

Are we turning Japanese?

We really think so...

Smash Up is back after a vacation in the Far East, and it brought all new factions like you've never seen before! Unless you, like, watch TV or movies or read comics or something. But who does that?

The Kaiju storm onto the scene and show you why we call the set Big in Japan. Magical Girls use their spells and the power of teamwork to win the day. The mighty Mega Troopers defeat any foe with their martial arts skills... and giant flippin' robot. And finally, because we had to have them all, the Itty Critters will defeat any challengers, if you have the heart of the... wait, sorry, mixing references.

This is a supplement to the Smash Up Jump and meant to be taken with it.

KEYWORD

*Select any **two** from this or the original document/other supplements and gain any appropriate discounts on Perks and Items. These combined groups will form your faction and you personally will be a hybrid. Up to you if all your faction are hybrids or just you, with the others being firm allies.*

 **Itty-Critters**- They're tiny, and they come and go quickly, but once you learn which one to call when, the little beasts can really pack a punch. We know you'll want to have them all.

 **Kaiju**- Giant monsters stomp around Tokyo, smashing countless buildings as they battle. Their amazing destructive power confounds scientists, whose greatest weaponry proves useless against them. Who can stop the massive power of a guy in a rubber suit? We know! We'll let the precocious 10-year-old, with unexplained access to the Japanese military's most secure facilities, talk to it!

 **Magical Girls**- Moonlight, dreams, love, and starshine! OMG, it's so kawaii!!!! The Magical Girls are undoubtedly cute, but they will surprise you with what they can do with their spells. And they work together as a team. Evil will have no chance against these girls.

 **Mega Troopers**- Go go Mega Troopers! The Mega Troopers are the ultimate fighting team, snatching victory from the jaws of defeat. And should things get out of control, they can always call a giant frickin' robot and auto-win. Which they should probably just do earlier in the fight, but whatever.



ITTY CRITTER PERKS

Ittypedia (-100 cp, FREE Itty Critter) You know everything there is to know about Itty Critters, their stats and moves and weaknesses- even the really gonzo ittypedia claims.

Coach Combat (-100 cp, FREE Itty Critter) It can be a big adjustment, standing on the sidelines shouting instructions and encouragement.

I Select You! (-200 cp, discount Itty Critter) Half- okay, at least a third of being a Critter trainer is knowing the right minion for the job. This is fortunately a special gift of yours, whether in battle, a game, an emergency or a family crisis, you know who to send and who to bench.

Super Effective! (-200 cp, discount Itty Critter) Not only have you long since memorized the chart of weaknesses and resistances, you can make them apply out of Jump. If your magic spell is close to a fairy-type, it will be super effective against that dragon, just as your fire-type moves will be devastating to metal foes, like robots.

Critter Champion (-400 cp, discount Itty Critter) Not just anyone can make it in the competitive world of Itty Critters. You have the drive, the will, of a champ in the making. You've meditated to master your Aura. Now go out there and be the best, like no one else before.

Evolution (-400 cp, discount Itty Critter) Not everything just evolves into a stronger form, or maybe they do and it's a day-by-day transformation. Either way, you can tell when something has hidden potential, and how to bring it out rapidly, whether or not that involves literally evolving into a higher form, by the time you're done it will be hard to tell the difference as you teach Critters to understand the power that's within.



KAIJU PERKS

Stomp (-100 cp FREE Kaiju) Your tread, when you wish it, shakes the earth, underlining your menacing power. When you stomp, it is very likely everyone in a considerable radius will lose their footing.

There Goes Tokyo (-100 cp, FREE Kaiju) In Kaiju form, you evoke such terror most people will prefer evacuation to fighting you. Can be toggled on and off, of course, because sometimes (hopefully) you're the good monster.

Radioactive Breath (-200 cp, discount Kaiju) You have a powerful breath weapon that can melt tanks and structures, stagger fellow Kaiju, even let you fly by blowing down and facing away from your destination.

Tail Swipe (-200 cp, discount Kaiju) It's funny but when you haven't used a limb in a fight, a tail swipe, or a kick or even a left- your foes inexplicably forget about it entirely and don't guard against it.

Gorgodzolla (-400 cp, discount Kaiju) You're a nuclear powerhouse, bigger and stronger than most Kaiju by a generous margin. They can sense this, and most- absent a compelling reason- will defer to you. It's good to be the king.

Kaiju Alliance (-400 cp, discount Kaiju) When you defeat a giant monster, provided they aren't irredeemably evil, they will become your friend and help you in future struggles.



MAGICAL GIRL PERKS

🎀 **Fancy Suit Lad** (-100 cp, FREE Magical Girl) You are very mysterious and cool. People hardly ever see you coming or going and have next to no chance at ever figuring out your secret identity.

Purge the Demon (-100 cp, FREE Magical Girl) Magical girls are born from wishes and dreams, hope and adorable cute things! Quite opposite from the nasty dark magic making up most demons and monsters. Your pure magic *burns* the corrupt and the hateful on contact.

Coordination (-200 cp, discount Magical Girl) Teamwork makes the dream work, as they say. Whenever you fight alongside an ally, even for the first time, you naturally fall into a rhythm of mutual support, combining your strengths and not tripping each other up.

Lunar Healing Love Spell (-200 cp, discount Magical Girl) Hope and love are key to a magical girl, so your magic is especially good at healing. Any injuries or disease short of death fall away at your magic touch, and even healing dozens of people at once is a minor exertion.

Lunar Captain (-400 cp, discount Magical Girl) You have a gift for getting teenagers pointed all in the same direction, overcoming their rivalries and jealousies and despite a couple being close… cousins. When the chips are down, your team bands together and selflessly fight for each other.

🎀 **Technomagical Gal** (-400 cp, discount Magical Girl) Your magic combines very easily with technology, boosting and enhancing it. You can charm devices to run off mana, work with greater strength, self-repair and generally function better. It's so cool how you can use magic and tech both to do things neither could alone!



MEGA TROOPER PERKS

Lightning Rescue (-100 cp, FREE Mega Trooper) Somehow, you always arrive in the nick of time when danger threatens those you wish to protect.

Power Pose (-100 cp, FREE Mega Trooper) They may feel silly, but your team poses cause a great feeling of unity and power, lifting morale. Your enemies will likely be somewhat intimidated, or at least confused, giving you a chance to seize the initiative!

Blitzing Sword Attack (-200 cp, discount Mega Trooper) You can chain combos with incredible speed.

Mega Attack (-200 cp, discount Mega Trooper) Whenever you and at least two others attack at the same time, your moves combine into a Mega Attack much greater than the sum of its parts.

Lightning Crystal (-400 cp, discount Mega Trooper) The famous lightning crystal was long sought as a source of power, because it could grow slowly more powerful over time. Your morpher must had a shard in it, because you now grow incrementally, becoming just a tiny fraction of a perfect stronger and better at everything, each and every day.

Red Trooper (-400 cp, discount Mega Trooper) You're the red trooper! Which makes you the leader, I guess? Never quite got how that worked. You make a fine inspiring speech and are really great at small-unit tactics. Finally, you are always the first in light for shiny new and experimental equipment.

ITEMS

 **Starter Itty Critter** (-200 cp, FREE Itty Critter) Choose one: Tadpour, Leafaroo, Krakatoad, or Shellshock. They will be a loyal companion to you on your Critter journey. First is free for Critters, can be taken multiple times at a discount.

 **Critter Cube** (-400 cp, discount Itty Critter) This insidious handheld box, when thrown at a defeated- or at least greatly weakened and distracted- enemy will suck them inside and break their will, turning them into your loyal minion. Works best on animalistic or monstrous foes. You get a regenerating supply of six empty cubes. Gotta get 'em all.

 **Tiny Priestesses** (-200 cp, FREE Kaiju) The names are always changing, but these twin women, a couple inches tall, can communicate with you over any distance. In extremis, they can heal, buff or even teleport you. They always support and believe in you.

 **Kaiju Island** (-400 cp, discount Kaiju) A tropical island where all your favorite Kaiju live! Karaoke night can get a little wild here.

 **Magic Staff** (-200 cp, FREE Magical Girl) A fully upgraded, sapient magic staff from Mid-Warma's Space-Time Accounting Board! Programmed with dozens of spells from Protection to the dreaded Moonlight Breaker, get ready to friendship the ever-living crap out of your enemies!

 **Black/White Magikat** (-400 cp, discount Magical Girl) An adorable kitty with some extra bits, and the ability to turn ordinary preteens into magical girls! Can serve as an advisor/mentor to girls as well. Comes in good and evil flavors, so come on, make a contract and become a magical girl. What's the worst that could happen?

 **It's Blitzin' Time!** (-200 cp, FREE Mega Trooper) It may be a coin, a belt, a cellphone or some goofy-looking gizmo, but you have *something* that lets you transform into a Mega Trooper. This increases your speed, strength and fighting skills fivefold, the spandex serves as surprisingly effective armor, most hits only causing a shower of sparks, and when it fails you just transform back.

 Megabot (-400 cp, discount Mega Trooper) I thought you needed a whole team to pilot one of these? Or maybe you're one of the Extra Troopers that pops up each season. Anyways, have your pick of the Megabots from the long run of Mega Trooper and similar series.

NOTES: In case the link above doesn't take, the base Jump can be found at: https://drive.google.com/file/d/1cTey0aVTxPUBWYu80itP7LN9CBk_SuM3/view