

High School CYOA

Newsflash: you died. The good news is, there's an afterlife, the bad news is, God and Satan have made a bet about you.

They decided to give you a second life that starts during high school; you do not know why.

Your personality is largely the same in this new life, however you may find some things have changed.

Any stat changes will affect your personality, though mostly for the better.

Anything that is a bonus from another choice is free, and does not count towards the limit.

\$100

100 Spirit Dollars to spend on crafting your new body and your new life in detail.

If you still desire more spirit dollars for your new life, you can surrender part of your old one in exchange. While your new incarnation lacks these memories they will remain with your soul, along with the other memories you have accumulated.

Knowledge
The facts and history from your past life. Surrendering this clears all past knowledge.

+10pts

Personality
How you acted and behaved, surrendering it allows for a new one to grow in its place.

+10pts

Family and Friends
Memories of the people that you once knew. Surrendering these grants a clean slate for family.

+10pts

Physical Stats:

Height:
Race:
Attractiveness (Looks):
Hair Length:
Eye Colour:
Penis Size: 4 inches
Breast Size: A-Cup
Ass Size: Norm

Home Region:

Pick your Region: 10 \$

- 01- West Europe
- 02- Central Europe
- 03- East Europe
- 04- Nordic Countries
- 05- Middle East
- 06- East Asia
- 07- South-East Asia
- 08- South Africa
- 09- Australasia
- 10- North America
- 11- Central America
- 12- South America

Roll a D12: Get Region free.

Before you start picking your choices, God and Satan have agreed to provide you with these options. They will be in your new life in the form of heirloom jewelry, such as a necklace, ring, or earring; among others. The notion of gifting or selling it will never cross your mind. It will never be stolen nor its presence in your life questioned. They cost 10 \$ each, and you may choose any and all of them. You will habitually wear the gems, which gives certain powers.

 The Ruby The Ruby bestows great courage, diminishing fear, without removing the purpose of fear. Additionally, the Ruby bestows problem-solving powers that can solve all but a few dilemmas.	 The Citrine The Citrine brings with it success and money, both finding and earning. Additionally, the Citrine grants the ability to resist problems like addiction, as well as self-destructive actions and behaviours.	 The Sapphire The Sapphire grants the ability to intuitively feel good choices, to a degree. Additionally, the Sapphire grants the ability of astral projection, lasting an hour, allowing for remote viewing and listening.	 The Emerald The Emerald gives the talent of negotiation and effective communication, making interaction easier. Additionally, the Emerald has a calming effect that makes it difficult to get angered or become sad.	 The Malachite The Malachite gifts the power to be likeable, making it nigh impossible to be hated. Additionally, the Malachite grants the ability to feel when danger is near, relative to the danger posed.
 The Tourmaline The Tourmaline grants the power to inspire love and attraction in others, making relationships easy. Additionally, the Tourmaline amplifies creativity while also stopping artistic blocks.	 The Pearl The Pearl brings with it sagely wisdom, making one wise beyond their years. Additionally, the Pearl brings good karma, magnifies good karma from actions, and minimises bad karma.	 The Tanzanite The Tanzanite bestows an aura that creates and enhances harmony that quells quarrels around it. Additionally, the Tanzanite reduces stress and makes it difficult to become upset at all.	 The Amethyst The Amethyst gives the gift of enhanced intellect, 20 IQ points, and boosts general brainpower. Additionally, the Amethyst improves memory and recall, allowing for a near photographic memory.	 The Moonstone The Moonstone gifts an excellent nocturnal sight, making night nearly as clear as day. Additionally, the Moonstone provides protection during travels, as well as protection from blinding lights.
 The Turquoise The Turquoise provides protection from illness and disease, meaning only the dangerous ones may take root and cause harm. Additionally, the Turquoise accelerates healing by 50% and inhibits scarring.	 The Diamond The Diamond gifts exceptional physical toughness like a Diamond, similar to sclerosteosis. Additionally, the Diamond gifts a reduced need for rest, like the hDEC2 gene, needing just 4 hours rest.	 The Opal The Opal provides the best of luck, making most impossible of events much more likely. Additionally, the Opal aids in detecting and nullifying the effects of poisons, venoms and toxins when taken.	 The Topaz The Topaz brings with it youthfulness, slowing ageing and making ageing less noticeable. Additionally, the Topaz protects from the effects of greed, both internal and external.	 The Lattice Sunstone The Lattice Sunstone gifts subconscious contact, allowing for limited influence over the body. Additionally, the Lattice Sunstone allows standing in sunlight to invigorate, replenishing energy.

Ethnicity

Pick 1 of the following, ethnicities/races. Mixed Race picks stats from its parent races, pick 2 others for A and B. West and East Yurop as defined by the Iron Curtain, but with Czechia in the West. Vices do not give points & always apply.

Britbong / Ango Hei: 180cm/170cm +Feat: British Smile +Vice: Narcissism +Hair: Brown/Red +Eye: Blue/Green	Nordic Hei: 195cm/185cm +Feat: Cold Resist +Vice: Rabid SJW +Lang: (West Euro) +Hair: Blonde +Eye: Blue	West Yuropeon Hei: 180cm/170cm +Vice: Rabid SJW +Lang: (West Euro) +Hair: Blonde/Black +Eye: Blue/Brown	East Yuropeon Hei: 180cm/170cm +Hobby: Walk/Run +Vice: Drinking +Vice: Smoking +Lang: (East Euro) +Hair: Blonde/Black +Eye: Blue/Brown
Latino / Hispanic Hei: 170cm/160cm +Vice: Stealing +Lang (Spanish) +Hair: Black +Eye: Brown	Asian Hei: 165cm/155cm +Vice: Hard Racism +Lang (C. Asian) +Hair: Black +Eye: Brown	S.E. Asian Hei: 165cm/155cm +Vice: Soft Racism +Lang (S.E. Asian) +Hair: Black +Eye: Brown	Indian Hei: 170cm/160cm +Vice: Soft Sexism +Lang (Mid-East) +Hair: Black +Eye: Brown
Mid-East / Arab Hei: 170cm/160cm +Vice: Hard Sexism +Lang (Mid-East) +Hair: Black +Eye: Brown	Jewish Hei: 170cm/165cm +Feat: Jew Nose +Breast Size: E +Vice: Dishonesty +Lang: (Hewbrew) +Hair: Black +Eye: Brown	African Hei: 180cm/165cm +Penis Size: +4in +Ass: Free Pick +Hair: Black +Eye: Brown	Mixed (A+B) - 2 \$ Hei: Acm/Bcm +Feat: A or B +Vice: A & B (if any) +Lang: A & B (if any) +Hair: A or B +Eye: A or B

Orientation & Gender

Pick one of each.

Heterosexual

Bisexual

Homosexual

You were a male before
Now you are female.

You were a female before
Now you are male.

Want a choice? 10 \$.

Eye Colour

Pick a colour from the options below

Brown

Hazel

Blue

Green

Grey

Violet

Hair Colour

Pick a colour from the options below
Any shade or hue is available
This is your natural or preferred colour

Brown Black Dyed Red Blonde

Height

Choose your height from the interval gradient. Your standard height is free, and it costs 5 \$ every (up to) 10cm you deviate from your standard height.

140cm

215cm

Hair Length

Pick a length from the intervals
This is your preferred length

Very Short	Short	Regular	Long	Very Long
3 \$	2 \$	0 \$	1 \$	5 \$
1 \$	2 \$	0 \$	3 \$	5 \$

Physical Features

What do you look like?
You have these by default, though you can achieve them later. With lots of blood, sweat and tears, and a lot of effort.

Little/No Body Hair - 15 \$ Fast Metabolism - 10 \$ Very Fast Metabolism - 15 \$ Dreamy Eyes - 8 \$ Toned Body - 10 \$ Clear Skin - 8 \$ Sexy Hair - 4 \$ Perfect Smile - 6 \$ Dat Ass - 10 \$	Lots of Body Hair - +2 \$ Slow Metabolism - +2 \$ Runaway Metabolism - +10 \$ Creepy Eyes - +2 \$ Untoned Body - +2 \$ Acne - +2 \$ British Smile - +1 \$ Slouch - +1 \$ Mousy Hair - +1 \$	Sexual Sensitivity -Too Little - +1 \$ -Too Much - 2 \$ Infertility -Selective - 10 \$ -Permanent - 3 \$ Piercings -Single & Few - 2 \$ -Many - 4 \$ Tattoos & Body Art -Single & Few - 2 \$ -Many & Countless - 4 \$
Chest Hair - 3 \$ Sexy Stubble - 3 \$ Sexy Beard - 6 \$ Neckbeard - +2 \$ Deep Voice - 10 \$ Broad Shoulders - 6 \$ Pencil Dick +5 \$ Erectile Dysfunction - +1 \$	Long Neck - 4 \$ Long Legs - 6 \$ The Gap - 6 \$ Sexy Feet - 3 \$ Long Tongue - 3 \$ Period -Painful & Heavy +10 \$ -Unpleasant - +3 \$ -Pleasant - 6 \$ -Optimal - 10 \$	

Looks

On a scale of 1-10, how hot are you?

Ugly	Comely	Plain	Average
+6 \$	+3 \$	0 \$	4 \$
Cute	Hot	Gorgeous	Godly
7 \$	10 \$	13 \$	16 \$

Pick One Of Each Applicable

Penis Size

Length x2 = \$

MIN 04

16 MAX

Proportional girth, size in inches

Breast Size

70cm A	72cm A	74cm B	76cm C	78cm C	86cm D	92cm E	96cm F
0 \$	2 \$	4 \$	6 \$	8 \$	10 \$	12 \$	14 \$

Ass Size

Does she get the booty?
Picking Dat Ass from *Physical Features* means the chosen ass is better than most of that kind. The Gap from *Physical Features* grants an aesthetic thigh gap that accentuates your ass.

Bone	Petite	Normal	Muscle	Apple	Thick	Badonk	Wide
00 \$	01 \$	02 \$	04 \$	06 \$	08 \$	08 \$	00 \$

Ability

This is your baseline ability score, determining how you are at things. By default you can speak English and any native language. You may choose a maximum of one Ability to have at Master level. Being bad at languages means you speak chavspeak, ebonics, or other bad forms of your native language.

Music	Bad 0	Average 3	Good 9	Great 15	Excellent 25
Singing	Bad 0	Average 3	Good 9	Great 15	Amazing 25
Languages	-0.5 +5	+1-2 3	+3-5 18	+10-12 27	Admirable (+26) 36
Science	Bad +2	Average 3	Good 9	Great 15	Exemplary 25
Mathematics	Bad +2	Average 3	Good 9	Great 15	Impeccable 25
Humanities	Bad +2	Average 3	Good 9	Great 15	Commendable 25
Art	Bad 0	Average 3	Good 9	Great 15	Model 25
Mechanics	Bad +2	Average 6	Good 12	Great 18	Shocking 30
Outdoors	Bad +2	Average 3	Good 9	Great 15	Outstanding 25

Hobbies

Pick one Hobby, and ignore the cost. You may pick other Hobbies, but apply the cost. You only have time for a maximum of 3.

Physical	Outdoors	Sports	Arts	Indoors	Intellectual
Airsofting - 5	Biking - 5	Ball Games - 10	Acting - 10	Babysitting - 5	Astronomy - 5
Blacksmithing - 5	Camping - 5	Diving - 5	Filmmaking - 5	Computers - 5	Biology - 10
Go-Kart Racing - 5	Driving - 10	Handegg - 10	Digital Art - 5	Cooking - 5	Chemistry - 10
Dance/Gym - 10	Fishing - 5	Horsingriding - 5	Drawing - 5	Electronics - 5	Chess - 5
Lifting - 10	Gardening - 5	Hunt/Shooting - 5	An Instrument - 10	Makeup - 5	Debating - 10
Martial Arts - 5	LARPing - 5	Wrestling - 5	Music (Singing) - 10	Models/RC - 5	Engineering - 10
Mechanics - 5	Parkour - 5	Skiing - 5	Painting - 5	Programming - 10	History - 5
Cheerleading - 10	Walk/Running - 5	Surfing - 5	Photography - 5	Sewing/Knitting - 5	Languages - 5
Paintballing - 5	Skating - 5	Hockey - 5	Sculpting - 5	Tabletop Gaming - 5	Philosophy - 5
Woodworking - 5	Urban Exploring - 5	Track & Field - 5	Writing - 5	Vidya Games - 5	Reading - 5

Classes

Pick 16 classes for High School. 2 from English, Mathematics and Science are required. The remaining 10 classes can be whatever you wish.

Performing	Art	History	English	Trade
Music Class	Art (Regular)	U.S. History	Writing	Metalworking
Choir	Photography	World History	Humanities	Woodworking
Theatre	VisComm	War History	Literature	Textiles
Dance	Ceramics	Politics	English (Reg)	Electrical
Music Theory	Style & Design	Religion	Journalism	Welding
π Maths	Science	Computers	Skills	Misc
Algebra	Biology	Programming	Business	Special Sports
Geometry	Physics	Comp. Sci.	JROTC	P.E. & Health
Trigonometry	Psychology	Info Tech	Engineering	Home Ec.
Calculus	Chemistry	Networking	Automotive	Media
Economics	Intro Science	Game Dev	Agriculture	Driver's Ed

Jobs

Choose 1 job. Unemployed takes up none of your time. Any other job takes up a slot in your Talents & Hobbies. Anything that gives +Job or +1 Job requires you to take one of the following; It also takes up your time, like usual, but is free.

Unemployed - 0	Trade Apprentice - 2	Translator - 5
Babysitter - 1	Programmer - 5	Jr. Scientist Asst. - 10
Retail Store - 1	Admin/Clerk - 5	Politics - 5
McJob - 1	Amateur Artist - 2	Sport Player - 10
Cafe Barista - 1	Filmmaker - 2	Model - 10
Restaurant Waiter - 1	Amateur Writer - 2	Cinema Staff - 4
Restaurant Cook - 1	Amateur Photographer - 2	Makeup - 4
Takeaway Delivery - 1	Tutor - 5	Game Dev - 4
Hairdresser - 1	Drug Dealer - 5	Jr. Scout Master - 2
Jr. Coach - 1	Ranch/Farm Hand - 3	Computers/I.T. - 4

Groups

What does your social circle look like?

Loner - +1 Nobody interests you, so you do not interact much with people at school. Not necessarily a bad thing, but word gets around. Don't expect invitations to parties.	Band Campers - 5 In all the school bands, always jamming away. They're obsessed with music and live their life around it. Some of them are funny, even if their jokes are a little flat; just don't bass your opinion on that.	Hunters & Adventurers - 3 Equipped with Dad's Hunting Rifle and a good pair of hiking boots, they like to get outside and in nature. They like to go camping innawoods on weekends and know a thing or two about the area.	Gang Thugs - 2 Passing up grades and life chances in order to get up to no good, they prefer to end up in detention and do questionable deeds such as shoplifting and graffiti. Their career paths are rather limited.
Geeks - 3 Dungeonmasters and comic lovers, interested in tabletop games and LARPing. If Gygaxian fun sounds like a good time then there's good times to be had by all; just don't expect to be cool.	Metalheads & Rockers - 2 The beautiful people, heavy metal, rock, and headbanging are life. Band shirts, long hair and patch vests are the uniform. They're given a wide berth by others due to certain past events.	Motley Crue - 5 A potentially diverse assortment of friends from all walks of life, even other groups. They've grown up with you, and despite divergent interests, remain steadfast and loyal friends.	Tumblrates - +5 Not remarkably intelligent yet somehow the loudest people there, they try to make the school conform to their beliefs. If you're not one of them, chances are they're going to annoy you.
Hipsters - 5 If it's cool, then they're already over it. They only like things that aren't mainstream. All things old and out of fashion have come back in. I hope you like vinyl, beards, and old bikes.	Nerds - 3 Heavily focused on academia, they tend not to have time for standard social events. They're smart, and excel at book smarts and knowledge. Practical matters may be a different story, however.	Slackers - 0 Due tomorrow? Do tomorrow. Able to do 30 mins work in 8 hours and 8 hours of work in 30 mins, they procrastinate in doing anything else but work, including hanging out together pretty much always.	Gamers - 3 Often confused with Nerds, they play everything, any time, all the time. From Call of Duty to Civilisation, Age of Empires to Animal Crossing, their free time is spent in the virtual world.
Thespians and Cinephiles - 3 Enthusiasts of acting and filmmaking, phantoms of the opera and the next Kubrick. Starring in plays and directing movies is what they do best, and they love it. Of course, so do you.	Stoners - 2 How high are you? Yes. Don't expect any good grades, but you will hang out and smoke all the good shit. Some high times are ahead, dude.	Jocks - 10 The sporty and macho dudes driven by sports and parties. They're friends with the Popular Kids, and socialise with them. Academics and study aren't their favourite topics, but they need to study.	Popular Kids - 10 The coolest cats in class, treated like royalty by their peers and privileged by the staff. Parties are their drug of choice. Conformist and proud of it, they will no doubt end up in some posh college/uni.

Family

Everyone has family, at least you get to pick yours.

Emancipated - +3 <i>No Siblings or Parents + No Transport Cheap</i> You lived with your parents, until now. For whatever reason, you live alone or with roommates, and have to deal with life as an adult, and all that entails.	Adopted - Unrelated - +1 <i>-1 to Home cost</i> You never knew your real parents, but that doesn't matter. These parents have cared and provided for you. You can always say they wanted you.	Single Parent - 0 One of your parents is no longer there and the other works hard to put food on the table. They are not there much and you have become independent.
Grand Family - 1 <i>-2 to Home cost Free to Asians & Latinos/Hispanics</i> Grandparents from either side of the family (or both!) live with your family under the one roof. Privacy is a luxury	Gay Parents - 2 <i>-2 to Home cost</i> A gay couple through some means that are your parents; they provide the best life for you that they can. They see this as a challenge to parent better.	Adopted - Grandparents - 3 <i>-3 to Home cost</i> Old-fashioned and hard-working, they are early to rise and instill this in you. They do not have many modern things but have taught you to rely on yourself.
Adopted - Aunt & Uncle - 4 <i>-3 to Home cost</i> Like Peter Parker, your guardians are relatives, and they do not speak of how you ended up in their care. They instill moral values that shape your view.	A Bunch of Family - 7 <i>-5 to Home cost</i> Only one parent is related to you, and you have quite a few siblings, of both genders, equal to 3 each. You rarely get privacy, but you always have help.	Nuclear Family - 5 <i>-4 to Home cost</i> The standard family, found everywhere and considered the ideal model. One or both of your parents work and they provide loving care and support.

Relatives

How interesting is your family?

Pushy Parent(s) - +3 <i>N/A: [Icons]</i> Overbearing and intrusive, you will not get much of a social life with these. Your grades will have to meet a high standard.	Quirky Parent(s) - 3 <i>N/A: [Icons]</i> Hippies, artists, musicians, people with a way of looking at the world that isn't close to normal. They are more lenient and easy-going.	Bachelor Uncle - 3 Despite being as old as your parents (or guardians) he's surprisingly cool. He usually has a different "girlfriend" every week and will help you out.
Sexy Aunt - 3 Able to find herself a new date every Friday, she has tips and tricks to make yourself more attractive to the opposite gender.	Geeky Older Brother - 3 Skilled with computers and academics, your older brother can help you out with schoolwork, if you ask nicely.	Sexy Older Sister - 3 Your sexy sister knows the tricks to getting the girl (or guy) and may even know them enough to give personal advice on them.
Annoying Younger Brother - +3 An aggressively invader of privacy and habitual prankster. He genuinely loves you and will help you get back at bullies in his own special way.	Loving Imouto - 5 The little girl that is the star of the family, she loves you the most of anyone. Rather naive and trusting, you will not get much alone time.	Criminal Cousin - 1 The black sheep of the family, they gettin' out of school to pursue less legal alternatives. Always smoking or drinking, they can hook you up.
Sport Star Cousin - +3 An exceptional athlete, desired by just about every university, they somehow do well in every game they play. They will help you get good too.	Twin - 5 Like looking at a mirror, your sibling whether fraternal or identical, looks just like you. You are so close that only you can truly tell who is who.	

Home

You have to live somewhere.

Farm - 0 <i>+1 Job: Ranch/Farmhand</i> Early to rise, life on the farm is tough. Practical skills and helping on the farm was your childhood focus. You have a strong work ethic and love to hunt.	Ranch - 2 <i>+1 Job: Ranch/Farmhand</i> Working on a cattle ranch, you can ride a horse and round up cattle. You have learnt independence and can manage to entertain yourself quite easily.	Small Apartment - 4 <i>+1 Job</i> Your family live in the city and money is scarce, and have a job to help out. Balancing work and school is a must. Your possessions aren't that modern.
Apartment - 6 Your family live in the city and you live comfortably. Your parents want the best for you and encourage you to study. You take the bus or walk almost everywhere.	Suburban House - 8 A home in the suburbs, you have grown up around people, and have many family friends in the area. Your family is well-off and very supportive of you.	Beach House - 12 <i>Requires Coast</i> Morning surf and afternoons on the beach are how you were raised. You've experienced little hardship beyond finding the next wave.
McMansion - 10 A two-storey house with room for lots of room, probably situated in a nice part of the country. Your parents have money but they don't think they're rich.	Mansion - 14 Born into affluence, both your parents are important and well-connected. Your standard of living is above the rest, and you have your own fancy car.	

Perks

There's some benefits to your situation than others may not have. Pick 1 below perk to be perk of being you.

Lucky

You're surprisingly lucky, more than usual. You do well in luck- or chance-based things and always end up passing multiple-choice tests. This is a rather broad perk, and applies to a lot. Just don't get too cocky, you're not the only favourite of Lady Luck.

Likable/Trustworthy

"I don't like you" is something you have never heard from a stranger, even then, people are forgiving, moreso than usual. You still have a chance with people if you spill your drink on them, for example. You are all-round more trustworthy as well.

Teacher's Pet

No matter how you act with your fellow students, teachers and staff members seem to always like you, and give you a break with life. They're not dumb and will not let anything they see slide, but you can get away with a lot if you're careful.

Humourous

Funny, jester, joker, clown, they all apply to you. Getting a laugh out of a person or an audience is easy, so easy it may as well be unintentional. Humour is a part of life, every day without fail you make someone laugh; you are a natural comedian.

Healing

Taking one week what takes others weeks, you heal at a much quicker rate than most. You're no Wolverine, but the time you spend sick will be drastically shorter than your peers. Don't expect your body parts to grow back though.

Ambidextrous

Either hand or both hands, you can use them equally as well as a dominant hand or foot. You may end up favouring one over the other thanks to things being set up for right-handed use, but apart from that you will switch hands or feet unconsciously.

Multitasking

Reading one question while thinking of the answer of another, you can generally focus on more than one thing at a time. Allowing you to do several things at once would normally have detrimental effects on productivity, but not you, for some reason.

Confident

A natural when it comes to believing in yourself, you never feel discouraged when something goes wrong. You know things will go your way next time. You may come across as cocky to others but you have the self-esteem to win it all.

Balance

Naturally better than most, your sense of balance means you're unlikely to trip up, and when tripped have an above average ability to right yourself instead of falling on your face. You do excel at physical activities that require balance, as well.

Desirable Scent

Some people smell bad, some use perfume or deodorant, and some wear cologne like a suit of armour, but not you. You naturally smell good, regardless of whatever else you have on. Even after intense exercise, you do not smell bad.

Stylish

Bizarre is a word commonly used, given how stylish you are. Even when you fail, fall or trip, you do so in a fashionable way. You can't not dress well, and you always pull off whatever you're wearing.

Quick Learner

A good grasp of things certainly helps, but you get that grasp faster than most. As little as half as much time is needed to understand things, though your potential is no greater for reaching it sooner. Of course learning things quickly is still valuable.

Pain Threshold

Whether it's getting a shot at the doctor's or sawing your arm off after 127 hours, your ability to withstand pain is greater than the global average. Don't expect to go into shock easily, and passing out is something that will take real effort.

Deep Breath

While others can hold their breath for a few seconds at most, you can hold yours for dozens at a time, and with practice you will be able to hold it for far longer. 15 minutes is not impossible in your future, given enough training.

Hand-Eye Co-Ordination







Most people have this, some lack it, and some have too much; you are the latter. From darts to beer pong to just about anything requiring hands, feet and eyes, you have incredible accuracy. Unlike others this will not deteriorate with age.

Liquour Holder

Getting blackout drunk is for lightweights. Knowing how to hold your drink will help out if you drink a lot, and you probably do. Since alcohol is technically a poison, you can resist those too, but you're really supposed to drink a lot and stay conscious.

Room Sharing

Not everyone gets to have a room to themselves. Maybe you are, pick one option from the below choices.

 <p>Solo - 5 \$</p> <p>A luxury of the poor and the rich's standard, and you seem to have it. All the room you desire, with all the privacy.</p>	 <p>Double Trouble - 3 \$ Req 🏠</p> <p>Like living with a mirror, it's handy to live with someone you like. You do everything else together, why not this?</p>	 <p>Mini Me - 2 \$</p> <p>Like a smaller version of yourself, you share your room with a younger sibling of the same gender as yours.</p>
 <p>Role Model - +3 \$</p> <p>Looking up to a role model sibling, your younger opposite gendered sibling shares your room for some reason.</p>	 <p>Notice Me Senpai - +2 \$</p> <p>Sharing a room with an older sibling means you will need to learn to get out of their way, and look the other way.</p>	 <p>All Together Now - +10 \$</p> <p>Your entire family shares a bedroom, and possibly even a bed Willy Wonka style. Privacy and personal space are myths.</p>

Room Decoration


Your room is not just an empty room, it has your things. What they are, is up to you. Pick one option from the below choices.

<p>Spartan Style</p> <p>Your room has very little, and nothing for which you do not have a use. Bare and simple design, it has more in common with a cell than a teenager's room.</p>	<p>Cinderella Deluxe</p> <p>Your room is has lots of nothing. You have even less than a Spartan Style room, and you're barely allowed what you have now. Coat hangers are a luxury.</p>	<p>Otaku Life</p> <p>Wall to wall anime and manga, figurines galore, there is even a dakimakura on the bed. There's probably a fair bit of Japanese merchandise too.</p>
<p>Basement Dweller Requires Non-Apartment Home</p> <p>You live under the house, past the cellar and you rarely leave. Sunshine sets you on fire, and sunlight drives you blind. You may be allergic to human contact, too.</p>	<p>Gamer Battlestation</p> <p>Every bit as impressive as the 90s expects it to be, you have a room with a beefy desktop computer, illuminated with colour coded LEDs. Otherwise, it's rather simple.</p>	<p>Sports Locker</p> <p>The plethora of sports jerseys, balls, and other equipment line the walls of your room. Most major sports are there, and you even have a basketball hoop up.</p>
<p>Artist's Studio</p> <p>Littered with half-finished works, and all kinds of supplies and tools, your room is almost a literal artist's studio, and to you it may as well be one.</p>	<p>Tourbus</p> <p>A life on the road sounds ideal, and you're working towards it. Your room looks just like a musician's should. Instruments are everywhere, take your pick.</p>	<p>Stoner Cave</p> <p>Marijuana paraphernalia fill every unseen nook and crazy, and your hazy room perpetually smells of air freshener. You're rarely bothered here, which is perfect.</p>
<p>Write In - 3 \$</p> <p>Feel free to describe your room however you like it, but freedom isn't free.</p>		

Transport

Based on your home and family, select one option, along with a make and a model of your choice to be your personal vehicle; or at least the one you can use. Small Apartment and Apartment *Homes* may only choose from the None and Cheap columns. Large House, Beach House and Mansion *Homes* **only** may choose from the Rich column. All other *Homes* may choose from the non-Rich columns.

Requires Drivers Ed Class for any other than "None" options.

<p>None</p> <p>You have no car. The bus, bike and/or skateboard are how you get around sans a car. Recent services such as Uber have also become available to you.</p>	<p>Cheap</p> <p>You have a cheaper model of car, but it gets you around. The model is older, about as old as you are, in your new life, and lacks the modern comforts, but other is good.</p>	<p>Average</p> <p>You have a recent model car, within the last decade, and it's a middle of the road make as well. It's not the flashiest, but it's good and respectable.</p>	<p>Rich</p> <p>Your parents made sure you upstaged all the other kids at school with your ride. It is either a brand-new model or a classic one, but it's expensive and enviable.</p>		
					
					
					

Complications

Life is rarely as easy as you want. You may roll 1d14, take that complication, and double the Spirit Dollar bonus.

<p>Autism</p> <p>High-Functioning - +1 \$</p> <p>Low-Functioning - +3 \$</p>	<p>Amputee</p> <p>Single - +3 \$</p> <p>Two Limbs (Arm/Leg) +5 \$</p> <p>+Feat: Prosthetic(s) & Cane</p>	<p>Multiple Sclerosis - +2 \$</p>	<p>Deafness</p> <p>Partial - +2 \$</p> <p>Complete - +5 \$</p> <p>+Lang: Sign Language</p>
<p>Epilepsy +2 \$</p>	<p>Asthma - +1 \$</p>	<p>Speech Impediment - +1 \$</p> <p>Mute - +4 \$</p>	<p>Blindness</p> <p>Low Vision - +2 \$</p> <p>+Feat: Glasses</p> <p>Complete - +5 \$</p> <p>+Feat: Glasses, Cane</p> <p>+Lang: Braille</p>
<p>OCD</p> <p>Minor - +1 \$</p> <p>Major - +2 \$</p>	<p>Diabeetus</p> <p>Type B - +1 \$</p> <p>Type A - +2 \$</p>	<p>Phobia</p> <p>Rare - +1 \$</p> <p>Common - +3 \$</p>	<p>Wheelchair</p> <p>Can't Walk - +2 \$</p> <p>Paraplegic - +5 \$</p>
<p>Dwarfism +4 \$</p>	<p>Airhead +1 \$</p>	<p>Clumsiness +1 \$</p>	<p>Social Retardation</p> <p>Socially Inept - +1 \$</p> <p>Y-you Too... - +2 \$</p>

Vices

Perhaps you aren't as good as your parents believe? Take up to 3.

<p>Drinking - +2 \$</p> <p>Food - +1 \$</p> <p>Games - +1 \$</p> <p>Laziness - +1 \$</p> <p>Dishonesty - +1 \$</p> <p>Narcissism - +1 \$</p> <p>Stalking - +1 \$</p> <p>Rabid SJW - +3 \$</p> <p>Vegan - +1 \$</p> <p>Hot Head - +1 \$</p>	<p>Cheating - +1 \$</p> <p>Soft Racism - +1 \$</p> <p>Hard Racism - +3 \$</p> <p>Sex - +1 \$</p> <p>Soft Sexism - +1 \$</p> <p>Hard Sexism - +3 \$</p> <p>Smoking - +1 \$</p> <p>Drugs - +2 \$</p> <p>Vandalism - +2 \$</p> <p>Stealing - +2 \$</p>
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Best Friends (P1)

There's always a friend you can rely on when you need it. You intimately know each other's deepest secrets, and go back years. Pick one of these people to be your friend.

Larissa Lenz



Larissa is a unique individual with particular tastes. She is big into metal and rock and goes to concerts. Her parents are divorced, and she frequently sleeps over at her friends' place.

"Wanna go see the band on Friday? Also can i crash at your place?"

Emma Chavez



Emma is a fan of the arts, in particular theatre. She is an actor and loves to sing, starring in Broadway musicals is her dream job. Average, middle-class background, she is not too different from most.

"You're coming to the play next week right? I'll be looking for you."

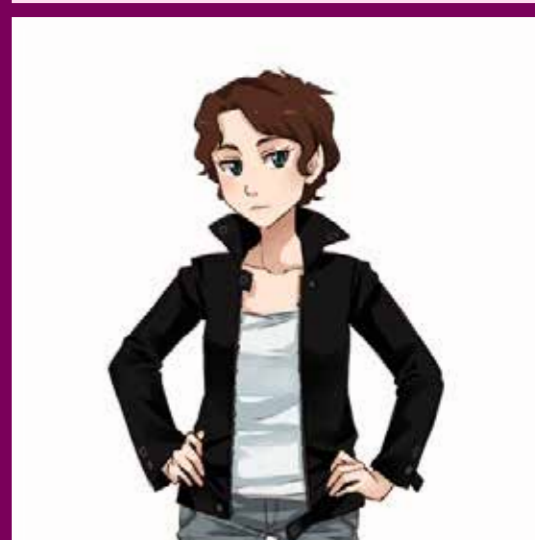
Kerrie Lopez



Kerrie is a lower-class girl from a single-parent home. She loves books and she works at the local library on the weekends. She is quite the achiever. She has a younger brother at school with her, Charlie.

"How about you come to the library and we can study, just us?"

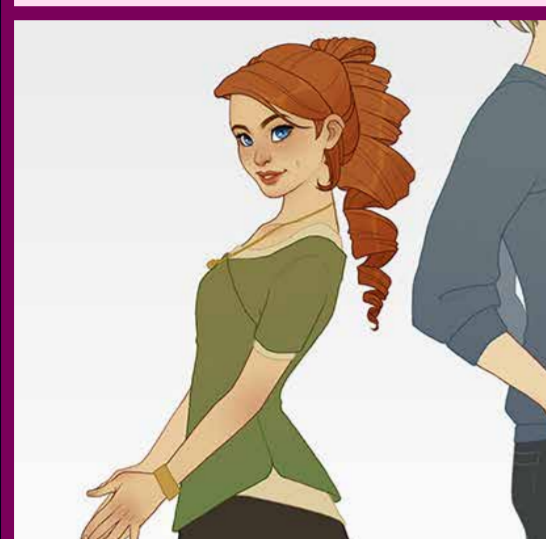
Sarah Connors



Sarah is a bit of a tomboy, with interests in guns, bikes, camping and martial arts. She is middle class, with prepper parents that instilled independence and self-reliance in her and her brother Kyle.

"There is no fate but what you make and i'm going to make it with you."

Bonnie O'Brian



Bonnie is a girl from Ireland, she excels at maths, loves hunting and babysits for people when she can. Her parents encourage her to work hard in life, and this translated in a strong work ethic.

"Kids are asleep. Still comin' over ter study? The exam is dis Froidy."

Tom Horton



Tom is Canadian, his parents are not that well-off, so he has a job at the local cafe. He is fiercely loyal to his friends, and he likes to play hockey. He is hoping to get a scholarship to play it in uni/college.

"That guy didn't like the coffee I made him. What's that about?"

Alicia Hughes



Alicia is a lower-class foodie, she has excellent skills in the kitchen, and likes to draw as well. She's not particularly good at school, but she is a wonderful and friendly person who puts others before herself.

"I'm applying for a job at the bakery, I hope they like my food."

Grace Hughes



Grace is a consummate artist, and likes to paint and draw at all hours as the mood takes her. Apart from art class she is a middling student. She has a goth-like exterior, but is a teddy bear to those that know her.

"I have cupcakes Alicia made. If you tell anyone I *will* kill you."

Oberon Schenk



Oberon is a classy, rich, and Swiss. His parents are bankers, and his family is well-off. He has a nice Volkswagen, tops the class, and he is pursuing a career in engineering. He also fixes watches as a hobby.

"Ja, the party is still on. I've just got to finish my maths homework."

Nadja Schenk



Nadja is rich, supportive, and Swiss. Her parents are bankers, and she is well off. She has a nice car, excels at biology and is studying to be a doctor. She is always there to lend a shoulder or help out those in need.

"Ja, i'm still coming to the party. I've nearly done my bio homework."

Sally Walker



Sally is a stylish girl and a fashion aficionado. She is from a farming family and does her share to help. She designs and makes her own clothes and will make all her friends the most stylish in the school.

"What do you think of my new hair? I got it done after I helped out pa."

Dale Boone



Dale is an avid FPS gamer from a military family, enjoys the outdoors and P.E. His dad is a Major and his brothers all enlisted, as is tradition. He is in the cadets and is aiming for a commission.

"I'm going to the range on the weekend, I'm gonna have fun."

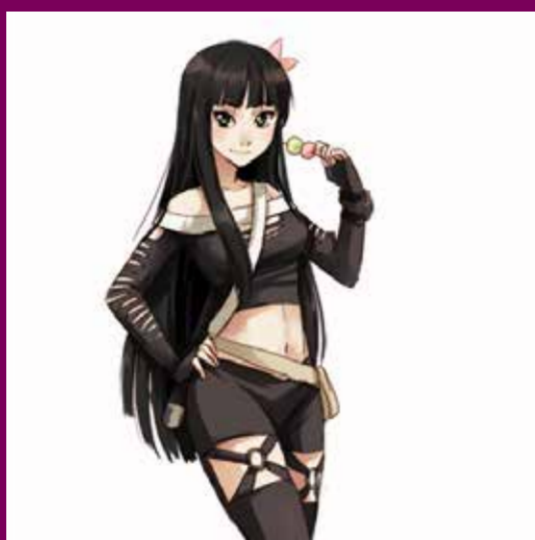
Mary Jefferson



Mary is a huge tomboy, sports lover, and gearhead. Her mechanic dad raised her with her brother, and she isn't afraid to get her hands dirty. She loves P.E., auto class, and her friends; she would fight for them.

"Why would you bother going to a mechanic over that?. I can fix it."

Mizuki Nobunaga



Mizuki is from Japan, and just loves being here. She does exceptionally well at maths and academic classes. Her parents are upper-class, her dad works at Nintendo. She loves Legend of Zelda and Mortal Kombat.

"If i get A+ for every class, my dad will get me the new Zelda game."

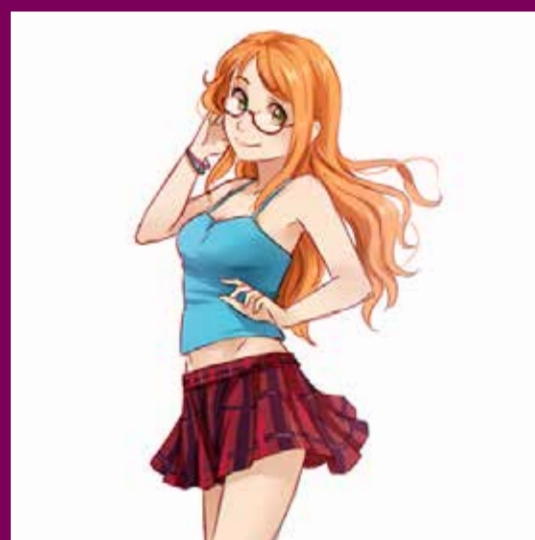
Chelsea Waters



Chelsea was adopted by her well-off grandparents. She is an avid writer, aspiring journalist, and contributor to the school newspaper. She is outdoorsy, adventurous and loves exploring spooky abandoned places.

"I'm doing a story on asylums. You're coming with, right?"

Tara Little



Tara is an upper-class girl, she loves dancing and is hoping to be an accountant like her parents. She dances for fun and goes clubbing with her popular friends. She is slightly elitist but means well.

"My dad got me an old accounting calculator, isn't it the coolest?"

Rose McGuire



Rose is a real tomboy. Her farmer parents raised her a practical girl, with a love for the outdoors and animals. She loves riding her horses, and she studies agriculture and biology. She hopes to be a vet.

"Don't be shy, Stardash likes you! You could probably even ride her."

Sam Fox & Sam Teller



Sam and Sam are an inseparable, almost telepathic couple; nearly always jubilant. They are both good students from upper- middle-class families, favouring no classes. They always make time for friends.

"We're going to the movies - do you want to come - with us?"

Ekaterina Degtyareva



Ekaterina, or Kat, is a near-genius girl, skipped ahead to challenge her. She likes all the science classes, and does senior physics for fun. She has a naive streak, meaning she misses most innuendos and the like.

"My babushka is taking me up to the mountains to go stargazing."

Jenna Love



Jenna is a passionate cat lover, raised by her grandmother. She is a shy, quiet girl, preferring books on history to loud clubs and parties. Though "clingy" would be too harsh, she does like to be around friends.

"Are you coming over tonight? Mister Mittens misses you."

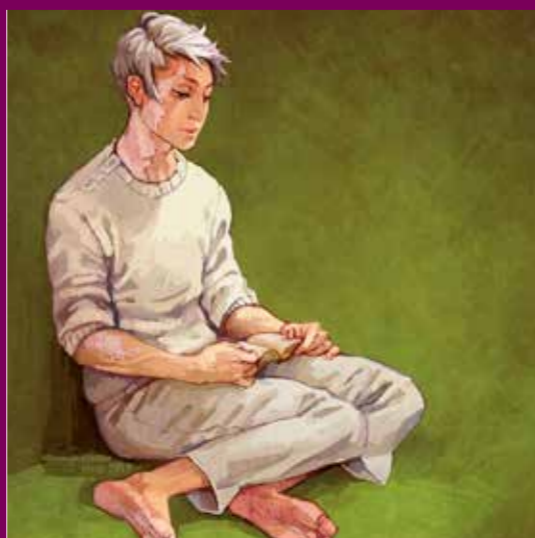
Emelda Meijer



Emelda is a South African girl with a passion for running, dancing and politics. She comes from an upper-class family, but is incredibly humble and tries to involve her friends in everything she does.

"I got a new driss, you have to come out with me. I'll iven pay."

Mikhail Shpagin



Mikhail is an adopted Ukrainian refugee. He prefers solitude to the stares he got, likes reading, is still learning a library, and works part time at a library. He is kind-hearted to those that get to know him.

"Hyello, ken you tell me hwat thees word means? Thank you."

Margaret Panettiere



Judith loves painting, and lives with her adopted gay parents. They are an upper-middle-class family, living by the beach affords excellent extracurricular events. She also likes to cook, favouring exotic dishes.

"The sunset has to be just right, so i'm doing it outdoors. See the red?"

Eilene McAleister



Eilene is an Irish girl from a good Catholic working-class family, raised with Catholic values. She is the eldest of her 5 siblings, and they all share rooms. She likes typically girly things, and wants to be a housewife.

"Ye have t' try my cookies before everyone eats them. They're good."

Best Friends (P2)

There's always a friend you can rely on when you need it. You intimately know each other's deepest secrets, and go back years. Pick one of these people to be your friend.

Ming Abrams



Ming is a half-Chinese girl with a tiger mum and rich banker dad. She is talented with the violin and piano, and does exceptionally well in class. She is congenial, but has few friends, she likes to go camping with them.

"If i do my practice, get 5 more A+s, I can go camping. Now, for Mozart..."

Latisha Kurosawa



Jenny is a half-Japanese girl with a bubbly, friendly personality. She does well in class but loves electronics, both working with and fixing them. Though her family is middle-class, her mum taught the value of saving.

"My mum made this sweater. Is it kawaii? Also, she made you one too."

Joakim Åkerfeldt



Joakim is a Swedish metal musician, living with his musician uncle. He is a laid back guy with an interest in numbers and military history. He knows people, and is looking to start a band. He practices daily.

"The song goes from 12/8 to 15/16 with a bit in 28/32 then to 5/8."

Janie Sandoval



Janie is a girl from a lower-class family, she has been in and out of juvie and has a record. She knows all the drug dealers and 420 blazes it. All her homies are all tight, and you can count on them to back you up.

"That Aerosmith song isn't wrong, you know. Nudge nudge."

Mira Seward



Mira is from a middle-class family, and she loves summer. She works part-time as a waitress, and is always bubbly and happy. She is a ditz. Her favourite class is P.E. and she gets her friends to do well too.

"Hiya, isn't today great :) Let's go for a run before work."

Petra Mayhew



Petra is a tall girl of Dutch descent, she lives with her aunt and uncle in the suburbs. She loves the outdoors, camping, history, and philosophy. She is top of the class in history and philosophy, and can talk for hours.

"Did you bring the candy? All good campers need candy. Get some!"

Lara Krone



Lara is an upper-middle-class girl, with a hard-working single mum; she had to raise herself and her sister. She likes VisComm and Music Class, doing well in both. She is assertive and dominant, always leading.

"My mum's out of town this weekend. You're coming over."

Sara D'Aramitz



Sara is a Canuck girl from a good suburban family. She is a fan of Japan, nearly qualifying as an otaku. She studies Japanese and hopes to one day move there. For fun, she spends time enjoying the dirt path.

"You're going to watch Jin-Roh. It's sugoi, eh. All according to keikaku."

Raymond Bailey



Raymond is a star baseball player, captain of the baseball team, and a senior. He's from a prominent ranch family, and helps out when needed. He is friends with all the popular sports people, and is being scouted.

"You can tell the pitch from the angle, usually. Being good helps too."

Austin Washington



Austin is a goth-lite from a suburban family. He has a successful Tumblr, but is still a decent person. He has a passion for art, and makes good money from commissions. He's not too popular but some like him.

"I finished my latest piece. Someone paid \$100 for their gaming artwork."

Roger Orville



Roger is a geeky student with an interest in IT and D&D. He lives in a small apartment with his dad, and works part-time delivering tofu with his business. He does well in class but is not particularly socially skilled.

"I just got 5E, we have to give it a shot soon and see what changed."

Clifford Long



Clifford, or Cliff, lives with his mum in an apartment, and is a good student. He is a big fan of urban exploration and camping, doing so with his friends monthly. He knows a thing or two about the outdoors.

"I only had one weird experience camping, but don't worry about it."

Carlton Graham



Carlton is from a super-rich British family, and already has plans for an Ivy League schooling abroad. His parents have a mansion he frequently hosts parties at, and he has a plethora of friends in important places.

"So I said, of course I'm rich; that's a Mercedes, not a BMW."

Nora Graham



Nora is from a super-rich British family, loves law and has plans for Cambridge schooling. She is a good student, popular and cool, the debate club captain, and has even won the national Debate Olympics.

"The key to winning is knowing your subject, and a good one-liner."

Ramzi Ansari



Ramzi is a smart, hard-working Indian guy from a large lower-class family. He's a genius engineer and isn't bad with computers either. He is a good guy with a love of Bollywood films he wants to work on.

"The dance numbers in Bollywood could be better. This lens could help."

Zayna Ansari



Zayna is a genuinely nice Indian girl from a large lower-class family. She likes business and cooking, being talented in both. Everyone loves her food, and she hopes to open her own restaurant. She is well-liked, too.

"Do you want to try my cookies? My friends say they're the bomb."

Maya Vergara



Maya is a Latino girl with a heart of gold. Her lower-class family was a loving place in which to grow up, encouraging her to pursue a career in fashion. She relies on her friends to pay, but pays back in style tips.

"Oh si, that does look good on you. Can you pay for mine? Por favor."

Sinead Macleod



Sinead is a Scottish girl, half Irish half Scottish. From a lower-class family of 7, she is used to sneaking around and little privacy. She likes programming, coding, and is always persistent until she wins.

"Ah ye jobby dobber, you forgot the semicolon. No wonder it failed."

Alice Luther



Alice is an intelligent girl from a middle-upper-class British family. She is great at Psychology and chemistry, and she hopes to be a police officer. She is manipulative, but fiercely loyal to her friends.

"Guv the name's just Loofah, not like that 'I have a dream' chap."

Mikko Nygård



Mikko is a Finnish guy, a drunken accident left him unable to walk. Raised by his divorced father, he tries to live life to the fullest. A fan of guns, tabletop gaming, and drinking, he knows how to have fun.

"We're playing D&D then going shooting. They call me 'Canon'."

One More Thing

One more thing before you go, think long and hard about the choices you have made. Are you certain the choices you have made are ones with which you can live? As for your friend, if you chose one, how will it affect them? We will be watching, do not disappoint. Have fun!