only thing stopping them you know! So stock up on canned food now. Don't try to enlist in the underground movement to fight back the feminists. If you're worthy, you'll be contacted.

... Anyways, you have gained a talent for inductive reasoning. It will help you pull together accurate theories from distant and seemingly unrelated facts. Like cobbling together the theory of a secret underground feminist movement from population statistics and common women habits. Except, you know, yours tend to make actual sense. Most of the time. Look, just try not to ignore logic and common sense when applying this ability or you're going to get some really wonky results.

The last bell of the day announces the end of the school day with a suddenness that surprises even the teacher. But in an instant students are tossing books into bag and rushing for the door, eager to get to club activities or simply out of the classroom. You fall into the later group, at least for now, and decide to head back to your dorm room to finish unpacking.

Upon opening the door, you discover a large box sitting in the middle of your floor. A present? From who? Except, no, it is simply a collection of items that were missed in the initial move and sent by courier because you would almost certainly need them immediately. While that seems expensive and excessive to you, you are eager to see just what the brown cardboard contains.

Items

*You may choose **ONE 100 CP** item for free. You may also take a **50% Discount** on **ANY TWO** other items. If you choose to Discount a 100 CP item, it becomes free.*

Necessaries (Free) - All students are provided with any equipment and/or medication they require to manage their disability during their years at Yamaku. This includes wheelchairs or prosthetic limbs, any and all medications, physical therapy, and other such items or services. Should your choice in length of stay extend to after high school, you will find the same services and items will continue to be provided to you without further payment on your part. Even if you should happen to find yourself homeless, you'll never need to worry about your pill bottles running out on you. Unless you try selling them or something.

100 CP

Collapsible Hurdles - A dozen standard hurdles that can be set to a variety of heights. They are easy to set up and fold down for easy storage.

Collection of Porcelain Dolls - A half-dozen antique porcelain dolls in various styles of fancy clothing from around the world. The cute kind, not creepy at all.

Art Supplies - An easel, collection of various sized canvases, and a small selection of brushes and paints. Includes both oil and water based paints, which refill for you each week.

Board Games - An assortment of a dozen board games. Mainly strategy-type games like Risk, Chess, and Shogi. Monopoly is not included. Nobody likes Monopoly.

Two Bottles of Wine - A bottle of red and white wine of moderate quality with fancy french labels on the front. They will refill themselves every few days.

Analog Watch - A silver and black faced device with no second hand and a leather band. Will never lose time or break on you, so long as you remember to wind it twice a day. It's also quite comfortable to wear.

Whiskey and Pretzels - A seemingly never-ending bottle of suspiciously unlabeled, mediocre whiskey and a bag of pretzels that never go stale or empty. Now you can have your own manly picnics. No napkins or glasses included.

200 CP

Running Track - A standard quarter mile running track with hard packed clay surface and white chalked lines. Excellent for personal fitness or just running off some stress. It can attach to your Warehouse or another Property that follows after you, at your choice.

The Book-A-Week Club - Two books will be delivered into your Warehouse once a week when nobody's looking. You can specify, now, if you want only a certain genre or to just receive a random assortment. You may have the books delivered to a library property you already own instead if you wish. Literature can be drawn from the Jumper's Home Universe, or the universe you happen to find yourself in each week, but the choice must be made now.

Atelier - A simple attic room that can be attached to your Warehouse or another Property you own. Comes with art supplies for a wide variety of artistic endeavors. You have no idea how you're going to get a block of marble that large back *out* of the room once you've carved it, but you do have one at least.

Take-Out Menus - A wide variety of menus offering all kinds of food for delivery. Everything from ramen to expensive steak houses. Suspiciously, they all have the same number and a very similar automated ordering system that answers. The food will appear, but only when no one is looking for it, roughly 20 minutes later. The money to pay for it will automatically be taken from your wallet or nearest source of wealth, plus a tip.

Complete Tea Set - A fine china tea set with a light floral pattern printed on the cups, saucers, and teapot. Very elegant looking. Will keep tea at the perfect drinking temperature to much longer than normal. Also comes with a small collection of tea varieties that never need restocking.

Graphs, Charts, & Puppets - A small box filled with various graphs, charts, and a number of hand puppets. While the assortment appears to be aimed mainly towards demonstrating the existence of the Feminist Conspiracy as a real thing, should you pull one of the items out you will find it actually is geared towards helping you make whatever point you currently want to make. May not always contain real facts, but will certainly look convincing.

400 CP

Nurse's Office - A spacious, if plainly decorated, clinic complete with beds for treating up to five people at once and all the basic medical supplies you could ever need. Comes with a small bookshelf stocked with several volumes on basic first aid complete with step-by-step instructions so that even a complete novice could manage simple repairs. While you probably should find somewhere better equipped to perform any major surgery, it's certainly better than the Warehouse floor. You may attach this clinic to your Warehouse, add it onto another property you already own, or simply find a deed to a new piece of property awaiting you at the start of each Jump.

Convenience Store - Brightly lit and welcoming no matter what time of day or night it is, this little corner shop is the perfect place for a high school student to stock up on the necessities of life. Everything from snacks to the basics of simple meals can be found in the aisles. There's even a selection of spices. While this property won't attach itself to your Warehouse, it will follow you around and never be too far from where you set up shop. Expect local delicacies to sneak onto the shelves during your travels. While you will get a hefty discount on anything you purchase here, you'll still have to pay at least the cost for your groceries. The locals behind the counter can't restock the shelves on wishes and IOUs.

Library - A warm, inviting room overrun with the smell of paper slowly aging and the quiet feel of such collections of knowledge. Comes with a wide assortment of books, both braille and printed, in English and Japanese that span the entire spectrum of genres. Also has a section for books on tape, or your chosen media format if you're a little more modern. Contains a couple of tables and chairs suitable for study as well as several extremely comfortable bean bag chairs for more casual reading. Or naps. Don't worry, we won't tattle on you. Contains more than enough books to keep even the most avid reader busy for years and attaches to your Warehouse for easy access. Of course, you can also have it connect to a different property you already own, or simply just plop itself down in the world somewhere near your starting point.

Shanghai - This quaint teahouse features an odd fusion of Japanese and European styles, as if it has changed hands several times over the years and the new owners never completely finished redecorating it before it swapped managers again. A long counter with simple round stools runs the length of the room, with booths lining the exterior wall and a few tables scattered in between. Light fare is normally on offer here. Sandwiches, cakes and pies, a whole variety of teas and coffees, those kinds of things. Whether you decide to run the business yourself, merely keep an eye on the place, or let the local drones keep it afloat without you, it will earn a small, steady income for you. It also has a habit of drawing interesting people inside, especially when it is raining. So you'll never know just who you can expect to see walking in through the door. The teahouse can attach to any property you currently own or remain as a stand-alone, but cannot attach to your Warehouse.

Few things wander as much as the mind while dreaming and it is possibly not surprisingly to find yours traveling to odd places during your first full night here. However, the darkness that rises up to meet you is unexpected and filled with a thundering voice tossing flames with every word. You can't understand what it is yelling at you. Is it a warning? A demand? Some demon of your own choosing coming to collect on your debts?

You wake up with a start and a harsh scream escaping your lips. The dream slowly slips away as your mind comes away. Drenched in sweat, tangled in your sheets, but shivering as a chill air seeps in through the window you left cracked open. Was it truly a dream? Or has something changed in the world?

Drawbacks

*You may take as many Drawbacks as you wish, but only gain **600 CP** by taking them.*

Ks.renai.us (+0 CP) - Perhaps you know of a better story, or a different version of the same tale you're already familiar with, and want to bring that to life in this world. If you take this, you may include one or more works of Fan Fiction featuring the Katawa Shoujo universe. Just beware, doing so will not grant you any additional power beyond those offered here, even if you desperately need such abilities to survive.

Horrible Laugh (+100 CP) - Just... stop. Stop laughing. It's a horrible, grating sound with a wheeze in the middle and a snort near the end that's guaranteed to slap humor in the face. Of course, that doesn't stop you. At all. Other people really will wish that you would though. Expect to ruin a lot of fun times.

Nervous Energy (+100 CP) - You have a really hard time sitting still. Taking pleasure in quiet moments will be hard with you and you will always be fiddling with something in your hands. Expect your ability to do any kind of studying or homework to suffer, as well as your sleep schedule.

Permanent Smug Face (+100 CP) - Whether it's because of an actual attitude problem or just the way your face is, you seem to have a serious case of resting smug face. You'll have a hard time convincing people you're listening to them and not judging their every word. Which is probably why you're going to have a hard time making friends from here on out. Maybe once they get to know you a little better, they can see past it.

Normal High School Student (+100 CP) - This world is a pretty normal one, as far as modern Earths go. So it's not like you have to be some kind of interdimensional cat wizard or mass of concepts and tentacles to survive here. And you certainly don't need any special powers, abilities, alt forms, or fancy Warehouse. Which is good, because with this Drawback you'll have none of those.

“WAHAHAHA!” (+100 CP) - Tone it down a little! Except now, you can't. Your volume control knob is just completely broken and stuck flipping randomly between 8 and 11 on a scale of 10. Attempts to whisper will be utter failures and trying to subtly get someone's attention will guarantee the entire class's eyes fall on you. Hopefully you're not a screamer in the bedroom.

Phantom Pains (+200 CP) - Something, whether it is your condition or a complication that spawned from it, is causing you to suffer phantom pains at least several times a week. The pain will be intense and almost mind-numbing in its intensity, cutting through any and all defenses you might have against such things. The attacks will last for at least several minutes and will on occasion take up to thirty to ease completely. Moments of high stress will be more likely to trigger these attacks.

“The problem must be in your pants!” (+200 CP) - A rumor has broken out in your friends and colleagues that the reason you are at Yamaku Academy has to do with your... bits. While it is certainly not true, your desperate pleas proclaiming that not to be the case will fall on deaf ears. Even solid proof will only silence the rumors for a little while, as well as start fresh ones. Expect these rumors to heavily interfere with any romance you feel inclined to initiate during your years here. Especially among your current Companions.

Depression (+200 CP) - For one reason or another, you have failed to adjust very well to your disability. While you have been able to cope physically you have not done so mentally. It has left you in a permanent funk that will make it hard for you to enjoy life. While you will still be able to find happy moments, expect your emotions to be covered with a thick, grey fog for most of your time here.

Social Anxiety (+200 CP) - You really don't like being the center of attention at all. Even if it's just a few of your closest friends, every set of eyes on you feels like a set of daggers against your skin. It's even worse in crowds where you find yourself having trouble speaking in more than short, stuttered sentences. Patient friends may be able to draw you out of your shell over time, but even then you won't be a very talkative person at the best of times.

Wandering Personality (+200 CP) - You are an odd one. You tend to shift moods at the drop of a hat, switching from happy to nervous to excited and onto deeply apologetic in just the space of a few sentences. There's just no controlling your emotions or telling which one you'll swap to next. People will find it hard to hold extended conversations with you and will often see you as a little special in the head.

The Days Just Flow (+300 CP) - It doesn't matter how many calendars you have or post-it notes stuck around your desk, you just can't keep track of time very well. That's not to say you're blacking out and losing hours at a time. You just can't keep anything that has happened recently in your mind. Simply put, your short term memory is shot and there's very little hope of recovering it. Expect your daily life to be a challenge unless you've got a dedicated friend to keep you on track.

Erratic Medicator (+300 CP) - Despite the numerous lectures from the Nurse, you just couldn't be bothered to listen, could you? He's only trying to help keep you alive you know. It's not like it's hard to read the instructions on those bottles. Well, this should be interesting. You now have a regimen of medication that is required to keep you functioning normally, either because of or on top of the Disability you have above. These pills will be vital no matter what kind of physiology you claim to be bringing to the table.

Which would be easy enough to deal with, if you ever remembered to take them. You will frequently forget to take your medicine. Despite reminders you leave for yourself, calls from friends, or even concerned questions from the Nurse, you just can't seem to remember to take your medication. Even worse, when you do remember, you tend to just shove random amounts in the directions of you mouth. This is very, very bad.

During your years here, you will feel continually out of sorts. Groggy one day, buzzing with energy but unable to focus the next, nauseous after that, with the occasional major complication like blacking out or temporary full body paralysis to deal with. If someone manages to force you to take your medication correctly, you'll feel better and avoid the major complications, but you'll suffer from a whole range of unpleasant side effects instead.

Rise of Kenji (+600 CP, Incompatible with ANY Canon Companion Option)

Haiso is dead. Someone threw him off the roof. The rest of the world believes it to be a suicide or the result of getting pissed drunk on whiskey on the roof. But one man knows better. A man who smells of garlic and seeing the world for what it truly is. Haiso will be rebuilt, he will be harder, better, faster, stronger. By one mostly blind man in his dorm room. And one day soon his underground resistance group will follow his unholy creation into war against the feminists, starting with Yamaku Academy.

A certain science teacher will see the danger coming. He will equip six unique girls with high tech devices to enhance their inborn abilities, compensate for their deformities, and enable them to seriously kick some ass. But, it seems, the feminists had already gotten to the six and turned them. They take their new abilities and turn on Mutou, then the school.

There will be war. It will be bloody, it will be violent, it will involve giant mecha, girls with fantastic abilities, and you. You will be standing at the gate, attempting to hold them all back. Yamaku Academy must be saved, from the feminists, from the misogynists, and from every evil device they can throw in your direction. Make no mistake, this will be a fight that will test your abilities, your resolve, and your willingness to punch girls.

You didn't actually think you could just go to high school, did you?

Graduation

Your time here is over, the last grains of the hourglass having fallen. Whether your time here was happy, sad, boring, exciting, or a mixture of all four, it is no use regretting now. But, you still have one final choice to make. The most important choice. The same one that always faces you at the end of your allotted time in a world.

At this point your Disability is removed as well as all your Drawbacks. If you wish, for whatever reason, you may keep your Disability. I hear eyepatches are making a comeback.

Home is where the Heart is

So, this is it. This world and the life you've built here has made you decide that enough is enough. You're weary of wandering or perhaps you just found something more important here that you can't take with you. Enjoy your new life.

Weary grows the wandering Heart

What was it that decided to make you turn around now? A feeling of family that made you miss your own? An love found that you wished to share with those you left behind? Or perhaps you have simply had enough for one "lifetime" and wish to return. Whatever the reason, you will be returning to your home dimension with everything you have gathered.

Steadfast is the marching Heart

I think we both knew you would end up here, with those words on your lips. You're off to the next world, leaving this one behind. It could be the first in a long line soon to come or simply the most recent but you will leave it for the next all the same. Perhaps the next one will contain what it is you are really looking for.

Notes:

Disability

- + “Bypass” refers to any abilities, powers, science, or magic that would render your chosen Disability a non-issue. If you choose to have no arms, your telekinetic abilities and magic will cease to function for the duration of your time here. If you have no legs, you will not be able to simply hover or fly everywhere. So pick wisely.
- + You may use your gifts to improve the life of those around you and the world at large, just not yourself. Cybernetic limbs will fail to graft correctly, magical eyes will simply not work, etcetera.
- + 1-Up perks will function normally if you do not pick the Normal High School Student Drawback. You will still need to pick a Disability that is not certain to kill you within ten years. So, if you suffer an accident or a blind idiot slaps you on the back really hard when you have a heart condition, the 1-Ups will still help you out.