

Goof Troop

[Link to Jump](#)

For Spike

Name: Victor

Age: 11

Gender: Male

Origin: Middle School

Appearance:



Youth

The remainder of the Jump



2100 CP

“Apparently This place is a good vacation jump”

Perks

Skateboarding Skills and Yo-Yo Tricks [100 CP | Free for Middle School]

You have professional levels of skill in both Skateboarding and Yo-Yo tricks. When on a skateboard you can grind, skate, ramp off objects, and otherwise do awesome and air-defying skateboarding effortlessly.

With a Yo-Yo you have perfect control on how it moves and rolls and are able to perform tricks like wrapping it around things, or hitting consecutive targets with its body.

Childlike Innocence [200 CP | Discounted for Middle School]

You have the ability to project an air of innocence and trustworthiness to those who see you and are skilled in deflecting inquiry and creating believable or at least initially accepted excuses for what you

were just doing, and why it wasn't what they thought it was. Great for getting away with sneaking around and pulling stunts that those in power wouldn't want you to do whether it is for your safety or simply for their peace of mind.

2000

Befriending Others [400 CP | Discounted for Middle School]

You are exceptional at befriending other beings and animals that you really shouldn't be able to be friends with. Whatever the case, whether it is a new neighbor, hot babysitter, or that dinosaur that you somehow hatched from an egg and can't actually communicate with, you will find yourself knowing how to approach them and begin the process of gaining their trust and friendship. You are exceptionally good at befriending those that should hold power over you or are completely alien and other than yourself as most beings will start completely neutral to yourself and only become hostile if there is something immediately beneficial to be gained in terms of sapient beings or if you attack them first in the case of animals.

1800

Adventures [600 CP | Discounted for Middle School]

You have a knack for getting into trouble and finding adventures at every turn and generally happens without any adult or authorities ever finding out or interfering with you if you don't bring it to their attention. This will ensure that you will regularly stumble upon plot-relevant objects, secret societies, and esoteric items, and generally have an adventure every other week that ends up with you coming out ahead. You can always ignore the call to adventure if you want to but who would? This is a softer "May you live in interesting times!" style blessing that attracts you to events and events to you that ensure you will be busy having fun and profiting to a degree in skills, contacts, or plain old treasure. This is generally not too dangerous as this is a kids cartoon universe but it will scale with the universe you are in and your surroundings.

1500

Dancing Skills [100 CP | Free for High School]

You have basic skills in most forms of dance and have as a result nearly perfect balance with exceptional physical awareness and control. Never trip over your own feet or others again

1400

Items:

Suburban Home [Free]

You have a nice three bedroom, one and a half bath, two suburban home that comes fully paid off with unlimited utilities and basic cable.

Shades [50 CP]

Design and take a pair of awesome shades that just screams you. No matter what you go through these will always look clean and will be highly resistant to damage, regenerating minor damage and reform into your pocket from complete destruction once they leave sight, barring desired cosmetic damage.

1350

Leather Jacket and Iconic Hat [100 CP]

Design and take a leather jacket and a hat that just screams you. No matter what you go through these items will always look clean and will be highly resistant to damage regenerating by the next day, barring desired cosmetic damage.

1250

Skateboard and Yo-Yo [100 CP | Free for Middle School]

You have an unbreakable skateboard of your style and graphical design and a Yo-Yo with an unbreakable and infinite string that detaches and regenerates with a thought. This will respawn in your pocket after five minutes if left behind.

Everfresh Lunchbox [200 CP | Discounted for Middle School]

This lunchbox's interior is expanded to hold triple and when closed form a complete temporal stasis to keep anything inside fresh. The lunch box also contains a small thermos that supplies an infinite amount of whatever the last liquid you inserted into it was and has similar stasis properties. Comes in the classic rectangular boxy design in a sturdy plastic or metal body and is decorated with your favorite cartoon characters depicted in full color embossing.

1150

Blank Collapsible Stand [400 CP | Discounted for Middle School]

You run a widely successful food or drink stand that you can collapse into a suitcase sized carrying form and are at the point you are now hiring other kids to run the day to day operations of your stand for you.

This provides you with a great spending money and a decent pool of funds for a kid to pull from. No matter how big this gets and how much is sold or bought through it, no one will find it odd, or something to bother. This business and anything sold through this stand will not be fined, looked into, or suffer the scrutiny of those in power. After all, it's just a kid's food and drink stand. How much could it be making and why would people waste time paying attention to kids playing around.

950

Dinosaur Egg [600 CP | Discounted for Middle School]

You seem to have found a dinosaur egg, congrats now you just need to be able to keep it fed. The design of the dinosaur is up to you as long as it is suitably cartoony for this world.

650

Backpack of Weightlessness [100 CP | Free for High School]

You now have a shiny new backpack of your desired design, though it needs to be a normal school or commuter knapsack and not something larger like a hiking or outdoors backpack. This backpack, while not infinite in space, always seems to have room for another small item to be tucked away securely and never weighs more full than it does empty.

550

Companions

Family [Free]

Import up to 4 companions as your in jump family, two of you need to be the parents with the rest being middle, high, or college age students. Each gains an organ, race, and 300 CP to spend.

(Fred, Anna, Betsy and Kiwi)

I don't know why but Fred and Anna blushed when I suggested

Family Dog [50 CP]

You have your very own dog, the breed, sex, and age are up to you and this counts as a pet not a companion.

500

Pee Wee insisted on coming so he's the dog

Companion Import / Creation [50 CP - 200 CP]

Import or create a single companion with any origin and race for 50cp each or eight for 200cp. They gain 600 CP each to spend on perks and items.

300

Canon Companion [100 CP]

Want to take any other existing character from this world? Maybe Roxanne, Sylvia Marpole, Beret Girl? Then this option is for you.

100

Roxanne

Sylvia

Goofy and Max [100 CP]

Do you want to take this father and son duo with you? Well now you can as a pair.

0

Drawbacks

It's All Real [+0 CP]

Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 CP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Keyblade OOC Supplement

2100

Origin:

Warrior

By taking the Dream Sword you have chosen the path of the warrior, the road to gaining the strength to cut down your enemies and the speed to bridge the gap.

Perks:

Universal Key - Free

The most important feature of a keyblade is the ability to lock and unlock any keyhole or lock whether physical or symbolic. The most apparent use of this ability is in the opening and sealing of the keyholes to the hearts of the worlds as well as opening paths to other worlds.

Summon Keyblade - Free

The Keyblade is a part of your “Heart” and as such is an extension of your will rather than a physical object that allows you to summon and unsummon your Keyblade at will.

Awakened Origin - Free (Cannot be taken with “Locked Away”)

This is an Out of Context Origin Perk. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were dragged into the setting from a world consumed by darkness.

Dynamic Entry - Free (Requires 3 “Out of Context Origin Perks” from other Supplements)

Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Alternative Weapon -100 CP (Incompatible with Origin Exclusive Drawbacks)

For each purchase you can grant your Keyblade an additional Alt-Form of another type of weapon. Examples of this are the drawback options but without the drawback penalties.

1900

(Lance and Yo-Yo)

Keychain Clip -100 CP

Your Keyblade comes with a Magical Keychain clip attachment. This is a piece of equipment that allows you to change a Keyblade's stats, grant it special abilities, and give it a new appearance by equipping different clips.

Each keyblade clip is crafted from the emotions you feel towards a thing or place and by default you will gain one new Keyblad clip whenever you complete a jump and gain one new clip, per Jump world you have already completed.

1800

Keyblade Glider -200 CP

You are able to convert your Keyblades into a vehicle, which you can use to fly, even to other worlds. Although each Keyblade Glider is similar in the manner that they are formed, by throwing the Keyblade into the sky, where it transforms into its vehicle form, each keyblade's glider has drastically different forms.

1600

Drive Form -400 CP

This perk grants you access to drive form transformation ability that allows you to take a more powerful form for a time. By default you gain access to the Anti-Form and the Negative-Form.

- In the Anti-Form you become similar to a heartless, as your clothes, skin, and hair become completely black with bluish highlights, your fingers become claw-like, your eyes become yellow and your body emits a dark mist. While in this form you are able to move through shadows with your movements.
- In the Negative-Form you become similar to a nobody, as the colors of your skin, hair, and clothes are photographic negative inverted, the edges of your hands become blade-like and your facial features become blurred and indistinguishable. While in this form you are able to elongate your body and temporarily invert your own gravity.

1200

Synch Blade -600 CP

Somehow you are not limited to a single Keyblade within your heart as it now contains two this also allows you to sense the world through your Keyblade as though it were an extension of your body. By default the first is the Kingdom Key and the second is the Kingdom Key D.

600

Drive Form Booster: Master Form

With this you are able to telekinetically wield your two Keyblades and maneuver yourself while airborne while you are in any of your Drive Forms. While in the Master Form your clothes become mostly yellow, your magic casts cost a third the normally required MP and your movements are slightly increased. This special ability allows you to perform Aerial Dodge while in midair.

Drive Form Booster: Final Form (Requires Limit Form, Valor Form and Wisdom Form)

This is the most powerful among all the Drive Forms as it contains all the abilities of the other forms your clothes become mostly white and allows its user to Glide and briefly fly. This perk also gives you the ability to bestow a Keyblade to each companion with it giving them the perks Universal Key, Summon Keyblade, Sword Intent, Sturdy Frame and Magical Powers.

Sword Intent -100 CP (Free for The Warrior)

You have learned a principle of swordsmanship that allows you to make a blade from your intent alone. This means that when swinging with the intent that you are using a sword you can form a blade's edge. Initially doing this empty handed would have the durability and cutting potential of thin glass whereas using an ordinary stick would have the durability and cutting potential of an iron sword. This will take focus and imagination to do correctly but will become easier and stronger with time and training.

Blade Length -200 CP (Discounted for The Warrior)

While wielding any melee weapon you are able to control the weapon's length in order to extend its length up to five times its initial length or reduce it down to one fifth. This can be used at any time even while in battle and it can be used to scale the size of any weapon to match your size.

500

Limit Break -400 CP (Discounted for The Warrior)

While in battle you can force any attack to become a Limit Break which will allow you to unleash all your energy as a singular tremendous attack which you wouldn't normally be able to perform. Using this

drains your body of all its energy but also heals you from any abnormal effects your body is inflicted by and prevents you from getting any unusual effects for a few seconds.

Drive Form Booster: Limit Form

The Limit Form highlights your physical features while increasing your strength, agility and maneuverability while also reducing the drain on your body to only a third when using the Limit Break while still producing the same level of power in your Limit Break attack.

300

Blade through the Armor -600 CP (Discounted for The Warrior)

While fighting an opponent you subconsciously gain an awareness of their weakest points with them almost glowing, using this knowledge you can set an auto lock on so that your attacks aim for that spot so long as you can hit from your range.

Synch Blade Booster: χ-Blade

Your Keyblades can now do something legendary the two can combine to take on the form of the χ-Blade, allowing you to connect to the true kingdom Hearts while being able to create Portals anywhere and manipulate Light and Darkness.

Blade Length Booster: Rangeless Blade

Through this the range of your strike has no limit as you can cause any blade you hold to glow white and extend at high speed to any distance carrying tremendous force when extending. The force, cutting power and speed of the blade is vastly amplified the further it is extended. The blade can retract to its normal size almost instantly.

0

Second Chance -400 CP (Discounted for The Guardian)

So long as you are still capable of standing your ground and fighting should you be hit by a powerful attack that would have killed you, you will be able to survive and withstand its effects though you will be on death's door without some form of medical aid.

Drive Form Booster: Valor Form

The Valor Form alters your clothes to become mostly red, and can be toggled to heighten your physical capabilities by a tremendous degree but in exchange it quickly drains your stamina and endurance. While in this form any harm you receive will be absorbed into the form reducing the amount of time you can remain in it but when you revert to your normal form you will be as physically healthy as when you first entered the form.

-400

Magical Powers -100 CP (Free for The Mystic)

You gain a notable amount of MP that can be increased with training and a mental list of every magic spell within the Kingdom Hearts universe.

You may not initially have enough magic or magical capability to cast them but will be able to with practice and training.

These spell's include but are not limited to Fire, Blizzard, Thunder, Cure, Aero, Gravity, Stop, Magnet, Reflect, Holy, Esuna, Slow, Confuse, Zero Gravity, Sleep, Poison, Balloon, Spark and Water. These spells all have more powerful versions that end in -ra or -aga to show their increased power but there are also spells that break this format such as Aero Shield, Blizzard Arrow and Fireball.

-500

Leaf Bracer -200 CP (Discounted for The Mystic)

This magical defense renders you invulnerable while you are casting Cure or its variants.

-700

MP Haste -400 CP (Discounted for The Mystic)

With this perk your MP charging rate is increased by 25% and if you are charging a large spell it will not halt your MP recharge rate allowing you to theoretically charge a spell indefinitely.

Drive Form Booster: Wisdom Form

The Wisdom Form alters your clothes to become mostly blue, and heightens your MP charging rate to 200% its untransformed rate. While in this form you are able to glide across the ground as if you were skating along ice with complete control over your horizontal movements. Any spells you cast while in this form have their casting become purely intent based allowing you to fire a string of spells as if they were magical bullets.

-1100

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Clothing - Free

You have a baggy set of final fantasy appropriate clothing with plenty of zippers and buckles.

Keyblade - Free

This is the Keyblade itself with this purchase your Keyblade can function as both a Perk and an item in regards to drawbacks so that you may keep it if either an item restriction or perk restriction drawback have been taken active but not both.

Drawbacks

HeartMore or HeartLess +200 CP

The Heartless use the Keyblade as a homing beacon, and thus Keyblade wielders are at constant risk of Heartless attacks at any time.

-900

Knowledge Lockout +100 CP

Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

-800

Plot Anchor +100 CP

Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

-700

Competent Enemies +300 CP

All of your enemies will get situational intelligence whenever you face them making them twice as competent.

-400

Not So Shiny Toys +400 CP

All items gained from other jumpchains will not be able to be imported into this jump.

0

Goof Troop

For Fred

Name: Johnson

Age: 25

Gender: Male

Origin: Adult

Appearance:



Perks

Acting [100 CP | Free for Adult]

Did you take acting lessons, because you are excellent at portraying yourself as innocent or conveying emotions at the drop of a hat? You gain skill in acting, projecting your emotions, and conveying ideas and extreme emotion through your movements and vocal performance. This is especially good at fooling others and covering your tracks with little to no prep time.

Handy [200 CP | Discounted for Adult]

You are an excellent mechanic, and repairman, and are able to fully restore or renovate a house or vehicle with little effort in a quick almost blinding speed when needed. You have skills in automotive repair, house construction, plumbing, painting, and anything else that can be considered useful for a homeowner to know for up keeping or renovating a property or vehicle.

500

Greasy Pete [400 CP | Discounted for Adult]

You are greasy and rather conniving, you know how to get the best deal and how to part the fools from their money. You have the skill of a professional Confidence Man and the shamelessness needed to pull off numerous deals that are to your advantage alone and get away without the sucker being any the wiser. After all, that old lady doesn't need to know that the mint condition convertible she is looking to trade in for a more reasonable vehicle is worth way more than the painted over rust bucket that you're offering in trade, right? This isn't omnipotent or magical so don't push too much or you might find the sucker is more of a shark, ready to bite off the hand holding the contract.

300

Goofy Charisma [600 CP | Discounted for Adult]

I swear you must have some Goofy in your family line, you have a seemingly natural charisma that attracts those around you and is especially effective when you are pursuing someone specific. You also now have the easy going demeanor, friendly charm and wit to reel them in and seal the deal. This is not a mind control or supernatural aid as this is a boost to your own confidence, wit, and charm, the ability to not only not make a complete fool of yourself but the skill employ the provided boosts to recover from accidents with panache.

This boosts your natural charisma to ensure that your follies come off as funny, and your confidence in yourself to help ensure that attempts at flirting are more natural and easygoing.

0

Items

Suburban Home [Free]

You have a nice three bedroom, one and a half bath, two suburban home that comes fully paid off with unlimited utilities and basic cable.

Cheap and Reliable Car [100 CP | Free for Adult]

While not flashy or expensive you have a reliable vehicle that is guaranteed to never break down, seems to almost glide over hard or damaged terrain, and no matter what it goes through always seems to come out the other side with nothing more than cosmetic damage.

As a bonus these not so new sets of wheels come with unlimited fuel and will regenerate from minor damage overnight.

Goof Troop

For Anna

Name: Bella

Age: 25

Gender: Female

Origin: Adult

Appearance:



Perks

Acting [100 CP | Free for Adult]

Did you take acting lessons, because you are excellent at portraying yourself as innocent or conveying emotions at the drop of a hat? You gain skill in acting, projecting your emotions, and conveying ideas and

extreme emotion through your movements and vocal performance. This is especially good at fooling others and covering your tracks with little to no prep time.

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Goof Troop

For Betsy

Name: Samson

Age: 18

Gender: Female

Origin: College

Appearance:



Perks

Dancing Skills [100 CP | Free for High School]

You have basic skill in most forms of dance, and have as a result nearly perfect balance with exceptional physical awareness and control.

Never trip over your own feet or others again

The Perfect Cast [200 CP | Discounted for High School]

You have the skills needed to use pretty much any flexible length as a whip and make it go where you want with unerring precision. Want to use that length of sausage? Want to use your fishing rod to grab that escaping convict? Well you now have the skills to apply your whip abilities to pretty much any flexible and rope like item you desire, never again will you be without a whip.

Trickshot your way to victory and fun.

500

Grade "A" [400 CP | Discounted for High School]

You have a flawless memory, and ability to soak up new information and cross reference and link up data mentally. Along with this retention of information you also gain a mental catalog of everything you read as if you had it in hand at that moment, and the ability to consume a page at a glance.

Have fun breezing through most of your schooling.

300

Best "Friends" Forever [600 CP | Discounted for High School]

You have a way about you that attracts others, it may be the way you carry yourself, or how you seem a bit different from anyone around you. Whatever the reason, you find yourself making friends easily and once created, those relationships grow only stronger and do not fade from distance or time away unless you actively do something to drive them away. Once you have a relationship with someone it will never sour or fray with time, distance, or inaction as long as you make at least a modicum of effort to maintain it when you are actually around that person.

This also guarantees that first interactions and meeting will go smoother unless you do something stupid and any attempts to grow your relationships from friend to friend+ will at least be considered and not tossed out without a serious consideration.

0

Items

Suburban Home [Free]

You have a nice three bedroom, one and a half bath, two suburban home that comes fully paid off with unlimited utilities and basic cable.

Backpack of Weightlessness [100 CP | Free for High School]

You now have a shiny new backpack of your desired design, though it needs to be a normal school or commuter knapsack and not something larger like a hiking or outdoors backpack. This backpack, while not infinite in space, always seems to have room for another small item to be tucked away securely and never weighs more full than it does empty.

Goof Troop

For Kiwi

Name: Keith

Age: 14

Gender: Male

Origin: Highschool

Appearance:



600

Perks

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Goof Troop

For Sunset

Name: Mary

Age: 14

Gender: Female

Origin: Highschool

Appearance:



Perks

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Goof Troop

For Flash Sentry

Name: Len

Age: 14

Gender: Male

Origin: Highschool

Appearance:



Perks

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For Sombra

Name: Samson

Age: 25

Gender: Male

Origin: Adult

Appearance:



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Acting [100 CP | Free for Adult]

Did you take acting lessons, because you are excellent at portraying yourself as innocent or conveying emotions at the drop of a hat? You gain skill in acting, projecting your emotions, and conveying ideas and

extreme emotion through your movements and vocal performance. This is especially good at fooling others and covering your tracks with little to no prep time.

Handy [200 CP | Discounted for Adult]

You are an excellent mechanic, and repairman, and are able to fully restore or renovate a house or vehicle with little effort in a quick almost blinding speed when needed. You have skills in automotive repair, house construction, plumbing, painting, and anything else that can be considered useful for a homeowner to know for up keeping or renovating a property or vehicle.

500

Greasy Pete [400 CP | Discounted for Adult]

You are greasy and rather conniving, you know how to get the best deal and how to part the fools from their money. You have the skill of a professional Confidence Man and the shamelessness needed to pull off numerous deals that are to your advantage alone and get away without the sucker being any the wiser. After all, that old lady doesn't need to know that the mint condition convertible she is looking to trade in for a more reasonable vehicle is worth way more than the painted over rust bucket that you're offering in trade, right? This isn't omnipotent or magical so don't push too much or you might find the sucker is more of a shark, ready to bite off the hand holding the contract.

300

Goofy Charisma [600 CP | Discounted for Adult]

I swear you must have some Goofy in your family line, you have a seemingly natural charisma that attracts those around you and is especially effective when you are pursuing someone specific. You also now have the easy going demeanor, friendly charm and wit to reel them in and seal the deal. This is not a mind control or supernatural aid as this is a boost to your own confidence, wit, and charm, the ability to not only not make a complete fool of yourself but the skill employ the provided boosts to recover from accidents with panache.

This boosts your natural charisma to ensure that your follies come off as funny, and your confidence in yourself to help ensure that attempts at flirting are more natural and easygoing.

0

Items

Suburban Home [Free]

You have a nice three bedroom, one and a half bath, two suburban home that comes fully paid off with unlimited utilities and basic cable.

Cheap and Reliable Car [100 CP | Free for Adult]

While not flashy or expensive you have a reliable vehicle that is guaranteed to never break down, seems to almost glide over hard or damaged terrain, and no matter what it goes through always seems to come out the other side with nothing more than cosmetic damage.

As a bonus these not so new sets of wheels come with unlimited fuel and will regenerate from minor damage overnight.

Goof Troop

For Pepino

Name: Anthony

Age: 25

Gender: Male

Origin: Adult

Appearance:



I Promised to Raise Audrey as my own and that's what I'll do!

Perks

Acting [100 CP | Free for Adult]

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Goof Troop

For Peppina

Name: Haruka

Age: 14

Gender: Female

Origin: Highschool

Appearance:



Perks

Dancing Skills [100 CP | Free for High School]

You have basic skill in most forms of dance, and have as a result nearly perfect balance with exceptional physical awareness and control.

Never trip over your own feet or others again

The Perfect Cast [200 CP | Discounted for High School]

You have the skills needed to use pretty much any flexible length as a whip and make it go where you want with unerring precision. Want to use that length of sausage? Want to use your fishing rod to grab that escaping convict? Well you now have the skills to apply your whip abilities to pretty much any flexible and rope like item you desire, never again will you be without a whip.

Trickshot your way to victory and fun.

500

Grade "A" [400 CP | Discounted for High School]

You have a flawless memory, and ability to soak up new information and cross reference and link up data mentally. Along with this retention of information you also gain a mental catalog of everything you read as if you had it in hand at that moment, and the ability to consume a page at a glance.

Have fun breezing through most of your schooling.

300

Best "Friends" Forever [600 CP | Discounted for High School]

You have a way about you that attracts others, it may be the way you carry yourself, or how you seem a bit different from anyone around you. Whatever the reason, you find yourself making friends easily and once created, those relationships grow only stronger and do not fade from distance or time away unless you actively do something to drive them away. Once you have a relationship with someone it will never sour or fray with time, distance, or inaction as long as you make at least a modicum of effort to maintain it when you are actually around that person.

This also guarantees that first interactions and meeting will go smoother unless you do something stupid and any attempts to grow your relationships from friend to friend+ will at least be considered and not tossed out without a serious consideration.

0

Items

Backpack of Weightlessness [100 CP | Free for High School]

You now have a shiny new backpack of your desired design, though it needs to be a normal school or commuter knapsack and not something larger like a hiking or outdoors backpack. This backpack, while not infinite in space, always seems to have room for another small item to be tucked away securely and never weighs more full than it does empty.

Goof Troop

For Paula

Name: Lola

Age: 11

Gender: Female

Origin: Middle School

Appearance:



Perks

Skateboarding Skills and Yo-Yo Tricks [100 CP | Free for Middle School]

You have professional levels of skill in both Skateboarding and Yo-Yo tricks. When on a skateboard you can grind, skate, ramp off objects, and otherwise do awesome and air-defying skateboarding effortlessly.

With a Yo-Yo you have perfect control on how it moves and rolls and are able to perform tricks like wrapping it around things, or hitting consecutive targets with its body.

Childlike Innocence [200 CP | Discounted for Middle School]

You have the ability to project an air of innocence and trustworthiness to those who see you and are skilled in deflecting inquiry and creating believable or at least initially accepted excuses for what you were just doing, and why it wasn't what they thought it was. Great for getting away with sneaking around and pulling stunts that those in power wouldn't want you to do whether it is for your safety or simply for their peace of mind.

2000

Befriending Others [400 CP | Discounted for Middle School]

You are exceptional at befriending other beings and animals that you really shouldn't be able to be friends with. Whatever the case, whether it is a new neighbor, hot babysitter, or that dinosaur that you somehow hatched from an egg and can't actually communicate with, you will find yourself knowing how to approach them and begin the process of gaining their trust and friendship. You are exceptionally good at befriending those that should hold power over you or are completely alien and other than yourself as most beings will start completely neutral to yourself and only become hostile if there is something immediately beneficial to be gained in terms of sapient beings or if you attack them first in the case of animals.

1800

Adventures [600 CP | Discounted for Middle School]

You have a knack for getting into trouble and finding adventures at every turn and generally happens without any adult or authorities ever finding out or interfering with you if you don't bring it to their attention. This will ensure that you will regularly stumble upon plot-relevant objects, secret societies, and esoteric items, and generally have an adventure every other week that ends up with you coming out ahead. You can always ignore the call to adventure if you want to but who would? This is a softer "May you live in interesting times!" style blessing that attracts you to events and events to you that ensure you will be busy having fun and profiting to a degree in skills, contacts, or plain old treasure. This is generally not too dangerous as this is a kids cartoon universe but it will scale with the universe you are in and your surroundings.

1500

Goof Troop

For Audrey

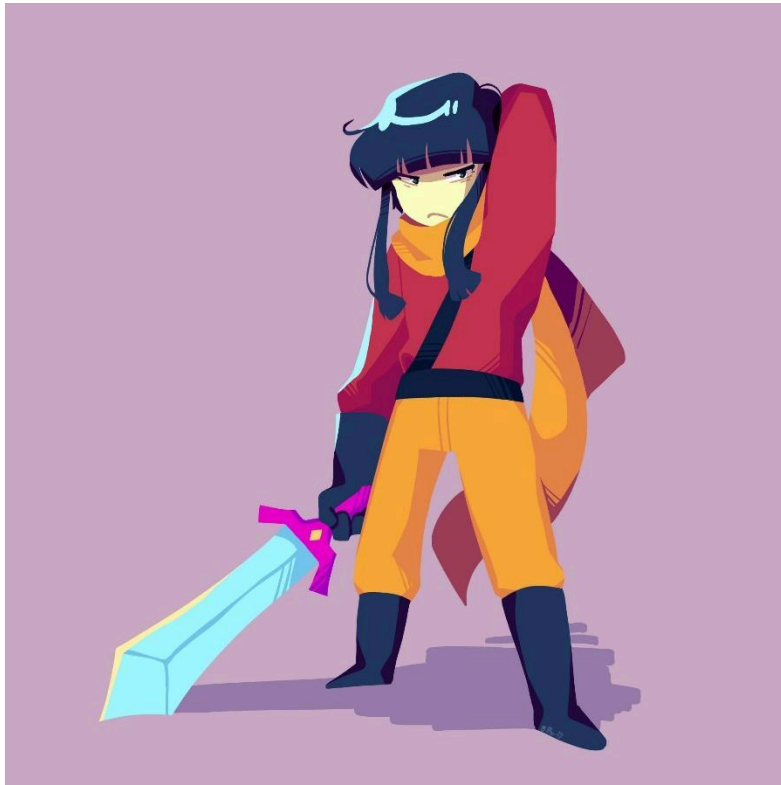
Name: Anna

Age: 14

Gender: Female

Origin: Highschool

Appearance:



Perks

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Goof Troop

Mariam

Name: Morigan

Age: 14

Gender: Female

Origin: Highschool

Appearance:



Perks

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