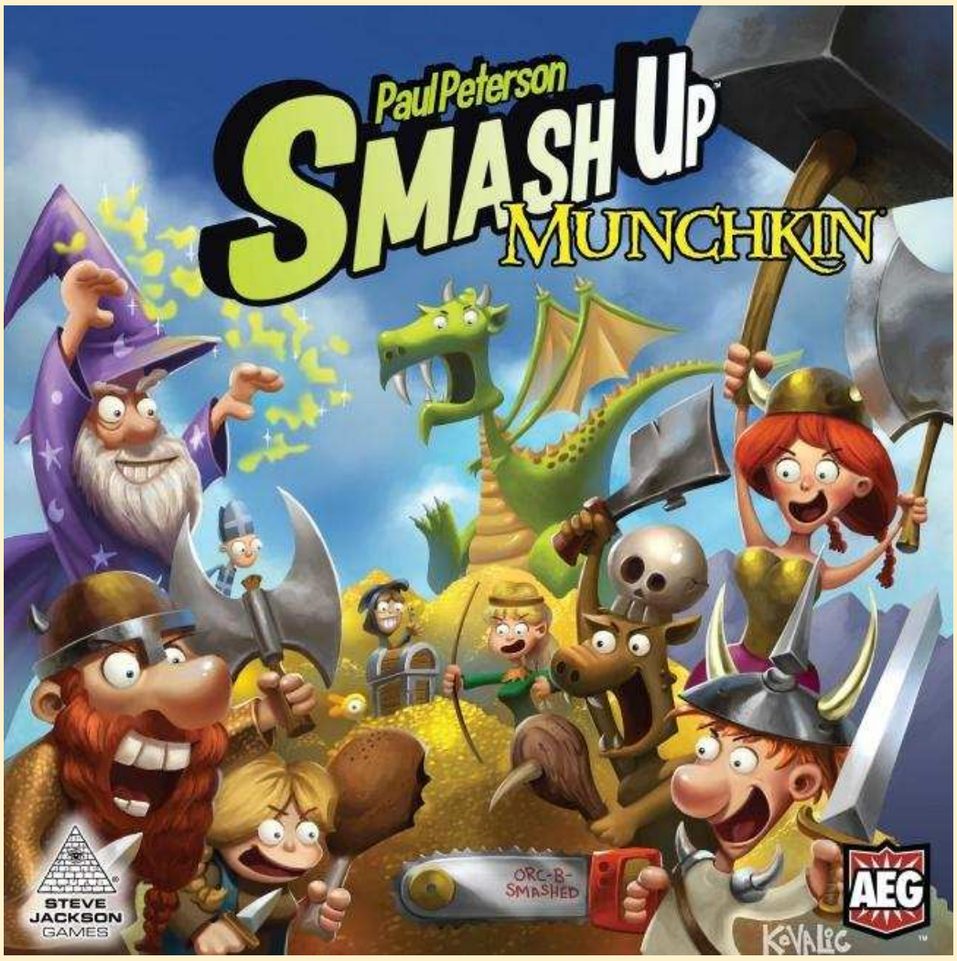


History records many great pairings. Death and taxes. Peanut butter and chocolate. Cats and cheeseburgers.

Now we've smashed up Munchkin with Smash Up!

Smash Up is the game where each player smashes two weird factions together and tries to crush all the others. The factions in this set are Munchkin races and classes: Orcs, Warriors, Halflings, Clerics, Dwarves, Elves, Thieves, and Mages! All the factions have different powers, and every team-up is different.

This is meant as an expansion to the Smash Up Jump and meant to be taken with it. If as a standalone, you're depriving yourself but have 1,000 cp to spend and choose two keywords to reflect who you are in this crazy world.

Keywords

 **Cleric**- Munchkin Clerics are here to spread the holy word… and do some smiting while they're at it! They've got blessings for you and curses for your opponents, all for a low, low tithe!

 **Dwarf**- Digging underground for most of their lives gives them a sensitivity to light, especially the light glinting off a piece of treasure! It also gives them impressive muscles. The last place you want to be is between a Munchkin Dwarf with his pickaxe and some treasure.

 **Elf**- Munchkin Elves want everyone to live in harmony, and they'll bash whomever they have to over the head to make that happen. Elves are also quite happy to help you… and help themselves, while they're at it.

 **Geek**- Geeks are… well, geeks—slightly eccentric individuals with intellectual prowess and often social ineptitude. They know the game better than you do, and are prone to mess with your turn to ruin your game plan. You may also spot a couple of famous tabletop geeks in there, so say "Hello" and play them at least once!

 **Halfling**- It's hard to tell if you're up to your knees in children or Munchkin Halflings. A stabbing feeling in your thigh and the faint smell of sausage almost definitely means Halflings. They get everywhere and they just keep coming!

 **Mage**- What's even better than zapping your enemies with lightning from your fingertips? Summoning something else to do it for you! Munchkin Mages are great at distracting their foes by dropping monsters on their heads. Surprise!

 **ORC**- Birds travel in flocks. Deer travel in herds. Munchkin Orcs travel in hordes! It's hard to beat the overwhelming power of the horde, or the smell. No, really. Don't even try.

 **Thief**- Keep your eyes on Munchkin Thieves at all times. The moment you look away, you'll find a dagger in your back and your precious treasures in someone else's back… pocket!

 **Warrior**- Whether they're from the windswept plains or the noblest castles, mighty Munchkin warriors live to fight! Using their brawn and all things pointy, warriors excel at killing things, especially monsters.



Cleric Perks

Holy Roller (-100 cp, FREE Cleric) Seems you have a friend upstairs, and he doesn't mind fudging dice for you. Anything chancy seems just a little more likely to go your way, like a +1 blessing.

Turner (-100 cp, FREE Cleric) You can call up a special light that weakens and terrifies the undead, sending them running unless they're drastically more powerful than most, and weakening them even if they are.

Curse of Uselessness (-200 cp, discount Cleric) You are a master of debuffs, with curses to remove the strength of your foes, render them clumsy and inept, confuse, poison, debilitate, etc.

Word of Recall (-200 cp, discount Cleric) You know a mystic 'safeword' that will instantly transport you to the nearest sanctified safe-space. Shame about the rest of the party, but eggs and omelettes and all that.

Deep Friar (-400 cp, discount Cleric) You can call up the holiest of powers and those things being naughty in your sight, shall snuff it.

Remove Curse (-400 cp, discount Cleric) You can remove any curse or unwanted transformation with a short prayer.



Dwarf Perks

Mine! (-100 cp, FREE Dwarf) You have a great knowledge and experience in removing gems and metals from the ground, whether finding veins or ore, or how to fig and shore up tunnels.

Hidden Assets (-100 cp, FREE Dwarf) Thieves may prowl, and taxmen too, but they can never find your treasures!

Gold Digger (-200 cp, discount Dwarf) You can practically sense gold, gems and enchanted items. Actually, you *can* sense them, and from a great distance!

Greed is Good (-200 cp, discount Dwarf) Wealth is power, but in your case it's more literal as your reputation, political and personal power balloon with your monetary worth. This won't make you infinitely powerful, but with the wealth of a world you'll probably top out at about 1,000x.

Anything For Money (-400 cp, discount Dwarf) Everything has a price, sometimes it's just inflated. No more. You can get anything from anyone as long as you pay a fair price for it.

Dwarf King (-400 cp, discount Dwarf) Practically carved from stone, in the image of the ancestors with the strength of a mountain, you are all a dwarf could aspire to be. Other dwarves will respect your beard and heed your commands.



Elf Perks

Elf-Help Guru (-100 cp, FREE Elf) You have the incredible power of being really well-adjusted, especially compared to all these murderhobos. You never lose your temper, and trauma just bounces off you.

Lord of the Prance (-100 cp, FREE Elf) You are a fantastic dancer, able to intuitively pick up on any style. This comes with the agility, flexibility and endurance expected of a professional elven dancer.

Run Away More! (-200 cp, discount Elf) If there's one thing Elves are good at, it's fleeing. Put those bonus points to dexterity to good use. You can always see the path to safety, even when everything is falling apart and on fire around you, and are very swift and nimble when running for dear life.

Flower Child (-200 cp, discount Elf) Your close connection with nature lets you accelerate plant growth and animate plants to fight at your side.

Fae Fighter (-400 cp, discount Elf) If you don't like the rules, change them. You can impose new rules over an area, like which side is down, as long as they affect you too and aren't 'Jumper wins' or similar.

Dancing Root (-400 cp, discount Elf) Elves have a very special connection with plants. With a short song you can make vines or roots burst from the ground, grow trees in moments.



Geek Perks

Griefer (-100 cp, FREE Geek) You know how to make any interaction, whether a battle or a conversation, an absolute miserable slog for the other guy.

Fan (-100 cp, FREE Geek) You can revel in the joy of liking something and the community, and get others involved. Nobody judges you for nerdy hobbies like Smash Up, Munchkin or Jumpchain.

Min-Maxing (-200 cp, discount Geek) You can buff any one 'stat' of yours by lowering another by the same amount. This takes a minute to take effect.

Mulligan (-200 cp, discount Geek) Once a day, you can declare a re-do and rewind time by one minute.

Banned List (-400 cp, discount Geek) You may forbid the use of any one power, technique or item, globally. You may only have one ban in place at one time.

Wil Wheaton (-400 cp, discount Geek) You have an encyclopedic memory for fan trivia and come across as really cool to certain people. Geeks flock to you for answers and advice.



Halfling Perks

Quarterling (-100 cp, FREE Halfling) Halflings are often mistaken for lost children, and so easily forgiven, or overlooked. Unless you're actively attacking or threatening someone, you simply don't register as a threat.

Unexpected Party (-100 cp, FREE Halfling) You are the best at organizing surprise parties. And ambushes, they're basically the same thing after all.

Sneaksy (-200 cp, discount Halfling) Nobody can keep a low profile like a Halfling. Footsteps light as a shadow, and a natural talent for skulking and burglary.

Spoiled Brats (-200 cp, discount Halfling) Halflings know, if anyone does, how to live a comfortable life full of simple pleasures. A knowledge and expertise you also possess in great measure.

Small But Tough (-400 cp, discount Halfling) Halflings may be short, but they have incredible will and inner strength. You are immune to all corruption and can rally from any defeat.

Shire Marshal (-400 cp, discount Halfling) You represent the law. Halflings, and other quiet ordinary sort of folk, reflexively defer to your authority in a crisis. You also know how to organize a posse or a scouring.



Mage Perks

Scroll Shuffler (-100 cp, FREE Mage) You can scribe spells into scrolls, any spell you know, allowing you or anyone who can cast any form of magic to use it later.

Speed Reading (-100 cp, FREE Mage) The ability to read a page with a glance is essential to finish some of these tomes in a lifetime. Besides speed-reading you are rather lucky in uncovering hidden or lost arcane knowledge.

Charm (-200 cp, discount Mage) When a monster charges you or a person comes with a knife, sometimes the best response is to make them your friend. The Charm spell lets you befriend anyone, but it only lasts a few minutes and after they sense something strange happened.

Embiggen! (-200 cp, discount Mage) Make my monster grow! Best in a summoning fight, you can make things bigger and more powerful for a couple hours.

Blaster Master (-400 cp, discount Mage) You are a master evoker, fantastic at fireballs and zzzzap spells, and other means of making other people hurt. Your quickcast is the envy of other mages, and you quickly develop a reputation among other spellcasters, who are happy to learn from or aid you.

Mass Summoning (-400 cp, discount Mage) Why summon one creature when you can summon 3-10 with the same spell? This is a question you may ask yourself a lot, since you can easily mass summon minions now.



Orc Perks

Dogpile (-100 cp, FREE Orc) Making the most of superior numbers isn't that hard, just get in there! Your minions never get in each others' way. They may not be strong, but you have reserves.

Too Tough (-100 cp, FREE Orc) You are notably hard to keep down, like a slasher movie villain. It's easy for you to function through pain and injury to keep on the attack.

Gimme! (-200 cp, discount Orc) You are a master at the snatch and run, such that your target rarely if ever notices you before it is too late, and fleeing with huge sacks of loot never seems to slow you down.

Death Breath (-200 cp, discount Orc) You have an aura of terror about you. Weaker enemies can be disabled or killed just by proximity.

Dork Orc (-400 cp, discount Orc) You have an indefinable sense of destiny and *eeevil* about you. Orcs and similar 'evil minion' races flock to your banner, and at worst you just need to kill their present boss to become the new one.

Sword Lord (-400 cp, discount Orc) Your skills with a blade are poetry in motion. Orcish poetry, but still. Anyone wanting to duel you had best bring three or four friends, even if they'd otherwise be your match without this perk.



Thief Perks

Pickpocket (-100 cp, FREE Thief) You are highly skilled in lifting small objects, like jewelry or coin purses, or even larger ones, off a person without their noticing.

Smuggling (-100 cp, FREE Thief) You are incredibly good at hiding things, finding good places for stashes, and also at sneaking objects past the watchful eye of security.

Cat Burglar (-200 cp, discount Thief) You're very good at climbing, leaping over rooftops, and opening windows from the outside. High walls can hardly protect treasures from your grasp.

Clever Distraction (-200 cp, discount Thief) You are very good and very, very lucky in arranging distractions for guards and sentries of all sorts. Even later, they're unlikely to realize their attention was carefully diverted.

Backstab (-400 cp, discount Thief) For some reason, your strikes always seem to do more damage, and find weak-spots where applicable, when your enemy is facing the other way or otherwise distracted.

Master Thief (-400 cp, discount Thief) You've a knack and luck for bold, difficult thefts. Crown jewels and the like. The more daring and 'impossible' the job, the more your luck grows to allow it. Though flashy bravado is something a thief shouldn't strive for, other cutpurses cannot help but respect and admire your impressive rap sheet.



Warrior Perks

Taunter (-100 cp, FREE Warrior) You are very good at getting the attention of monsters and other attackers, drawing aggro away from your team. Also at getting under the skin of sapient enemies with your disrespectful behavior.

War Cry (-100 cp, FREE Warrior) You have a battle-cry that is very loud, drawing the attention of your allies, and incredibly intimidating to your foes. Often you can scare away lesser enemies just by roaring at them.

Cleave (-200 cp, discount Warrior) Your blade parts armor and can sunder other weapons. You're really good at negating the tools of your foe.

Dungeon Bait (-200 cp, discount Warrior) As an experienced dungeon-crawler, you are wary to all kinds of tricks and traps and excellent ambush sites.

Big Hero (-400 cp, discount Warrior) Your reputation spreads far and wide. Easily you become a legend, and other warriors will songs of your glory and ask after your adventures, eager to bask in the reflection of your glory.

Eternal Hero (-400 cp, discount Warrior) When one warrior falls, another generic champion shall rise! Once a Jump you can fall but live again with just a slightly different name. You also have the skills of an actual legendary (if basic) fighter.

ITEMS

 **Holy Book** (-200 cp, FREE Cleric) An annotated scripture that tells you what really went down, what the gods like and how to get in touch, along with tips for wielding divine magic.

 **Cathedral** (-400 cp, discount Cleric) A holy site, which becomes more sacred and protected the more relics you store there. It also serves as a place to train and organize more clerics.

 **Pickaxe** (-200 cp, FREE Dwarf) Fine for splitting heads, but an amazing tool for tunneling as fast as you can briskly walk.

 **Treasure Bath** (-400 cp, discount Dwarf) If you ever want to go swimming in gold, this is the room for you. A functionally limitless treasure hoard to fund your future endeavors.

 **Bow** (-200 cp, FREE Elf) A longbow of improbable range and accuracy, given it comes from a magic tree and the bowstring is three hairs off an elven queen.

 **Helper's Hollow** (-400 cp, discount Elf) A place of healing and rest, where Elves merrily frolic singing and sometimes baking cookies.

 **Cosplay** (-200 cp, FREE Geek) A wardrobe with geeky costumes. Wearing one gives you a tenth the character's power, a fifth if you really commit to the cosplay.

 **The Con** (-400 cp, discount Geek) A mecca of geek culture where you can get advance information on all your fandoms, meet celebrities and crowds of admiring geeks.

 **Party Seed** (-200 cp, FREE Halfling) A seed that in one year will grow into a huge and strong tree that fills the area with the playful aura of a party. Celebrations under the tree will always be extra special. Replaced each Jump.

 **Subterranean Lair** (-400 cp, discount Halfling) A comfortable hole in the ground to live in, with all the comforts of home and room for dozens of quests if need be. Tends to draw other Halflings to build a community.

 **Mage Tower** (-200 cp, FREE Mage) A proper tower for a mage, with wards to keep out the *hoi polloi*, a well-stocked library and a lab with exotic materials and very sturdy cages.

 **Dimension Doors** (-400 cp, discount Mage) A room full of doors leading into every canon dimension/plane/universe in whatever Jump you're in. Even inside those tricky bags of holding or the Realm of Chaos.

 **Topper Chopper** (-200 cp, FREE Orc) A comically large ax that weighs nothing to you. Great for clear-cutting forests in a few swings or splitting skulls.

 **Fighting Pit** (-400 cp, discount Orc) A great place to train, to prove your strength and improve your minions. Draws minions and martial types to your banner.

 **Bandoleer of Potions** (-200 cp, FREE Thief) You've a belt of useful potions which replenish nightly. Your standard health and mana potions, but also sleep, transferal, halitosis, invisibility, polymorph, idiotic bravery, friendship and the deaded Cotion of Ponfusion.

 **Thieves Guild** (-400 cp, discount Thief) A hidden lair for thieves and n'er-do-wells. Draws waifs and desperate people to learn how to steal their daily bread for a cut.

 **Shield of Ubiquity** (-200 cp, FREE Warrior) An invulnerable shield. Very handy if you encounter a dragon, or arrow swarms.

 **Dumb Bells** (-400 cp, discount Warrior) Weights that will always improve your strength by 2-5% for each day's thirty-minute workout.