

Paper Mario (N64)

By PsychoAnon

Once Upon a Time…

Far, far away, beyond the sky, way above the clouds, it's said there's a haven where stars live. In the sanctuary of Star Haven there rests a fabled treasure called the Star Rod which has the power to grant all wishes. Using this wondrous Star Rod, the seven revered Star Spirits watched over our peaceful world carefully… very carefully. That is, until the evil King Bowser arrived in Star Haven alongside his wicked sorceress Kammy Koopa. In order to defeat his archenemy Mario, he stole the Star Rod for himself and sealed the seven Star Spirits into cards, sending them all across the Mushroom Kingdom to be guarded by his elite henchmen. With the all powerful Star Rod, Bowser is invincible!

Meanwhile in Toad Town, Princess Peach is hosting a party at her castle and of course her hero Mario was invited. Soon, though, Bowser's castle will emerge from beneath the Princess's, lifting it high into the sky as the evil King of the Koopas crashes the party to defeat his rival once and for all. Due to the Star Rod rod Mario will be easily trounced and sent drifting all the way to the Earth, barely kept alive by the power of the Star Spirits. In order to save the kingdom and the princess, Mario will have to save the seven Star Spirits, make many new allies and defeat Bowser so that people's wishes may be granted once more! You arrive just as Mario is receiving an invitation to the party. Take this gift.

+1000SP (Star Points)

Origins

Pick your origin. Perks/items are discounted 50% for matching origin, except 100SP perks/items which are instead free

Plumber

Just like Mario you're a plumber, the true heroes of the mushroom kingdom! You may not be that well known or impressive just yet, but with time you may end up becoming just as great of a hero as Mario is! You may even be a blood relative of the famous plumber! …and his lanky brother Luigi.

Princess

Royal blood flows in your paper thin veins! You are true blue royalty just like Princess Peach herself - noble, gracious and refined. Also quite delicate. I'm certain you'll serve your people well, though I must advise you to be careful about getting kidnapped. You'd be amazed just how common it is.

Partner

No hero does it all by himself. Everyone needs someone to help them throughout their journey and that's where you come in! It might feel like you're nothing more than a helper at times but you and your partner both know that without you they wouldn't know what to do with themself.

Civilian

You aren't royalty or some great hero or even an evil overlord, you're just an ordinary everyday person trying to live a normal life. Sure, you might be something kinda interesting like an explorer but as far as this whole saving the world thing is concerned that's Mario's problem, not yours.

Villain

You're bad and you know it! You're the meanest, toughest, coolest son of a gun around and you're gonna make sure everyone gets the memo! Sure, everybody loves that goody two shoes hero but you know you're better than he'll ever be! What better way to prove it than to take over the world in style and whoop his butt?! Soon there'll be giant statues of you everywhere! Heck yeah!

Species

The mushroom kingdom is a diverse place filled with all sorts of different types of people: toads, goombas, Koopas, Bob-ombs, boos, cheep cheeps, little mousers, shy guys, humans, stars and even more. You may be any species that appears during Mario's journey here, though a normal and unremarkable member of said species. You can purchase modifications to yourself in this section to make you a bit more unique.

100SP - Para

It's an objective fact that if you can fly you're automatically better than everyone who can't! That's just the rules! Much like the paragoomba and paratroopas, you've gained a pair of wings that allow you to fly through the air if you were a species that couldn't fly already. The advantages of flight speak for themselves, but it's worth noting that many enemies will have difficulty hitting an airborne opponent.

100/200SP - Size

Despite what some insecure people may tell you, size does indeed matter. For 100SP you are a very large variant of your species, probably twice as big if not a little more so and as a result you've got increased strength and toughness to match. Alternatively you could choose to be smaller if for some reason you'd want that. For 200SP you're absolutely massive, big enough that even Bowser would be amazed at your sheer size! Needless to say your strength and toughness is way enhanced along with it, though not quite to the level of someone like Bowser.

100/300SP - Special

This is something that's a bit hard to quantify. Basically, you're more like a rare subspecies of your race. This would include things like Hyper goombas, white clubbas, dry bones, gloombas and electro bloopers. This should give you a considerable edge and any number of advantages depending on the variant you become. For 300SP though, you're much more - a powerful mutant far beyond other members of your species, a veritable boss! Much like Lava Piranha, Huff N Puff, an Anti Guy, a Star Spirit and even Bowser himself you're vastly stronger, tougher and possibly much bigger than the other members of your species and you may even possess special abilities they lack such as fire breathing. You could tussle with any of Bowser's top minions and have a good shot to come out on top. You'd probably be an even match for Bowser himself if he didn't have the star rod.

Perks

Free - Paper Person

As you've probably realized, everybody in this world, including yourself, is made of paper. While that is for the most part unimportant, it does affect certain things, for instance you might fall slower and drift on the wind if you let your body go limp. You and your companions can keep this paperized form and switch back and forth between normal and paper forms in future jumps.

Plumber

100SP - Lucky Star

When it comes to battles, timing is everything. For you this is doubly so, as you possess the ability to enhance your attacks and defenses with proper timing. Jump on your foe at just the right time and it'll have a bigger impact, block at the right time and damage will be significantly reduced, etc.

100SP - Mr. Hero

I don't know what it is about you, but something about your face just screams "they can help me!". You seem to give off a "heroic" vibe and as a result people end up relying on you to solve their problems. While that might sound like a hassle, and it is, it also opens up opportunities both to gain great rewards and make new friends. Before you know you'll be mingling with the Princess!

200SP - Super Strategist

It takes more than brawn to win a battle: it takes a healthy heaping of brains as well. You're no slouch when it comes to strategy; you can always think up new clever ways to use the resources available to you, as well as thinking up good ways to counter your foes in the heat of battle. Anyone who thinks you're nothing more than just a brute will be in for a rude awakening.

200SP - Shroom Raider

There's hidden treasures to be found all over the Mushroom Kingdom: powerful items, star pieces, rare badges and even mail! Okay, I guess that last one isn't so exciting but I'm sure people appreciate actually getting it back. You have a sixth sense for finding even the most hidden of treasures wherever they may be. Saving the world may just turn out to be pretty lucrative for you.

400SP - Mario's Party

I'll let you in on a little secret: saving the world is hard. You can't be expected to do this all by yourself, you need a team! Luckily, you seem to have a knack for finding and encountering people who can join and help you on your journey! Whether it be an overly knowledgeable Goomba, a bob-omb with an explosive personality, a doofy paratroopa or an aristocratic boo you can find someone almost anywhere willing to become your friend and join you on your adventures. The Star Rod might be powerful, but it's not as powerful as friendship!

400SP - Mighty Plumber

You have great hidden strength for one clothed as a plumber! Just like Mario you are very strong. This is particularly pronounced in your ability to jump, leaping incredible heights and stomping right on your foes' heads! Not only that but you're also strong enough to smash foes with your hammer and perform other feats of strength like pushing massive stone statues. Your strength, toughness and other attributes about yourself will increase as you fight more and more enemies. If you keep battling, it won't be long before you're ready to take on Bowser himself!

600SP - Superstar

Your heroic nature has attracted the attention of even the stars themselves! You seem to be a chosen hero by divine/cosmic forces and as such they will bless you and aid you in your journeys. You could call upon the power of the star spirits to perform spells to aid you in combat, for example. The same will hold true in future worlds, with you able to call upon divine beings to directly intervene in your battles and aid you against your foes. Now that's what I call star power!

Princess

100SP - Pretty as a Peach

Even as a pixelated piece of paper your beauty is stunning! You're the kind of pretty that would make any guy feel lucky to kidnap you and force you to marry him after finally defeating his archnemesis! Oddly specific example, but it's true. You're so lovely that people can't help themselves around you.

100SP - Delicate

There are certain expectations that must be met in polite society. Nobody would accept a princess who behaves like a mannish brute! Well, except Daisy fans, but that's besides the point! You are well trained in how to behave as a noble, able to handily maneuver your way around social situations and display immaculate etiquette. Your refined manners can only make you more endearing to others.

200SP - Paper Gear Princess

So you got kidnapped and you're just a dainty little princess: does that mean you're gonna sit helplessly on the sidelines? Heck no! Instead you'll perform high tension espionage missions to sabotage the enemy from within! Maybe that's making it sound a bit more exciting than it is. Basically, you're quite good at sneaking around. Even in a castle filled with guards you can expertly stealth your way around undetected, all while in a dress and high heels! Now that's talent!

200SP - Beloved Leader

Maybe it's your dazzling good looks or maybe it's your actual leadership skills, but the people seem to love you! In spite of however much or little effort you've actually put into running things, your people absolutely adore you and they can't help but be fiercely loyal. If something were to happen to you the entire kingdom would be holding their breath in anticipation wishing you'll be alright.

400SP - Hero Magnet

It can be scary to be suddenly put in danger, threatened or kidnapped by some menacing villain! Luckily for you, you've got a guardian angel or two looking out for you. Whenever you're in danger it's virtually inevitable that some hero will come along to save you, whether that be someone like Mario or even just a lone star kid. Whether or not they'll actually succeed may depend on the situation, but at least you know that help is on the way!

400SP - Lax Imprisonment

You'd think being locked up in a castle would be rough. You'd think your movement would be incredibly restricted, that your diet would suffer, that your life would generally become a nightmare - but you'd be wrong. For some reason your captors aren't very harsh on you. You get to stay on house arrest in your luxurious room instead of in a cold, dark prison cell, some of the guards would rather play quiz shows with you than do their actual jobs and escape attempts are met with being thrown back to your room with no further added penalties or security measures. I guess even when you're locked up you're still living on easy street.

600SP - Wish Upon a Star

Everybody has wishes - things they desire, things they hope and dream will someday come true. You, however, are special, because your wishes actually do come true. Your wishes have a palpable and great power to them, the "wish power" contained therein almost like a magic spell that makes what you wish for ever so slightly more likely. The true benefit of this is the fact that your wishes vastly enhance the power of wish granting beings and objects. With their help and you enhancing them, your dreams would almost certainly come true!

Partner

100SP - Tattle

They say nobody likes a tattletale, but maybe folks would make an exception for you. You've got an encyclopedic knowledge of pretty much everyone and everywhere in the mushroom kingdom. Not only that, but you can take the time to analyze your enemies in combat to learn information about them such as their strengths and weaknesses, special moves or abilities and even interesting trivia about them. If knowledge really is power, you've gotta be one of the strongest people in the Mushroom Kingdom!

100SP - Spooky

Eek! Oh, sorry, you startled me. Yeah, you seem to be pretty darn good at spooking people. You're so incredibly scary you can sometimes scare your enemies into just giving up altogether and running away, though don't expect that to work on tougher or more mentally resilient foes.

200SP - In Your Element

If you're looking up to spice up your battle experience, then chill out and listen to my sales pitch. You've gained the ability to harness an element for use in attacks. This could be fire, water, electricity, ice or maybe even wind or earth. This'll ensure that your attacks pack an extra punch and also deal additional damage to enemies weak to such elements, as well as having certain utilities beyond just dishing out damage like paralyzing foes with electricity or freezing them solid with ice. It's burning me up just thinking about it!

200SP - To the Letter

Ah, another letter duly delivered! A postman's job is never done! Much like a dedicated postman you just never seem to tire no matter how far you have to travel. Even if you have to go through frozen tundra, scorching deserts and haunted forests you'll get the job done with pep in your step and a smile on your face! Just make sure you don't lose your letters, that'd be pretty embarrassing.

400SP - Quick Change

It's important to remember that it's not just you and the other guy: you're part of a team. Part of being in a team is knowing when you're needed, which is something you're quite good at. If you and your allies are in a fight, you've always got a good sense for exactly when you should jump in and when you should get outta there. Not only that but you have an odd ability to switch out with your allies seamlessly within an instant, as though you suddenly arrived out of the ether while your friend was transported to safety. How can you do this? Nobody knows.

400SP - Best Waifu

Ohohohoho! It seems your superiority may have caused some controversy. It's true though: you really are the best! You're very tough and harsh, having a strong willpower and mental fortitude as well as always being able to speak your mind and come up with scathing remarks towards others. This combined with your natural elegance and charm means everyone around you can't help to look at you with awe, filled with a mixture of love and fear. It's so funny how much others adore you it almost makes you want to laugh! GWAHAHAHAHAHA!

600SP - Evolution

Don't you wish you could be more? You're not bad now, don't get me wrong, but there's just so much untapped potential hidden deep within. Luckily, you have the ability to realize that potential! Through hard work, determination and maybe the occasional assistance of some mystical artifacts you can unlock your inner strength! Not only will your power increase dramatically, but you'll learn new special moves that can have powerful effects and give a big edge in combat. This should eventually cap out but maybe with enough time and effort you'll grow even further beyond…

Civilian

100SP - Friendly Folk

All too often it seems like travelers enter a town just to be met by some jerk hurling insults at them. Thankfully, you aren't like that. You can always manage to put on a pleasant face and carry yourself with a friendly demeanor. On top of that you're a good conversationalist, usually able to come up with something interesting while still being related to the current situation at hand. You'll have no trouble making new friends at the very least!

100SP - Old Coot

The kids these days, with their hippity hop and their "ghost gulping challenges"! They often don't have the time for an old fogey like you. But, there's always the exception to the rule, the heroes among them. You have a knack for finding some willing suck- er… kind soul to do you favors despite their urgent world saving business. After all, it's just so hard on your aching back. You don't even need to reward them properly, shortchange them most of the time and they won't make a fuss, instead coming back for more! Just make sure to give them something nice sometimes or you'll probably lose their help.

200SP - Number Crunching

Running a business isn't all about flapping your gums at strangers to get them to buy your products. It's also about something far more scary… math! You're skilled in all the boring number crunching stuff required to run a business properly thanks to your big brain! Not only that, but you're always up to date on the best places to sell things: which product is most in demand where, what's up and what's down, is it time to buy or sell? This economics stuff is a breeze to you.

200SP - Great Explorer

What ho, old bean! It's a truly smashing day for adventure! You love to adventure all around the world like a great archaeologist, exploring ancient ruins and uncovering great treasures. You aren't very good at it to be honest… but that's okay! Whenever you're out exploring and you find yourself in a bit of a sticky wicket, someone's bound to come bail you out! Whether it be a tribe of bloodthirsty shy guys or the volcano you're exploring suddenly erupting, somebody will almost certainly come to your rescue in these types of scenarios, never punished for your hubris! Smashing!

400SP - Tayce T. Cook

Well, something sure smells good! Much like the renowned toad chef Tayce T, you are an absolute master chef. You know every recipe in the book and can cook meals so delicious they reinvigorate the body and the spirit! Seriously, a nice steak from you could quite literally bring someone back from the brink of death!

400SP - Prophet for Profit

You have an ancient skillset. The power of the mystical arts to divine and even manipulate the very future itself! You will use this precious gift… to make money! You have similar mystical powers to the Merlin clan of magicians. You can tell the future, divine the location of specific objects, people and things and even bless people to grant them a burst of strength in their time of need! Your services could be quite invaluable to many people, even great heroes like Mario!

600SP - The Master

Ancient wisdom. Arcane art. Martial prowess that will stop your heart! Epic power. Discipline. Nuclear moves that always win! You are the most powerful and skilled martial artist in all of the mushroom kingdom, possibly the entire world. You've mastered every move in the book and many that aren't. You can dish out devastating combo attacks that could send even someone like Mario for a loop. Not only are you very powerful, but you have the ability to power up twice over, becoming encased in a mighty golden aura. In your fully powered up state, even Mario and Bowser would get completely thrashed by you. Nobody messes with the master!

Villain

100SP - Grandiosity

It's not enough to just be tough and mean. You don't wanna just be a villain, you wanna be a super one! That's why you do everything with a dramatic flair! You don't nonchalantly walk up to your archnemesis, you crash through the window and jump to the ground in front of him. You don't just siege the Princess's castle, you secretly build your own massive castle underneath hers then have it fly up into the air to take her castle into the sky! Absolutely everything you do has this unmistakable dramatic nature to it that makes it hard not to like and root for you, even if you are the bad guy!

100SP - Persistent Problem

I'm not gonna sugarcoat it: in this world the good guy always tends to win in the end. Does that mean you should just give up? Heck no! You just get up, brush yourself off and try again! You've got an absolutely unbreakable determination to accomplish your goals so you never give up on your dreams! No matter how many times Mario whoops your butt you just dust yourself off and give it another try. Who knows? Maybe with a good enough plan you'll finally rule the world!

200SP - Titanic Team

If your enemies think one boss is bad, they're gonna be really upset with four! You're an expert at leading and fighting in a team, making sure your teammates are being used to their maximum effectiveness. Not only will any team you lead be a menace, but you can also coordinate very powerful team attacks that combine the strength of every member to devastating effect.

200SP - Scary Boss

Even if Mario beats you up every other week, the fact of the matter is that you're very intimidating. You've got a menacing aura that seems to both attract minions to you in droves and keep those same minions in line. Someone would have to be incredibly brave or incredibly stupid to think about double crossing you.

400SP - Magical Menace

Magic in this world is a poorly understood force, but one often well utilized by Bowser's minions. You are quite the expert in magic, much like Kammy Koopa. Here are some examples of what a skilled mage is capable of - they can heal themselves and others, increase their physical strength and defense, electrically charge themselves and others without harming them, make themselves and others intangible, conjure objects and living beings like large blocks and goombas, increase or decrease the size of others, teleport short distances, make illusory copies of themself to confuse opponents and shoot powerful magical blasts that take the form of geometric shapes. In addition to all this, you have a special aptitude towards making magical technology, such as a device that could vastly power someone up as well as powering up even something like the Star Rod.

400SP - Overpowered Artifacts

It's just so unfair! No matter how hard you try you always fail again and again and again! Why can't there just be something that'll help even the odds between you and your rival? Well, maybe there is. You have a certain knack for acquiring powerful artifacts and using them against your foes. As you are now maybe you can't beat your long time rival, but with something like the mighty Star Rod? You may just stand a chance!

600SP - Invincible

For too long you've been pushed around, teased, made fun of! Now they'll be the ones cowering in fear because you're invincible! Your heart was removed from your chest. Instead of this killing you, it left you with a body that's completely immune to all damage! There's a catch, though, there's always a catch. Your heart is now a living being in its own right and it's also your one weak point. If someone were to destroy your heart then you, too, would be defeated. Luckily the heart can move, fight and even think and talk for itself although it's still loyal to you. You can at any time reunite your heart with your body by swallowing it, at which point you go back to normal until you choose to spit it back up again. If, somehow, your invincible body were to be destroyed it would slowly grow back from your heart.

Items

100SP - Puff Puff Machine

Do you hate the sun? Does bright, shiny weather make you upset? Do you just have a general vendetta against plants? If any of these things are the case, this device may just be for you! The Puff Puff machine is a unique weather device that coats the sky over a massive area in clouds, blotting out the sun. It's pretty nice if you're a big cloudy weather fan.

200SP - Star Ship

Contrary to the name, this ship is one found at Star Haven and travels through the air, not through space. This is a very small ship, looking something like a flying chariot (or a big blue bathtub). It travels very quickly and essentially runs on wish power as a fuel source. You could get to just about anywhere with this thing in great time, even a castle way up in the sky.

800SP - Star Rod

This is the very object that will enable Bowser's conquest of the Mushroom Kingdom and the defeat of Mario. The Star Rod is an incredibly powerful wish granting device, said to be capable of granting any wish. Whether that's true or not is unknown, but what is known is that it is absurdly powerful. It's capable of healing, calling down lightning and shooting out deadly waves of star power, doubling someone's size and strength and it can even make people truly invincible! That's just in combat, though. Outside of combat it can be capable of even more, for instance Bowser used it to grant Tubba Blubba his "invincibility". The star rod also passively increases the power of the wielder more and more the longer they possess it as its power radiates into their body. The only thing capable of overcoming the effects of the star rod is a greater amount of wish power, such as the seven Star Spirits working together. Without that, this rod makes you completely unbeatable!

Plumber

100SP - Jumping Shoes

Your feet are your most powerful weapon and these shoes only cement that fact! You've got a special pair of shoes that enhance your jumping capabilities and the power of your jumps, enabling a superior spin jump midair to reach higher heights and slam down on the ground with great force.

200SP - Hammer

While your feet are your greatest weapon, the hammer can't be beat in terms of raw power! This hammer is so strong it can smash apart even big metal blocks and machines, to say nothing of what it'll do to your enemies. It's especially useful against high defense or spiked opponents where jumping would prove ineffective.

400SP - House

Every hero needs somewhere to go after their work is done! This nice little home is fit to handle about two people. It's even got a bunk bed and a secret room under the floorboards where somebody could hide away. It also comes with a convenient pipe into Toad Town, or a similarly important town in future jumps.

600SP - Badge Collection

Wow, you must have gone on quite the collecting spree! You've gotten every single badge Mario can encounter during his journey in the Mushroom Kingdom. I suppose I should explain: badges are special wearable items that can add all sorts of modifiers to you during combat and sometimes even outside of combat. They can enhance your strength, defense, apply status effects to enemies, allow you to use powerful special moves and even more! Badges have a limit to how many can be equipped which goes up the more powerful you are! With the right set-up, any enemy can be beaten!

Princess

100SP - Transport Chests

These two chests are very handy, indeed. You have two massive, ornate chests that are linked. What this means is that when something is put in one chest, that item will also appear in the other chest, instantly transported to the new location. Pretty convenient, huh? It seems like something that could let you, say, escape imprisonment by just jumping into it, but if you just wanna keep sending your boyfriend stuff through it instead I guess that's fine too.

200SP - Sneaky Parasol

What is it with parasols and magical powers? You've got your hands on a special parasol that can allow you to disguise yourself as anyone. Just point it at the person you wish to disguise yourself as and it will shoot out a beam of sparkles. When that beam hits someone it makes you look exactly like them. An excellent tool for sneaking around, just be careful: it can't disguise your (pleasant) scent.

400SP - Pristine Castle

What's a princess without a good castle? You've got yourself a magnificent and glorious castle. It's got everything you could need: a bedroom, a kitchen, a library, some balconies, big lobbies to serve as ballrooms and host parties in and even some guards (they're toads though, so don't expect much). Somebody would have to be pretty rich to outdo this place.

600SP - Hub Town

Welcome to Jumper Town, a paper place filled with paper people! This is a thriving town under your rule with, once again, anything anybody could ask for like shops, a fortune teller, a scarily robust sewer system, a dojo, a portal to a flower land… this place is actually pretty weird. You can have the town be wherever you want and fit a theme that you'd like. Want a desert town? Go ahead. Jungle town? Sure. Snow town? 'Snow problem! …I'm not sorry.

Partner

100SP - Fan

A fan can really hit the spot on a nice hot day. The spot being your enemy's face! This fancy little handheld fan is a surprisingly effective weapon, smacking your enemies so hard they'll do a full 360 on the spot! It could also be kinda useful if it gets hot, I guess, but mostly you wanna use it for the slapping!

200SP - Cloud

Haven't you ever wanted to just sit on a cloud? They just look so fluffy and soft! Well now you've got a cloud for personal transport! This is the kind of cloud lakitus flu around on. If you're light enough you can use it for the same purpose, but if not it'll still let you float over dangerous obstacles like pits of spikes or lava and also move around on ground level at a decent pace.

400SP - Haunted Mansion

Congratulations, you've won your very own mansion in the spooky woods! Unfortunately, it's incredibly haunted. Fortunately, on the other hand, the boos are very friendly and just wanna have a good time in the mansion. They also listen to you like you're their boss. The place is very big and fancy, though some of the furniture could probably do with some replacement. There's also a pot that turns you 8-bit when you jump in it, for some reason.

600SP - Ultra Stone

My, what a shiny rock! The ultra stone is an artifact of great power. It allows the wielder and their allies to surpass their limits, unlocking new techniques and abilities and becoming more powerful. You'll find it will continually aid you in attempts to become more powerful. It really rocks!

Civilian

100SP - Frying Pan

Being a chef isn't so hard! Just throw two random objects into a pan and see what happens! In all seriousness, this pan has special properties to enhance one's cooking efforts. Mostly just making the food you create taste better. If things got really desperate you could possibly just whack somebody over the head with it too.

200SP - Dojo

If someone is a master at martial arts, the only thing left to do is to pass those skills on to the younger generation. This dojo is all yours and it'll naturally attract both students eager to learn from you as well as mighty challengers looking to prove themselves against you in battle.

400SP - Shop

If you're not running around beating people up to take their coins, you'll probably need a more honest means to get your money. That's why you have a successful shop, the nature of which I'll leave to your discretion. Your business is quite lucrative and well known, so from a financial standpoint you're decently well off. Wait, are we still talking about Mario?

600SP - Items and the Pig Farm

Throughout the Mushroom Kingdom both heroes and villains alike rely on items, consumable objects that both heal and provide various effects . You're stocked with a good supply of just about every item one could think of, from the common mushroom to rare goods like life shrooms, jammin' jelly and repel gels. Your source for all these items is the Lil' Oink farm, where you have pigs called Lil' Oinks that produce the items from their own body. They're pretty cute little guys, but be sure to keep the gate locked because they're also very skittish.

Villain

100SP - Koopa Clown Car

Bowser's favorite vehicle! The Koopa clown car is a sort of bowl with a propeller on the bottom that can fly through the air, providing surprisingly swift transportation wherever one needs to go. It may look goofy, but this thing is no joke. It's an absolute beast of a personal flying machine.

200SP - Flying Castle

Now this is a castle! Staying on the ground is for losers! This massive fortress serves as both a functional home base as well as a gauntlet of terror for anyone who would try to get through it, as the inside is filled with deadly traps and elite guards. Of course, the most impressive aspect of the castle is that it can fly, meaning this bad boy is completely mobile and when you want it to be is almost unreachable once you fly into the air. Let's just see some hero try to get through this!

400SP - King's Army

Even when you're invincible you can't just take everything over by yourself. You need an army, and that's exactly what you've got! You have a massive army made up of baddies from all over the mushroom kingdom. Goombas, Koopas, shy guys, piranha plants, bullet bills - all the usual suspects. You've also got a squad of elite warriors who act as generals over different sections, such as the Koopa Bros, General Guy, Lava Piranha and Huff N Puff. With these guys under your command, your victory is assured! Unless Mario shows up…

600SP - Plumber Punishing Power Platform

Sometimes you can have the whole world and it still isn't enough. That's when you need to get even stronger. This platform was built by Kammy Koopa for the purposes of multiplying one's power to absurd proportions! Whoever steps on the button in the middle will grow massive relative to their original size and become vastly stronger than before they did so. This not only powers up the user but all their items as well, for instance the star rod would now be stronger than the power of all seven star spirits working together and therefore they alone could not undo its effects. This buff lasts until the user suffers a defeat in battle, at which point they deflate in size in humiliating fashion. This is really it, there's no way you're losing this time!

Companions

100SP - Companion Import

Need to bring some allies along with you on your journey? Don't answer that, I can't hear you. For 100SP you can create or import up to two companions who gain an origin and 600SP to spend on whatever they like. Alternatively you can import just one companion per 100SP and they gain the same benefits but 1000SP instead of 600 (they cannot purchase the Star Rod).

100CP - Canon Companion

Wanna take someone in this wonderful Paper world along with you? That's alright, just pay 100… CP? Well that's not right, now is it? Uh, we don't have any of that lying around. Look I'm so sorry, this is all my fault. Don't sweat it, let's just pretend it says SP, okay? You didn't see anything.

Drawbacks

+100SP - Book Of Mario

Huh? What's going on around here? Who's Paul? What's the Star of Rodin? Why does everyone keep saying bizarre things? Everyone seems to be talking as if the world was somehow very badly translated. You're gonna have a heck of a time trying to figure out what's going on.

+100SP - Complications

Things can never be easy, can they? For some reason, you always seem to end up having to fix other people's problems. You roll into town when all of a sudden everybody's under attack by fuzzies and it's your job to stop them. The mayor is "murdered" and you get framed, making it your job to find the real culprit and solve the mystery. It's not like you can even ignore these situations either, because one way or another they always seem to be necessary to achieve whatever objective you've currently got.

+100SP - Mobbed

I hope you weren't wanting to relax, because things are gonna get a lot more dangerous. For some reason no matter where you go, there always seems to be somebody that wants a piece of you and not in a good way. Whether it's Bowser's goons or just the local wildlife you can't seem to step 3 feet out of town without running into someone or something looking for a fight.

+100SP - Bold and Brash

You just can't seem to help but to attack first and ask questions later, can you? You seem to have a general lack of tactical acumen and just sorta wing it. The last 10 times I tried kidnapping the princess didn't work, so let's go kidnap the princess again! Sure, you might have one great plan in an entire decade but beyond that you just rush headfirst into conflict and don't really think about exactly what your next step will be.

+200SP - Jumping Crashes Paper Mario

Oh no, what have you done this time?! Now I've gotta reset everything! You see, this reality is a bit… unstable. It seems like you'll be doing something then for no reason everything freezes and the next thing you know you're back in the past, having to redo hours and maybe in some cases days of work just to get back to where you were to begin with. Tread lightly.

+200SP - Jr. Rival

I don't know who this kid is, but he's seriously ticked off at you. I think you might've accidentally kicked over his sand castle or something. Whatever the case, he's gonna keep picking fights with you as revenge for the foreseeable future. He's not much now, but with every defeat he becomes stronger and stronger, increasing in raw power as well as gaining new moves and tricks to give himself an edge against you. After enough losses, he may just catch up with you.

+200SP - Kidnapped

Is it Tuesday already? You've been kidnapped and locked away in a castle that's very difficult to escape from. It's probably gonna be hard to bust out of here unless you're some master escape artist and even if you do you're guaranteed to have kidnapping attempts made on you with absurd regularity for your entire time in this jump.

+200SP - Second Banana

Man, you just can't seem to get any respect. Your brother's a great hero who's beloved by everyone while you're just a punchline. It makes a fair bit of sense, though. After all, you're very cowardly. Not the type who's brave enough to face down a boo, let alone Bowser. Heroics are generally gonna be out of your wheelhouse in all but the most dire of circumstances. Even then, you probably won't get much credit.

+300SP - Danger Strats

There's healthy risk taking and then there's this. You're constantly "in danger" which means you're in a state of near death at pretty much all times. On the bright side there are many badges that benefit you in this exact situation. On the negative side, one bad hit and you're done for. The near death state isn't so noticeable until you're in combat, but when you are in combat you're gonna feel it. For an extra +100SP, this gets boosted to peril, a state so close to death that all it takes is the tiniest amount of damage to take you out for good.

+300SP - Helpless as Always

Look, that fighting stuff? That's for the big, tough boys. You're dainty. Delicate. Gentle. In other words, you just don't fight. You don't do it and you can't do it. Someone else could fight on your behalf but when faced with physical conflict your options are essentially to either run or surrender. Better hope you've got someone looking out for you.

+300SP - Nemesis

That guy. That guy! YOU JUST CAN'T STAND HIM! Somehow that Archenemy of yours just always seems to get in your way and ruin your plans! No matter what you do, how good of a plan you've got, how strong you become, he always manages to beat you! Heck, you could become invincible and he'd still probably beat you ! You just can't seem to win against this guy no matter how hard you try, at least not permanently. But hey, I guess you can always dream.

The End

Your time in this wonderful paper world is over. Time to decide what to do next.

Go Home

Stay Here

Next Jump

Notes

- **You've found the secret cool guy corner! You are officially a "cool guy" now!**

- **The Star Rod has no official limitations, but here's my personal idea of a way it can work: due to it being a wish granting device, it runs on wish power, which is determined by how hard a person or people are wishing for something to come true. The more powerful the desired effect, the more wish power needs to be accrued for that wish to succeed. Healing someone is a relatively simple wish that could be fueled just by you wanting it to happen, but something crazy like rewriting the fundamentals of reality could take so much wish power it would need every person in the reality wishing as hard as they can for the wish to actually succeed. Once again this is not necessarily how it functions, just a way you can interpret it and balance it if you'd like some sort of model for how it operates.**

- **Thank you so much for to playing my game!**