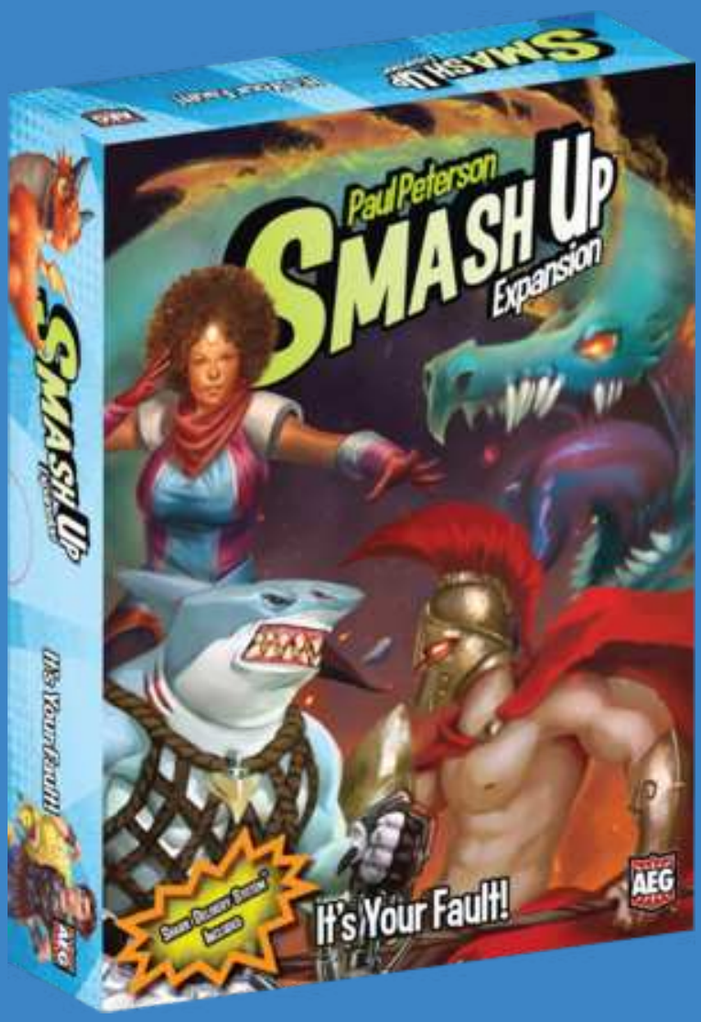


You've done it this time...

You've made one of the best Smash Up sets ever! We let the fans vote and determine new factions for Smash Up, and you came through with some awesomeness. All four factions in this box were the top of thousands of nominations, and then survived a bracket vote, all to get to you today!

Smash Up: It's Your Fault includes Sharks, who plan to make chum of their opponents. Also inside you'll find Superheroes, flying off the comics page to defeat enemies. You chose to bring the legends of Greek Myth to the table, and finally the imposing might and destructive power of Dragons!

Of course, we couldn't give you Sharks without providing a Shark Delivery System™.

This is meant as an expansion to the Smash Up Jump and meant to be taken with it. If a standalone, you're depriving yourself but have 1,000 cp to spend.

KEYWORDS

 **Dragon**- Here there be Dragons! These massive monstrosities of legend have come to Smash Up, and they took smashing literally. They have little time for your opponent's shenanigans, for other factions are crunchy, and taste good with ketchup.

 **Mythic Greeks**- This is the story of a time long ago—a time of myth and legend. When the ancient gods were petty and cruel, and they plagued mankind with suffering... The ancient gods and heroes of Greek myth have returned, bringing their favors and curses, heroics and bravery to your battles!

 **Shark**- The most perfect killing machines. Predators that have evolved to the apex of their realm. And now they want our realm! Sharks are coming on land to show that they have what it takes to be at the top of the food chain in and out of the water. Just when you thought it was safe to go back to the convenience store...

 **Superhero**- Faster than a speeding ninja. More powerful than an aggromotive. Able to leap tall Nukebots in a single bound... The mighty power of the comic page comes to life! Defeat your arch-nemesis with super strength, speed, and toughness. Then find out who wins in the next exciting issue!

 **Tornado**- Ok, yes, we hope you get the obvious joke. Tornados are the Coriolis Effect throwing a serious temper tantrum. Face it, tornados are pretty awesome (in this game, not so much in real life). Get ready to spread your enemies all over the place with these excellent Shark Delivery Systems™



DRAGON PERKS

🐉 **Hatchling** (-100 cp, FREE Dragon) One thing hatchlings are great at is growing. Your draconic or monstrous forms grow slowly, but constantly with no limit short of 'Ancalagon' and you can override it if you wish.

Intimidating Presence (-100 cp, FREE Dragon) Dragons are sometimes described as majestic, sometimes as horrifying. But always as powerful, intimidating. You bring this sort of aura or effect that never lets anyone forget who is the biggest predator in the room. Comes with a toggle.

Burn It Down (-200 cp, discount Dragon) What kind of dragon doesn't breathe fire? A sad one, I say. Here is your fiery breath, and it can melt steel and scorch stone.

Dangerous Ground (-200 cp, discount Dragon) Dragons, chiefest of calamities. You excel at fighting in a dangerous area. Speeding vehicles, lava fields, you naturally keep track of environmental hazards and dance among them. You're also great at *making* an environment dangerous, introducing hazards and complications you can cope with much easier than the competition.

Great Wyrm (-400 cp, discount Dragon) You're a huge and legendary dragon, scales like tenfold shields, you know the rest. Closer to a Glaurung or Ancalagon than Smaug. Dragons that respect strength are awed by you, and will follow your lead.

🐉 **Imperial Dragon** (-400 cp, discount Dragon) You're very lucky, can burrow underground and live underwater, and even bring the rain. In short you're a Chinese Dragon and capable of just about anything that description suggests. More intelligent dragons will be impressed by your refinement.



MYTHIC GREEK PERKS

Blessing of Hermes (-100 cp, FREE Greek) Your step is brisk, you travel easily and constantly in fair weather. More, you always seem to arrive in the nick of time.

Argonaut (-100 cp, FREE Greek) Herakles was the strongest of all men, Orpheus could tame wild beasts with his music. Pick any one skill or attribute an ancient Greek could possess, you are now quite simply the greatest there could ever be at it, a living legend.

Blessing of Hades (-200 cp, FREE Greek) At your call, a platoon of skeleton warriors burst from the ground. They're not necessarily the best fighters ever, but they're hard to put down and experts at tying up your opponents.

Blessing of Athena (-200 cp, discount Greek) Is it better to be good, or lucky? You seem to combine both, happy accidents working out for you on the battlefield, even as you take to tactics and command like a fish to water.

Blessing of Poseidon (-400 cp, discount Greek) The seas rage and foam, and the earth trembles and cracks at your command. Any ship you take will surely make incredible time. You can even walk on water like that most famed figure- Orion!

Blessing of Zeus (-400 cp, discount Greek) The very winds heed your commands as they do the Lord of the Skies. If you desire rain, or hail, or great thunderbolts to strike down your foes, merely announce your desires to have it so, for the weather is your humble servant.



SHARK PERKS

🦈 **Air Jaws** (-100 cp, Free Shark) You can jump impressively high and do a variety of flips and stunts. You're great at parkour, and also skateboarding.

Blood In The Water (-100 cp, Free Shark) Like a shark, you can smell a drop of blood from miles away. You can also feel nearby electric fields.

Dangerous Waters (-200 cp, discount Shark) You can summon sharks to harass or menace your foes. This works much better in the water.

Feeding Frenzy (-200 cp, discount Shark) You can enter a berserker state in which you feel no pain, are five times stronger and attack with ferocity. Higher thought and friend/foe identification can fall a bit by the wayside though.

Great White (-400 cp, discount Shark) You are large, powerful, surprisingly stealthy. Far more than that, your memetic prowess makes you a natural leader for any Sharks.

🦈 **Torn Apart** (-400 cp, discount Shark) Fish is brain food they say. When you eat any kind of fish or meat in large quantities, you get just a little bit smarter. Eat meat for a week straight and you'll permanently gain an IQ point or two.



SUPERHERO PERKS

Mild-Mannered Citizen (-100 cp, FREE Superhero) Your secret identity is fiat-backed, nobody finds it odd that you disappear whenever trouble threatens and come back covered in bruises. Probably hurt yourself trying to hide in a closet or something.

Expanded Power (-100 cp, FREE Superhero) Originally Awesome Guy was just strong, tough and good at jumping. The rest came later. You slowly discover new powers and new tricks with your existing ones over time.

Mind Girl (-200 cp, discount Superhero) It isn't considered very seemly for a woman to be shown taking or receiving punches. Fortunately, mind powers aren't very hands on. You are a telepath and telekinetic, able to destroy buildings and invade the minds of hundreds of people. Try not to go cackling evil, alright?

The Burst (-200 cp, discount Superhero) You're very fast. They say Mach 7, but then sometimes you do things like outrun radio waves or evacuate a city mid nuclear detonation. Perhaps you move at the speed of plot, or comic book writers don't understand how fast things are. Either way, you otherwise benefit from a very fuzzy understanding of the physics of superspeed.

Awesome Guy (-400 cp, discount Superhero) The Last Child of Xenon, with powers unlike mortal man. Your strength, durability and super senses are all off the scale. Plus flight and laser eyes.

Not Really Dead (-400 cp, discount Superhero) Even when all other resurrection perks have run out, the writers will bring you back in a year or so. Provided, of course, you remain popular with the readership. You haven't radically reinvented yourself recently, right?



TORNADO PERKS

Dust Devil (-100 cp, FREE Tornado) You are consistently underestimated. Just a little dust devil, a minor storm. Nothing to worry about.

Trade Winds (-100 cp, FREE Tornado) You travel surprisingly quickly. When you have a firm destination in mind it takes you roughly half the time to get there.

Gone With The Wind (-200 cp, discount Tornado) You go through life, never imagining one storm could rip away everything. You know how to maximize chaos and collateral damage so even if you lose, you win.

Carried Away (-200 cp, discount Tornado) You can scatter your enemies, flinging them about here and there and everywhere, around the whole planet, if you put enough backbone into it.

Whirlwinds (-400 cp, discount Tornado) Tornados move and fling things about randomly, but you are a thinking being. You are an expert at concealing in apparent chaos your moving around your allies (sharknado) and scattering your foes. You could make a great general if you were slightly less of a force of elemental devastation.

Monster Tornado (-400 cp, discount Tornado) You are a massive, incredibly powerful tornado. Like none before seen on Earth. Other self-aware storms and similar elementals bow before your might.

ITEMS

🐉 **Wyrm's Desolation** (-200 cp, FREE Dragon) A wasteland with rivers of lava, a day's walk in any direction, which you can place and arrange however you see fit once per Jump. Could make a great moat or perimeter. Or just a warning of what happens when dragons are angered.

🐉 **Dragon's Lair** (-400 cp, discount Dragon) A hidden cave with riches beyond counting. Worth far more than gold however, are the dragons who flock to it, eager to exchange service and loyalty for the opportunity to bask on a heap of gold and gems.

 **Wooden Horse** (-200 cp, FREE Mythic Greek) Less an item than an effect you can apply to any object as large as a person. Fifty people or an equivalent mass can be hidden in a sort of pocket dimension attached to it, and cannot be discovered by outsiders.

 **Oracle at Delphi** (-400 cp, discount Mythic Greek) A small temple with a fume-inhaling priestess who can prophecy for you. Most foretellings are vague and seem nonsensical, but once per Jump you can demand a straight and complete answer from her.

🦈 **Freakin' Laser Beams** (-200 cp, FREE Sharks) The only way to make sharks deadlier, you have a laser on your head! It can be controlled mentally, melt through steel and you have the plans to make more.

🦈 **Week of Sharks** (-400 cp, discount Sharks) This sunken ship attracts sharks naturally, who can become sapient and bideal amphibians.

 **Utility Belt** (-200 cp, FREE Superhero) A belt with a series of pouches (so many pouches!) containing all sorts of tools. Forensics and first-aid kits, throwing weapons, grapnel launcher, flashlight, handcuffs, lockpicks. Even shark repellent!

 **Crystal Fortress** (-400 cp, discount Superhero) A remote stronghold full of alien wisdom, a pocket dimension prison, and a trophy hall. Naturally attracts other superheroes in case you want to form some kind of... Justice Friends or something.

 **Farmer's Almanac** (-200 cp, FREE Tornado) A book describing perfectly the weather for the next decade, assuming no one with weather control technology or powers interferes. Very useful for tracking down any such disruptions. Updates in each Jump.

 **Wonderland** (-400 cp, discount Tornado) A magical fairy land you can transport forwards and back to by spinning quickly. Has all kinds of quirky things and people, and is rarely the same from one trip to the next.