

1.0 Jump Doc by James the Fox

GOLDEN BANANAS!

It's a gold rush on Ingot Isle, and Donkey Kong is absolutely here for it… but just as he gets his hands on a big one, a sudden tempest drags him and the entire population deep down underground… Where a massive adventure is set to take place!

To help you along in your adventure, take these 1000 Banandium Points (BP)!

Origins

You may take one Origin for free. Origins can buy their associated Perks and Items at half off, with 100BP Perks and Items becoming free! What a steal!

If you want an extra 50BP, you may choose to randomize your age, according to these parameters:
Drop-In: 9+6d10 or 10+6d10 (your choice)
Miner: 14+1d10
Singer: 10+1d8

You can get an additional 50BP for randomizing your physical sex according to these parameters:
Roll 1d6
1, 3 Physically Male
2, 4 Physically Female
5 Physically Sexless
6 Free Choice, including options not listed, keep the 50BP

A final bonus of 100BP can be obtained by simply rolling for your Origin:
Roll 1d6
1, 3 Miner
2, 4 Singer
5 Drop-In
6 Free Choice, keep the 100BP

Now, as for the Origins themselves...

Drop-In
... Quite literally! You've fallen directly into this world from the skies above, exactly as you were at the end of your first Jump, though you may choose to buy a race change, sex change, or reset your age to anywhere between 10 and 60 years old, in case you started as an old geezer. You may choose to make impact in the Ingot Isle Cave-In (Sublayer 10), New Donk City (anywhere from NDC 0m to NDC 700m), or DK Island. Don't worry, you'll land safe and sound. You don't get any category-wide Discounts - instead, you get a 50% Discount on one Perk and one Item for each Price Tier. Any Perks or Items that cost 100BP or less become free if discounted this way.



Miner
You're one of the miners who were digging around Ingot Island, looking for **Banandium Gems**. You have an age of 15 to 25 years old, perfect for the workforce, and can be whichever physical sex you want.

Like many of your cohorts, you've fallen into the massive collapse that created the Ingot Isle Cave-In (Sublayer 10) or the Racing Layer (Sublayer 1100), but you're nothing if not adaptable, and while Banadium Gems are the big prize, it's a veritable gold rush around here, and you're not one to let opportunities like this escape!

Far as your species goes, you may choose to be a Monkey, Zebra, Ostritch or Elephant for free.

Or… you may choose to self-insert as Donkey Kong himself, if you like, though this forces you to take certain Drawbacks and limits your starting location to the Ingot Isle Cave-In (Sublayer 10).

You get a 50% Discount on all Perks and Items associated with the Miner Origin, as well as two floating Discounts. Any Perks or Items that cost 100**BP** or less become free if discounted this way.

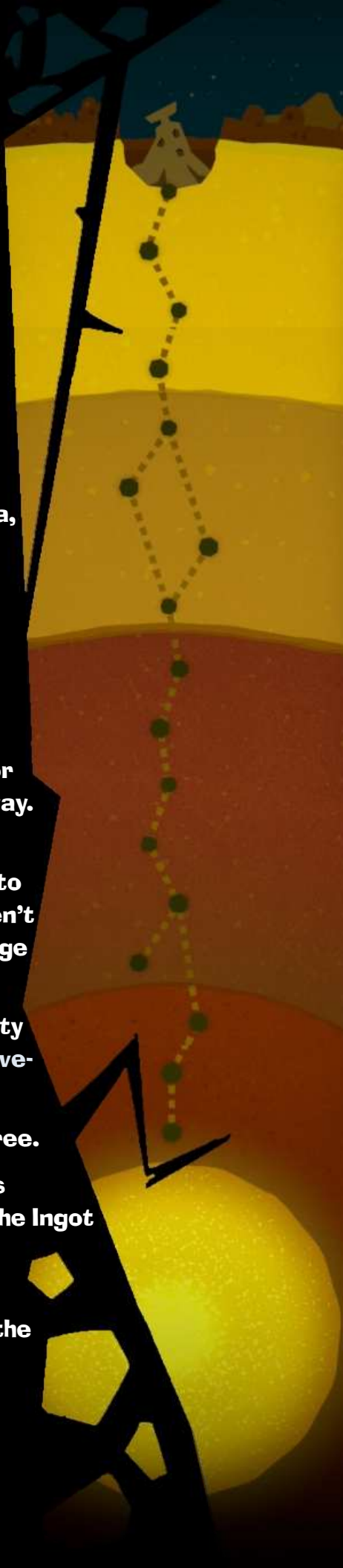
Singer
You're an up-and-coming talent with the voice of an angel, sure to boast an extraordinary following, someday… so long as you aren't carried away by a pack of monkeys or something. You have an age of 11 to 18, and can be whichever physical sex you want.

You may still be making your way on the streets of New Donk City (NDC 0m)… or perhaps fate has brought you to the Ingot Isle Cave-In (Sublayer 10)?

You may choose to be a Human, Zebra, Ostritch, or Snake for free.

Or… maybe you'd be interested in taking a self-insert option as Pauline? This locks you to a 13-year-old Human, starting you in the Ingot Isle Cave-In (Sublayer 10). Be warned that this requires you to take certain Drawbacks, too…

You get a 50% Discount on all Perks and Items associated with the Singer Origin, as well as two floating Discounts you can spend anywhere. Any Perks or Items that cost 100**BP** or less become free if discounted this way.



Species Options and Bananza Options

As noted above, each Origin allows you to be certain Species for free. Otherwise, it costs 50BP to change your species to those found below.

However, more importantly, you will also find yourself directed back to here should you buy Bananza Form or Bananza Song. The first Bananza you pick up this way is free, with additional purchases being 200BP each.

Bananza Transformations combine the transformer's current form with an "ideal" version of a species, that draws out the full potential of their kind and pushes their usual attributes far beyond the apex of the species.

Monkey
Furry primates ranging from chimps to great apes to orangutans and so much more. The species as a whole is incredibly versatile but individuals tend to have extreme specialties. Their finest members tend to be called "Kongs," and are possessed of exceptional might or other unusual traits. Kong Bananza tends to default to granting raw power.



Human
Hairless primates whose civilizations cover much of the planet's surface. Even more versatile than the monkeys, though as a species they've come to rely heavily on their technologies. Human Bananza tends to grant limbs and thumbs to those without, and heightens the transformed individual's intelligence.

Zebra
Usually seen in the Freezer Layer (Sublayer 500), these culinarians are best known for their talent at making ice cream. They're also known for being extremely fast, capable of running across collapsing footholds and even water with ease - a skill passed along to any who gain the Zebra Bananza.

Ostritch
Often found in the Forest Layer (Sublayer 600), these consummate hosts specialize in generosity, with their hotel being the most notable example. Though their wings tend to be somewhat poor, the finest members find ways to fly anyway, and those gifted the Ostritch Bananza gain wings and the ability to produce egg-like bombs they can drop upon their foes from above.

Elephant
Largely found in the Tempest Layer (Sublayer 900), these big guys are largely known for their talent as meteorologists, whiling away their days forecasting the weather... underground, somehow. Their massive trunks can also suck up material and compress it into perfectly round chunks, which can then be released for the elephant's use - it is this physical talent that is improved on and passed down to those with the Elephant Bananza.

Snake
Mostly found in the Radiance Layer (Sublayer 1200), these serpents spend their days with arts and crafts, deftly using their tails to achieve exceptional pieces. These same tails can be coiled and released to launch skyward with great force, and their exemplars combine this with a "glare" technique which can slow the world around them down - a pair of skills that will surely be granted to those with the Snake Bananza.

Fractone
Seen all over the Underground World, from near the surface to the Planet Core, these odd beings are made entirely of inorganic crystal called Fractonium (though some have found ways to convert their bodies to other materials), and they can both regenerate and reshape themselves with ease, with different shapes becoming popular across different layers. They tend to be pretty laid back, but have a love of music that just won't quit. Should anyone figure out how to use the Fractone Bananza, they'll gain crystalline properties and exceptional regenerative abilities.



Kremling
These roving banana bandits used to pick fights with Donkey Kong and his friends, but have been missing for some time. Their reptilian bodies are incredibly tough - it's said that their king's belly was largely unbreakable, and if anyone could access a Kremling Bananza, it would be this sheer durability that would likely emerge.

Custom Bananza
Have an Alt-Form, such as vampires or robots or cartoons, that you've been using? If you want, you can purchase a Bananza form that takes its standout traits and pushes them far past their upper limits.



General Perks

Kong Platformer (Free)
Whether you're an old man complaining about how good the classic days were when you were swinging on rebar and kidnapping cute ladies, the experts roaming the country for bananas and skulls to crack, or the new blood singing and smashing their way down to the core of the world, this is a world where jumping, rolling, and spinning about is basically a neccessity if you wanna get anywhere. So, here's a package of platforming skills, the like you'd see in most platformer games. Plus you happen to be excellent at climbing on most surfaces. This should be enough to help you survive your adventure in this world!

Sonar Slap (100BP)
Put your hands together if you wanna clap... and watch as the soundwave takes on a blue and pink color, running across and through earth and stone. Anything of interest - treasure chests, Banandium Gems, fossils, and more - will flash in the same colors, visible only to you. Your range is only a few meters, but with practice or a healthy dose of Skill Points your sonar will press pretty deep into the earth.

Skill Points (200BP)
You now have a growing set of points you may spend to improve certain attributes and occasionally unlock new abilities that sprout off from your existing ones. For the duration of this Jump, your supply of points grows the more Banandium Gems you consume. For every five Banandium Gems you've eaten, you gain 1 Skill Point, which can be spent to boost a trait by a small amount. The more you boost an attribute or skill of yours, the more Skill Points you need to upgrade it further. Of course, you can also reset your allocated Skill Points at any time by visiting a small shrine shaped like a certain elderly being (by default, found in your Warehouse). In future Jumps, you can obtain Skill Points by performing five impressive tasks (such as solving puzzles).



Chunky Physics (300BP)
How strange... when you destroy part of an object, even a load-bearing part, the rest of the object just... stays put. You could carve away the entirety of a hill's base, only for the rest of the hill to simply stay floating in the air. These physics also apply to chunks you mash together to form structures - if it sticks, it stays, no matter how improbable.

You are also able to manually fully reset any damage you've done to the terrain of a general location. This strange effect teleports you to the place you first arrived in that area. This effect can also apply automatically when you depart the area for less-busted pastures.

Grumpoid tech (300BP)
Void Company talks a big game, but in the end it's Grumpy Kong who does a lot of the work of crafting the various stone-clad superweapons they use to terrorize the underground world. Now, you too have the skill needed to carve stone and gold into armor and field a bunch of devastating weapons. From the myriad armors used by the "-oid" monsters to the means to turn the Singing Blusterwing into its more Sinister counterpart, you know everything you need to know to build the tools your own company will use to conquer the world...



Unripened Power (600BP)
Sometimes, you just want your power sources fresh. Turns out, Banandium Gold has a rare, unripened form known as Banandium Emerald, and this form is significantly more powerful... and valuable.



You now have the power to convert sources of one material into a fresher, higher-energy form for a short period of time - a matter of minutes. The fuel that gets harvested in that time remains in its new, far more lucrative form.

Miner Perks

Mighty Miner (100BP)
You have the physical strength to punch through terrain with ease, pulverizing everything from dirt to gold with a punch. You can also rip chunks out of this terrain, swing them about, and throw them. Concrete is a bit beyond your strength, with this alone. If you already surpass this level of strength via other Perks, Mighty Miner boosts your strength by 10%.

Whistle While You Work (200BP)
Finding yourself lost? Whistling and maintaining a steady beat (such as with your fists drumming against your chest or the ground) will spark your mind to remind you of where you need to go, and improves your sense of direction. Drumming your fists against your chest produces a nice bongo-like sound, which seems to enhance musical powers used by you or by nearby allies.

Chunk Master (300BP)
While carrying anything with at least half of your mass, you've got a lot of options. Matter you're swinging about will always do more damage than your fists alone could do, regardless of the properties of those fists. You can put the object beneath you and treat it as a foothold to leap into the air… even if you're already in the air. You can use the object as a sort of board to surf along the ground (or even along the water!).

Bananza Form (600BP, Mutually Exclusive with Bananza Song)
You gain access to the Banaza Options. You may purchase any Bananza at any time, including in future Jumps using points acquired from those Jumps. For the duration of this Jump, you may temporarily pick up canon Bananzas from their canon teachers, though your access to them fades when this Jump ends.

With a powerful drumbeat, you can initiate a Bananza transformation, becoming a combination of your own species and a prime example of the other species, or boost your own species' traits to a point far above even the apex of your kind. Within this Jump, this transformation drains Bananergy you personally gathered from **Banandium Gold**, but in future Jumps it can be fueled by any of your usual magical energy reserves or your raw stamina.



Singer Perks

Power of Song (100BP)
You possess an amazing singing voice, capable of soothing and inspiring in their turn. There are certain places throughout the Underground that resonate with your singing, as well as certain materials that otherwise unbreakable, and with enough omph behind it your singing can break such unbreakable materials. If you already have Perks that center around singing, this Perk provides at minimum a 10% boost to your skills and any magical effects associated your songs. This power grows in proportion to the number of people listening to your performance.

Along For The Ride (200BP)
You have an exceptional grip, even if you barely have hands. While clinging to and riding an ally, your grip is fundamentally perfect, you are weightless, and you instinctively know the best ways to safely stay upon your ally. Between these three traits, you do not impede the person you're holding onto (barring obvious examples such as covering their eyes), cannot be harmed by your carrier, nor can you have your grip accidentally broken by any action of theirs.

Shout of Stone (300BP)
You have an extraordinary power to concentrate on a non-living material, and create a mental stockpile of that material, up to 8 chunks (barring any "Skill Points" you invest). You're then able to shout, nice and loud, and launch a vocal blast made of one of the chunks, in the shape of an onomatopoeia of the sound you made.

Banaza Song (600BP, Mutually Exclusive with Bananza Form)
You gain access to the Banaza Options. You may purchase any Bananza at any time, including in future Jumps using points acquired from those Jumps. For the duration of this Jump, you may temporarily pick up canon Bananzas from their canon teachers, though their power fades when this Jump ends.

Through the power of your singing, you are capable of granting any Bananza Transformations you possess to an ally in listening distance, as if they had "Bananza Form." Within this Jump, this transformation drains Bananergy you personally gathered from **Banandium Gold**, but in future Jumps it can be fueled by any of your usual magical energy reserves or your raw stamina.



General Items

A Chunk of Ore (50BP)
Quite simply, a chunk about the size that DK can lift of any kind of material found in the Underground World. Sand, Stone, Concrete, Lava, Ice, Liftoff Ore, Watermelon, Cheese, Wood… there's a lot to choose from, so get to choosing!

If you break the chunk, a new chunk will appear in you Warehouse about an hour later.

Squawks' Statues (50BP)
Squawks will take up residence in your Warehouse, and if you want, he will produce for you statues similar to the ones he brought to DK Island. These are not limited to the sets found on DK Island, however - they also include statues of you, your Companions, and even enemies and allies from your other Jumps.

Donkey Kong Bananza: The Game?!? (100BP)
This strange tablet-shaped device with detachable controllers seems to have installed on it a video game starring… Donkey Kong!? Wait, why is it that all these cutscenes feel so familiar… how very odd! Interestingly, this device runs eternally on Banandium Batteries, and adjusts in size to fit comfortably in the hands of any who takes hold of it.

This might be useful for warning others about what is to come… or just fun to mess with. If you have other Nintendo Switch or Switch 2 systems, Donkey Kong Bananza is installed on them, too. Likewise, the strange tablet installs a copy of any other Nintendo Console games you've acquired onto itself.

Red Balloons (100BP)
A simple red balloon… right? If you fall off a cliff and would get hurt by hitting the ground (you'd be surprised how big a drop you can make harmlessly around here), this balloon will emerge and inflate, carrying you back to the last safe ground you stepped on. You can hold as many of these as you like, and get ten a week.



Apple Juice (200BP)



A can of pressed Giant Apple Juice, in a single perfect serving for a Kong. Dunk it down and you'll be healed up in a jiffy. If you take what would be a life-ending hit while carrying this, it shatters, and heals all of your recent injuries. If you purchase this, you'll get one serving every 10 years, or at the start of a new Jump. These are somewhat easily found during this Jump, but mysterious forces insist that you can only carry one serving at a time by default. Maybe that's something you can modify using Skill Points...

Melon Juice (200BP)



This can of pressed Banandium Melon Juice can serve as a replacement for the usual energy requirements for activating Bananzas, as well as similar super forms. Note that this replaces energy costs, not necessarily tool requirements - for example, a certain needle-covered blue rodent could use this instead of 50 of those fancy rings to enter his Super Form, but he'd still need the super special mystical gems to be able to do so. These are somewhat easily found during this Jump, but mysterious forces insist that you can only carry one serving at a time by default. Maybe that's something you can modify using Skill Points...

Rambi (200BP)



An impressive rhino-like creature capable of carrying your supplies... or racing at high speed! It can ram through most materials easily, and can even achieve liftoff using the strange rocket barrels hanging from its saddle, leaving behind a bridge of Liftoff Ore in its wake.

All Mine Remote (200BP)
This banana-shaped remote has a variety of useful functions. It can shoot a beam that teleports large chunks of non-organic material to a location of your choosing, effectively deleting it from where it was when you struck it. Though some things prove entirely impossible to teleport this way (or you just don't want it), that's where other features chime in - if you have Void Tape or a Terravoider, your All-Mine Remote can cover any target you wish with Void Tape, even encasing a living victim in immovable purple, and you can teleport your Terravoiders to a given location to engulf the world around it in Voided Terrain. Any minions of yours can also be summoned to your location using this device.



KONG Letters (200BP)
A set of four massive tiles, each with one of four letters spelling out K-O-N-G. When thrown or struck with a decent impact, they explode like Banandium Gold does, with exceptional power behind them. Any you use or lose are replaced in about a day.

Void Tape (300BP)
You now possess an endless roll of the purple tape Void Company uses to block off access to various objects. It's surprisingly durable and sticky, proving impossible to remove through conventional means. That's right! No amount of raw force or magical might can get this stuff off whatever you've put it on! No way at all! Just, uh. Be aware that musical powers cause it to explode.

Warp Barrels (300BP)
These fancy barrels can launch you high into the sky... or teleport you throughout the rough area you use them in, if you point out a spot you've been to for them on a map in your possession. You get three at a time, and any used up are replaced in about a day.



Getaway Network (400BP)
A series of small properties strewn throughout the underground world. They possess wardrobes for your clothes, a record player for your music records, a fairly impressive bed, and a floating barrel that can send you to your Warehouse. Also included are the Trustytones, Followers who look after your Getaways and even help maintain your Warehouse. They can cook, clean, and even mimic local shopkeepers, providing the same goods at the same price, at unbeatable convenience.

The Getaways tend to be placed in truly senic areas - the sort that spur late-night conversations. This holds true even in future Jumps.

Terravoider (400BP)
You now have a Terravoider, an engine that, once deployed, converts the surrounding terrain - often, the most important surrounding terrain - into "Voided Terrain," which is indestructible by most means. Individuals that were on that terrain when the Terravoider is activated find their non-organic parts converted into Voided Terrain as well. This can be useful and inconvenient at the same time - after all, if someone's armor turns into Voided Terrain, they become much harder to hurt... but they'll have a hard time taking their clothes off while they're impossibly hard, and beings that aren't conventionally biological, like the Fractones, are frozen in place under such conditions.

Be warned that Terravoiders are NOT invincible, in and of themselves. Consider buying the Void Seals and wrapping your Terravoiders in them. Should keep anything short of a snotty singing brat and her hulking ape friend away.

If you do end up losing your Terravoider, you'll get a new one in a week. This also comes with blueprints to make more Terravoiders, in case you need more than one.



Heart of Gold (Cannot be Discounted, 1000BP)
At the Planet's Core, 1600 or so layers deep underground, rests a swirling, almost biblically accurate collection of golden Bananas, from which all of the golden stems and branches you'll find in the underground stretch out and envelop. This is the **Banandium Root**. It is an everlasting font of **Banandium Gold**, the high-energy edible metal that spurred the mining, the digging, and the kidnapping that initiated this Jump's story. And, after this Jump, it's yours.

Starting after this Jump, at the start of any Jump, you may import a copy of the **Heart of Gold** and a brand new **Banandium Root** into the core of whichever planet you start on, replacing the molten contents of that core with a space that is survivable by mortal man. In short order, it will spread its roots throughout the planet, burrowing spaces large enough to live in throughout the planet's insides, even as it becomes a force that holds the planet together against all odds. Damage to the roots and the areas they hold together regenerates the moment the damager has left the general area, as per the Drop-In Perk "Chunky Physics." As a result of this, attempts to destroy the planet as a whole will inevitably fail, as the Roots pull the planet back together. Note that this doesn't guard the residents of that planet, though.

The most notable feature of the **Banandium Root**, however, is its purported ability to grant wishes. The Root is sentient, and if someone wishes on it, it will try to grant your wish. This, however, tends to manifest in Banana-related methods. You want a way back to the surface? The Root will carry you up there on a geyser of golden bananas. You want ultimate power? Well, you'll probably become bigger and stronger and decked out in banana-themed armor or gain growths or limbs made in the bananas' image. It can flood cities in moldy, burning brown Banandium, or reverse the same.

It doesn't have a limit on how many wishes can be made on it, but its power is largely limited to the scale of the planet it's in, so don't go expecting it to give you your Spark or anything like that.



Miner Items

Kong Clothing (100BP)
A collection of ties and pants that perfectly fit you. You can of course just go without, if you like… nobody will judge, right? Comes with a closet that appears at every Getaway and at your Warehouse, which can hold any and all clothing you own.

Constructone Crew (200BP)
♪We make or break, whatever it takes!♪
A crew of Fractone Followers who will, on your command, get to work crafting barrel cannons, laying mine cart tracks, or dismantling otherwise unbreakable stone obstructions. They work pretty fast, though they will usually only do one job a day.

Warp Gong (300BP)
A network of Gongs installed on each planet you can visit in a Jump, which when struck with a great ape's amount of force or made to resonate with truly exceptional singing, calls up an Eelevator who can take you to any other Warp Gong on the planet.



Pay-Dirt Piledriver (600BP)
An absolutely massive meteor-like mining machine meant to drill straight down. It's powered by the ever elusive Banandium Gems, but that raw power is worth it, considering that it has the muscle needed to drill down to Layer 1500 - almost to the Planet Core. Anything valuable it encounters while drilling will be kept in storage - making this a truly impressive way to strip-mine a planet for all of its resources.

Singer Items



Singer's Garb (100BP)
An array of clothing that's perfect for the stage. Comes with a closet that appears at every Getaway and at your Warehouse, which can hold any and all clothing you own.

Stealth Perfume (200BP)
A perfume that turns the wearer invisible. Assuming you don't use it somewhere with lots of stuff on the ground to disturb with your movements, it will be difficult for your foes to track your movements like this, making it perfect for you to take them down.

Ancient Record (300BP)
An ultralight but massive disc that plays the sickest tracks when set on a record player (this, of course, comes with the Record). The record can only be broken at the will of its owner, and is otherwise a successful tool to swing about, surf on, or otherwise use.

Jumper's Rehearsal Hall (600BP)
A blank vinyl record, sized for the average record player. When you set it to play, a yet-unwritten song starts to come to mind… and you are transported to a massive obstacle course floating in a blue and pink abyss, with banging music just for you.

The course you arrive in is a challenge that limits you to a single Jump's powers, and tests your ability to use them to their fullest. You don't need to worry about this test being fatal - mess up, and you'll simply be ejected out of the vinyl's world, and allowed to retry as many times as you like.

If you can reach the end of the test, when you return, the vinyl record will no longer be blank, your imagined song having been etched into it, just as you envisioned, and a new vinyl will arrive in about a month, with a new test for a different Jump's abilities. You can repeat each vinyl as many times as you want, finding a worthy test of the relevant skills each time, always giving you ample opportunity to develop your existing skills. Your sense of imagination grows overall each time you succeed at one of these tests, as well.

Companions

Imported Friends (100BP)
You may create or import a single Companion with 600BP to spend in this Jump. You can repeatedly purchase this option, and if you import 4 Companions total, you get another 4 for free. The cap, as usual, is 8 Imported Companions.

Perfect Partner (Exclusive Miner or Singer, Free)
Your perfect match. You may create or import a single Companion into this role for free, giving them Miner if you took Singer, or vice versa. They get 1000BP to spend on Perks and Items, but are limited to the Perks and Items that come from their Origin or from the General Perks and General Items section. If you chose to self-insert as Pauline or Donkey Kong, your partner will take the other character's position.

Canon Companions (Free)
If you can convince them, you may take anyone from Donkey Kong Bananza as a Companion for free. They come with any Perks or Items that line up with their usual abilities and possessions, which are considered part of their Body Mod.

Red-Hatted Rival (100BP)
This human son of a construction worker, only just now starting to grow what should someday be a very distinctive stache, is on a journey to surpass his old man, a guy so known for his jumps that they called him… well. That's not important. He comes with Kong Platformer, Skill Points, and Whistle While you Work, and can erect pipes that work like Warp Barrels. He has a permanent discount on any and all acrobatic Perks in future Jumps. Pauline seems to mildly recognize him and Cranky can't help but grouch at his resemblance to someone else… but maybe that's a story better left untold.
(This is a Cameo Companion. If you happen to have Super Mario as a Companion already, you may automatically import him into this role and thus obtain this Companion for free.)



Silk Banners of Rage (200BP)
Another odd duo traveling the underground world - a polite and timid green ape, and an acrobatic black widow the size of the ape's head. The mild-mannered ape is capable of shifting the world through Unripened Power, while the spider is difficult to remove from him, being quite happy as she's Along For the Ride. She can use the Power of Song much like Pauline can. Their unique Hulking Bananza causes the rather small ape to balloon in size and musculature similar to Kong Bananza, but with added regenerative effects.
(This is a Cameo Companion. If you happen to have Bruce Banner, Natasha Romanov, or both as Companions already, you may automatically import them into this role and thus obtain this Companion for free.)

Speedrunner Donkey Kong (300BP or 0 w/Drawback)
(Merges with/replaces Donkey Kong)
Oh my. It seems something's taken hold of everyone's favorite ape. He has a need… a need for speed (and destruction (and Bananas)). From the moment go, he will launch into action with surprising grace and skill, and tear through all obstacles with extreme violence and a lot of screaming, likely pulling you with him. Well, at the very least you can rest assured that the story of this Jump will end fairly quickly. In future Jumps, if you give him a task, he'll set to it with similar enthusiasm, though maybe not with the kind of nearly-prescient knowledge he displayed here.

Needless to say, he comes with every Perk and Item based on the abilities and items DK normally would have.

… If you happen to take the Motion Sickness Drawback, this Companion may be taken for free. Good luck with that!



Drawbacks

Continuity (0)

You may choose for this to be the same setting as any Donkey Kong or Mario Jump. What's the timeline? Who knows, for sure? But feel free to try and nail it down. If you wish, and you haven't gone there already, you may also choose for the end of your ten years here to proceed directly into Super Mario Odyssey, with a grown up Mayor Pauline!

Stage Fright (+100BG)



You're probably very good at what you do, whether it's singing, dancing, punching, digging, inventing, or whatever… but you start this Jump with a problem that keeps you from showing your stuff. You have a lot of trouble performing when others are watching, and need encouragement. Hopefully you've got an amazing partner who can spur you on and build your confidence!

Motion Sickness (+100BG)

Oh, poor thing! You don't handle sudden and over the top motion very well, which might be a problem if you're, say, riding on the shoulder of a quick-platforming great ape. Expect your stomach to feel like it's turning inside out if that's the case.

B-Bananas…? (+100BG)

You… are single-minded. Absolutely singleminded. And honestly, the thing you're tunnelvisioning on is… not especially consenquential. Something like… bananas. You'll ignore literally everything else - what people are saying, what's happening around you, and so on and so forth - except to try and tie it back into your single obsession. And if you see your goal, or something that directly reminds you of it, well… everything else will fall to the wayside. You are still capable of focusing in on an unrelated task, once it really, really matters… but it has to *really* matter.



Gold-Powered (+100**BG**)
It seems all of your out-of-Jump powers and Items are pay to play, for now. You need Bananergy obtained through **Banandium Gold** and Gems to utilize any of your powers. The more powerful the Item or Perk is, the more energy you're gonna need to use it. So you better hope you can gather quite a bit of gold!

Company Property (+400**BG** or +800**BG**)
"Hmmm, I'm sure there's plenty of ways to use a Jumper to make loads of money…" Instead of your usual possible starting points, you start this Jump in the care of Void Company… and trapped in a small rock-like form, encased in their patented Void Seal tape, which is unbreakable by most normal means. You can move, but none of your powers can escape the confines of this prison. You'll need to either find someone who can free you with their Power of Song, or use your own. Keep in mind - your Power of Song will have a harder time breaking you out, so you'll need to really amp it up, such as by performing in front of a big crowd.

For 800**BG** it gets even worse: even if you manage to get away from Void Company with those stubby rock limbs of yours, they will stop at nothing to get you back… and their strongest forces match and maybe even surpass you in raw power. Whatever harebrained scheme they plan on using you for, you'll need to completely dismantle it to get them to stop.

Inside the Cage, Within the Beast (+800**BG**)
(Cannot be taken with Company Property)
Scratch your starting location, for now. You start in the belly of the Great Harmoneel, a truly powerful being that wanders the underground world. In order to get out, you'll have to ascend from that core… a task most daunting, as its difficulty is set to challenge your ability to use each and every one of your Perks to their fullest.

Once you've completed this massive test, the Great Harmoneel will spit you out… roughly where you would have started the Jump.



Ending

Well well well! Has the gold rush ended? Guess you have one last choice to make...

"Will you come with me, Jumper?"
Have you found a home, here in this vast and deep world? If you want, you can stay here, and live out your life. Matters will be settled in your home world, as well as any Jumps that you might have wanted to return to someday. You don't need to worry...

"You have to make your dreams come true!"
You've finished your adventure? Gotten all the things you wanted? Guess it's time to head home, and do whatever it is you're planning on doing once you get there. Before you go, let me pass you 500BG to make any final purchases.

The Adventure Continues...
This might not be bye-bye just yet. After all, there might be other Jumps that bring you back here. So, it's time for you to get moving on to the next big adventure!

