

Power Star Series

By u/Jicame

Another world, another problem. Hey Jumper, you came upon another world with the titular character, Mario! But…something seems off, here you might need these.

+1000 CP

The world/universe, you now inhabit, seems more "radical" than…eh, it's more or less crazy than Mario, but appears to be more "brutal." This world will soon see an almost "unicide" (universe/planet killer), spawning from some Boos and Mario. As he will be possessed and will go on a conquest to obtain all the "Power Stars" to unite them into the "Grand Power Star," killing those on his path, for "the destruction of all creation (as "Devil Mario" puts it)."

You'll be here for a month as there isn't much to be seen that is different from the obvious, other than that, try not to get sliced in half or possessed, don't want you going back, earlier than you expected or such.

Location: Roll for the location or pay 50 CP.

1. Peach's Castle: This is where the final battle will be held unless you change the outcome or intervene.
2. Bowser's Castle: Wasn't shown but was there, so if you want….
3. Mario's Room: You can be here when Mario wakes up and take him out there…if possible.
4. Anywhere Else: You can be anywhere listed and not listed here.

Origins: Any of them can be considered a Drop-In.

Hero: You're the Hero of the Mushroom Kingdom or something similar and now…well you're what stands against what can be seen as the biggest threat to this universe. Hope you can handle the pressure.

Villian: Whether you're just a regular person, or currently inhabited by many Boos, who seek the destruction of all, you're the villain. Hope that possessed plumber doesn't drag you in their conquest for destruction.

Race: You can choose what race you are (Post-Jump it's an alt-form).

Human (Free): A bog-standard human

Toad (Free): You are the race that inhabits the Mushroom Kingdom and the one that was slaughtered. Maybe you can avenge them.

Lakitu (100 CP): You're the species that usually record what the cast does. You have a camera and a cloud, that allows you to fly.

Yoshi (100 CP): The partner and animal companion of the bros, that will be added to the slaughter. You have the ability to "run" in mid-air and to eat pretty much anything and lay it as an egg.

Boo (200 CP): You are part of the race that was the reason, that the preceding events continue. You can possess others, even though it will be harder, as those who did possess Mario were in the two to lower three digits, but it's still doable. With those posses gaining a boost to their powers, you have a meat suit to use. You can be damaged by those who can hurt the spiritual and if you link to the current body you're inhabiting, becoming strong enough, you can die with the body.

Age and Gender: Can choose your age from 16 and up. For gender keep the same from your last jump or pay 50 CP to switch.

Perks:

Perks are discounted for their origin. Discounted 100CP perks are free for their origin.

General Perks:

OST (Free): Now you can listen to some nice and dramatic music when you're out there fighting, specifically the OST that was in "Power Star."

Fighting Style (Free): You don't want to end up like the Toads and that one Laiktu, so you've been imparted the skills to be able up a fight (not defeat) some of the main cast and now how to use a katana…but this alone won't help you against them.

Hammerspace (200 CP): Like the main cast, you're seemingly able to place items in a pocket dimension, that can be pulled out from your pockets, your back, or seemingly out of nowhere. The limit corresponds based on how much you can lift fully, in addition to the effect of pulling out what you need without messing up.

Possession Proof (200 CP): Knowing how dangerous this world is and how cunning Boos are, you really might want this. This perk grants you immunity (more or less) to being inhabited or possessed by ghosts, ghouls, spirits, demons, angels, boos, etc. You can if you want allow them to come in, but it would be easier to ask permission than for them to force their way into you.

"Possessed" (400 CP): Capstone Booster. Seems like you're similar to "Devil Mario" but also different. You're full of souls (have no "being" or sense of self as they're just there), and you become a vessel for these things. What they do for you, jumper is boost your abilities tremendously, like if you had a "Power Star" from this world. What was seen as hard from before this boost, would be a walk in the park for you. They can even be Boos or just copies of your soul…if you want. But beware as they can be taken/damaged/etc from those who can affect souls and you will lose strength…but hey, you have extra shields that could protect and hide your main soul.

Hero Perks:

Hope (100 CP): Hope, this is what the people need right now and maybe you can provide it. You have an "aura" of sorts, which slowly makes those who see you feel a little safer and this aura affects you as well to make you braver, now go Hero! Toggleable.

Lightning (200 CP): Seems like you have something this version of Luigi doesn't, have this level of "energized" potential. Eh, eh, *ahem*, LIGHTNING! Like Luigi from the main universe (or Mario & Luigi: Superstar Sage), you're able to control electricity, creating a ball of electricity, doing the old "ultimate power" making electricity come from your hand or finger, and charging things. However, be careful as you're not immune to the electricity you produce and could shock yourself.

- Boosted: THUNDER: You, Jumper, are now more in tune with electricity than before. Once was just mere lightning from your hand, now becomes the thunder/lightning from the skies.
- You're lightning balls are now the size of houses, and can call lightning down from the sky unto your enemies or to further charge your attacks or other things. You have a resistance (not an immunity) to lightning-based damage, as you can access a super mode, that turns their skin and clothing a neon-darkish green (?) as your physical stats and lightning-based abilities are further boosted, and use that electricity for pseudo-telekinesis on items and people however this form is draining and lasts for a while.
    - Look at notes

Emotional Powers (400 CP): This Peach for sure doesn't have this "range of emotions" as her other counterpart, eh, eh…whatever. You like Peach (from Super Princess Peach) have the powers of emotion, specifically four.

- Joy: When you feel joy, you have the ability to float/slowly descend (if you can fly, your speed gets boosted) and can create a tornado to push or suck things in.
- Rage: When you feel rage, you catch on fire, boosting any previous fire-based abilities and with a stomp can cause earthquakes (with enhanced strength)
- Gloom: When saddened, you gain a boost to your speed, your tears become streams that can be directed and aimed, and can cause plants to grow (to which you can command)
- Calm: When calmed, you steadily heal your "HP" and if you can already do so, it's further boosted.

Number 2 (600 CP): You're as skilled and strong as Luigi of this universe, being now the only two who can survive an encounter with "Devil Mario." Having the super strength, super durability, super speed, and agility to keep up with this Mario.

- Boosted: Number 1: Seems that the extra "souls" in you have brought you to another level beyond "Devil Mario."
    - You can be considered the "opposite of him" as he can shoot out Boos to possess or hurt others and can make them explode with a glare, you have the ability to heal others and yourself (yeah, Luigi doesn't have these but eh) and spit out souls to do so for you.

    - You can heal cuts, wounds, missing limbs, and other types of injuries, but the more severe takes more time.
    - Even though you might not be as strong as him, you can most likely outlast him, and this added ability may be possible. You're able to fight against spiritual foes, as well as knock out people/creatures/things/boos, who are possessing people, even though it might take some time to do so, over the course of the fight they would go to their normal selves…maybe now, even you can save Mario,
- Look at Notes for the former

Villain Perks:

Glowing Eyes (100 CP): If you want to look menacing, this might be the way to do so. You can make your eyes glow red as those who see it can be intimidated based on their power relative to you and just your general malice.

Fire (200 CP): Also this version of Mario doesn't have this, as even though he's more "hot-headed" and "heated" for destruction, he doesn't have this, ha (I really need to work on my puns), FIRE! You can create fireballs, light objects up, and use the fire for other things. However, you're not immune to the fire created by you, and could lead to massive amounts of havoc…unless that's what you want.

- Boosted: INFERNO: Now you're one step closer to the destruction of it all. What was once a measly fire now turns into an incinerating inferno.
- Your fireballs are now massive attacks that can dwarf houses, or use fire to further boost your fire-based abilities. You're resistant (not immune) to fire-based damage and can access a super mode that grants a skin color of magma and further boosts your physical attributes and fire-based abilities, however like the other super mode, is draining like it (with a time limit). However, this super mode grants a bigger boost to your physical attributes and fire-based abilities.
    - Look at notes

Ghastly Consumer (400 CP): You like "Devil Mario" are able to allow spirits, ghosts, boos, and other spiritual beings to come into you willingly…or forcefully absorb them into you. From this act, you will gain a boost to your powers and abilities, as though the boost may be small (or big depending on who or what was absorbed), it sure will make a difference.

However, there are two drawbacks to this thing, the first is if done through force, there will be a battle of wills and mind power and if you lose, you will not be able to absorb for a while and the second is that those consumed are still in there, so if possible they could break out or can be

absorbed/sucked out by those who deal with the spiritual and such as well. In both of those cases, if they escape or are taken away, damaged, or something similar, you will lose power.

Possessed One (600 CP): Like the individual known as “Devil Mario” (either called that by fans or the creator, confused on either), you have the skills that were presented by this Mario, which include super strength, super durability, teleportation or super speed (that either looks like teleportation), acrobatics and can damage and kill others through a reddish“shock-wave” effect by using your eyes (found at 13:29 to 13:31)...but maybe there is more?

- Boosted: Inhabited: Now this is your “true” potential, those who inhabit you are not in control, you are. Your physical attributes are further boosted (stronger than “Number 1”) and with this, you can release the souls (boos, whatever) that inhabit you to unleash on others to possess them or damage them and now have a new ability, with effort, can tear a certain thing from those you face against….their very soul.
    - Look at notes

Items:

You either have one discount per price tier (with the 100 CP item being free) or for the 1000 CP item, you can just discount that.

Items come back if destroyed or lost after a week unless otherwise stated.

Katana (100 CP): This cool katana is now yours, for all your cutting and slicing needs. As a bonus, this katana is able to withstand your strength and on the off chance you need to, hurt and damage yourself.

Laiktu Cloud (100 CP): This cloud here is used by the Laiktus, but now you have one as well. This thing compares to being a little bit faster than your speed and has a camera that automatically records from you, hanging from a pole.

Airship (200 CP): Have the wooden airships from this universe, as it shoot out Bullet Bills and the other things it does, it also has toads to man it.

Castle (200 CP): You own a castle, which is inhabited by toads…that’s it. Like your royalty, have a place to stay in with a (weak) guard force and stuff, but that’s it.

Power Bag (400 CP): This doesn’t grant all the power-ups, but some in a bag that can be carried and seems bigger on the inside. It has the fire flower (allows fireballs and if you can already control fire it’s boosted), the cape feather (grants flight, and if you can fly, can do so more skillfully and faster), a mushroom (grows taller, stronger, and durable but less so than the metal

cap), metal cap (makes you stronger and faster but slower), and tanooki suit (not invincible when using the stone side, but highly durable and flight is slower than the cape feather). But it's all weaker than the "Power Star" but on the plus side, each comes back after an hour or less.

Power Star (400 CP): This is what starts "Devil Mario's" quest and the combination for the "Grand Power Star." This grants you a huge boost to your attributes and powers (that is to a lesser degree) and to put it into perspective, an enemy you were struggling with beforehand, can now be overwhelmed…with just one…maybe they can be more.

1-UP Mushroom (400 CP): You have one of the green mushrooms, as it grants you a 1-up/extra life, so if you die, you can come back without ending your chain. This respawns every decade or every jump, whichever comes sooner.

"Grand Power Star" (1000 CP): This…this is it, the item that the Boos/Devil Mario need for their quest…their quest for "the destruction of all creation," and with this item, they weren't kidding. Little was shown from what powers and abilities this thing would grant the user, as "Devil Mario" was able to easily kill Luigi and Peach of this reality (he was doing good beforehand, so meh), but what else it showed, was impressive.

As an example of its power, with this star, "Devil Mario" was able to gain an aura, which casually caused all the stars in the night sky to swirl around him at intense speeds. If this was not an exaggeration or illusion and going from what was stated by the author/creator about how close "Devil Mario" was to destroy all creation, *whistle*.

You need to take into mind that all that display, was something that was probably casual (as it was a byproduct of absorbing the item) and it was moving these hundreds to thousands of **literal stars** through a **freaking aura**, not even going into how it would boost you. Nothing other than that was displayed so it could have other abilities, like allowing you to breathe in space, flight, etc. With this, you and "Devil Mario" could be a literal cosmic-level threat to planets, stars, solar systems…maybe to all of the universe/creation itself.

However…it has a weakness, while not being knocked out of you if beaten badly enough (could be taken if killed, but that's another story), it has a time limit…about 10 minutes. Hey, I know "Why is there a time limit," well, you try to make this thing more "leveled," but instead of respawning after a week, it does so in a day.

- Look in notes

Companions:

Import/Create (50 CP/400 CP): For 50 CP, can import a companion or create one, with 400 CP can import/create 8 companions. Each companion has a stipend of 600 CP. If you create a character, you can decide how they are.

Canon Character (Free): Can bring one of the canon characters here, if you're able to convince them, most would gladly do so.

A Toad (200 CP): This toad is unique among its kind as it has the skills to go toe to toe with the main cast with some unique abilities and nice items. Maybe they can be the one to stand against this "Devil Mario."

- They have the perks "Fighting Style," "Hammerspace," Possession Proof," "Hope," "Lightning," "Number 2," and "Fire."
- Have the item "Katana," "Power-Ups," and "Power Star."
- Left vague as you can customize them on what they are, how they look, and how they act. They default to a brave warrior seeking to protect others and to avenge their kind.

Drawbacks:

Can take 1000+ CP of drawbacks, can take more if you want the challenge though.

Extended Time (+0 CP): If you want to stay longer to see how this alternate universe of Mario is, you can extend your time to up to ten years.

Someone Else? (+0 CP): This drawback switched the intended target of the possession to either Luigi or Peach if you to change things up a bit…I wonder what would change from this.

Bigger Cast (+0 CP): If you want you could have other characters that are normally part of the Marioverse. But be prepared for allies and enemies.

Coward (+100 CP): You are like how Luigi from most realities is, a coward. You get scared by most things that people would shrug off, but when things get down, you will go in to fight and stand up for others.

Cocky (+100 CP): You're cocky and why shouldn't you be, you're a jumper. This attitude will shroud you from most danger making you think you can handle it on your own.

Powerless (+200 CP): You lost access to your powers and perks unless it comes from Mario/Mario Jumps.

Itemless (+200 CP): You lose access to your items and your warehouse, but have the items from above and items that come from Mario/Mario Jumps.

Toad (+200 CP): Welp…you're a toad. Oh, also you're weaker than before (if before you were as strong as Devil Mario, you are now as powerful as a toad) and you will go headfirst even seeing your kind die…hope you have something to back you up.

Possessed (+400 CP): Well, I hope you don't mind being home for a few dozen to hundred Boos. Either way, you are forced (in most cases) to follow the directive of the new hosts that control you, but with a theme, if you're evil, they use you for good, if you're good, they will use it for evil.

Mario's Coming (+400 CP/+600 CP): Looks like the "Devil Mario" has come to know of your existence as a Jumper and maybe by taking you or killing you, they can take your place as the new Jumper, destroying all the new places.

- For +400 CP, this Devil Mario is in his regular state, so you should have a chance to deal with him.
- For +600 CP, welp…you're mostly screwed, as now he's obtained the power of the combined power of all the "Power Stars" and it seems that Mario isn't going to be able to break out of this one. Hope you can handle it

The More, The Mischievous (+600 CP): Welp, this is a bigger problem than before, as Luigi and Peach are now possessed by Boos, and all three are on a quest for the destruction of all creation/the universe and they're coming after you…I wonder what would happen if they all take the "Grand Power Star.

- If taken with the drawback "Bigger Cast" more foes may appear.

Here You Go!

Well, it seems that you lasted in this world of a possessed Mario, Boos, crazy settings, and other enemies (especially if you took some drawbacks). If you died (and used all your 1-ups/extra lives), you either go home with your purchases or stay here with your purchases.

Well, you can do the following:

Go Home:

You had a long day (more or less), dealing with the forces of destruction and possession. Going home doesn't seem that bad anymore (especially with all those purchases, you have). Unless you died, then, hope your jumping was good.

Stay Here:

Not a bad choice. This place is pretty nice if you somehow fix this place up (if there is a place)r. You gain an extra 1000+ CP to be used here for your troubles.

Another Adventure (If you didn't Perish)

Seems like you're ready for more worlds and what they might bring next. I hope you had a good time and it wasn't too crazy.

Notes:

The video can be found here Power Star [FULL MOVIE]

The following transformations and some of the perks for the "Fire" and "Lightning" capstone boosted perks were based on Mario Strikers Charged HD - All Mega Strikes

Left the 100 CP and 400 CP blank for the Capstone Booster, because the 100 CP ones, don't really need one, and for the 400 CP one, well. It was easy (-ish), to put a booster for the "Emotional Powers" but couldn't really think of what to put for "Ghastly Consumer," so left both blank.

- That's why I made some "improvements" to the "Emotional Powers" as a "stand-in."

Most of the perks were just placed there as there wasn't a lot to really put for both origins, so decided to base it on a few existing Mario games or split a potential single perk into two.

If you want a further in-depth example of the cast's power here, it might not be the most informative but eh.

- Devil Mario FC/OC Vsbattles
- Luigi (Power Star) FC/OC Vsbattles
- Devil Mario (Character Stats and Profiles)

The "Power Bag" was inspired by "Tails Get Trolled"

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The "Grand Power Star" *huff* like what do I say. From the little that was shown the user gets an aura that is a byproduct of causally moving the stars or an entire galaxy and seems to grant telekinesis to pick up Luigi, but that's it. Like from what was shown and as stated above if it's not an illusion or exaggeration, then now you are literally the strongest thing in this AU/universe and can probably destroy and wreck more on a galactic to universal scale…but it's kind of blank.

If you want to follow my logic of its other abilities or choose something that is on a **similar level of power** then go for it.

Self-Sustenance: If the Boo's plan is to destroy all creation, they must need their vessel to survive while doing so. So I think that it would remove one's need to eat, drink, sleep, and even breathe.

Flight: If it was going to take time to enact this plan, they would need to go to other areas to cause the most "cosmic damage" to the universe, so they would need a flight.

(Yes, I know they could already do both by themselves, but let it play out)

Energy Manipulation: Maybe they can shoot lasers beam and create explosions but on a greater scale.

Telekinesis: Can do that feat with the stars on a greater scale.

Super Stats: Can casually destroy a solar system/some of a galaxy, take the same attack, create supernovas with hits, and be able to move at speeds much faster than the speed of light.

Solar Manipulation: You have the ability to manipulate and create energy from the stars and if need be create stars themselves. You can also use it to increase your attacks.

Resistance to Powers/Hax: Seems like the "Grand Power Star" didn't just boost your stats (including defense). You have an increased resistance to powers and hax (mostly hax) as why should those abilities stop you from wreaking havoc?
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If you have 50 CP left over, round it up to get a 100 CP perk/item.