Super Mario RPG Remake Version 0.9

In the year 1996, a masterful, *wonderful* new Mario game was released. This game introduced RPG elements, new abilities and weapons, the option to have both Peach *and* Bowser on your side, and loads of humorous characters and situations to the Mario Universe. Combined with a stellar soundtrack, a cohesive story, and stunning visuals, it quickly became a cult classic. 26 years later, it was released again, with better graphics, some bug fixes, new translations, and additional post-game content.

THIS is the world you are choosing to enter, where Mario's quest to *once again* rescue Princess Peach from Bowser is interrupted by a Kaiju-sized sword falling from the sky. Mario, Peach, and Bowser are all flung across the Mushroom Kingdom and beyond, with new and greater perils being unveiled along the way. Choose to join Mario in his quest for peace, Bowser as he tries to abduct Peach, or Smithy in his desire to cover the whole world in his loyal, living weapon leagions.

Locations: You can freely choose your age, gender, and any of these places to be Inserted into.

1. Mushroom Kingdom: Home of Princess Peach, the Toads, and the Mario Brothers, this area is generally peaceful unless it's being invaded (like right now). You will find yourself either at the Inn by the Castle, or just down the road in Mario's House.
2. Tadpole Pond: A small, mostly aquatic area, located just past where the Mushroom Kingdom's sewers empty out. While home to one of the wisest beings around, plus a magnificent composer, this area is lacking in creature comforts if you aren't an amphibian.
3. Rose Town: This quaint, woodsy village is slightly off the beaten path, but still quite comfortable. Well, it *was*, until arrows started raining from the skies and temporarily paralyzing people. Maybe you can fix that? You Insert at the Inn, having just woken up to a rain of arrows being fired out of the nearby forest.
4. Molevile: A mining town, populated with anthromorphic mole people. Has a barebones, frontier style aesthetic to it. There is a deep mine in the town that has partially collapsed after being struck by something, trapping some children inside. You Insert at the Inn, having just heard an earthshaking crash from the Mines.
5. Marrymore: A themed tourist town, all about giving couples the perfect wedding and honeymoon. There are a pair of excellent but eccentric chefs, a wedding photographer, and a *spectacular* suite at the hotel if you are looming for things to do here. You Insert at the Inn, just getting ready to check out if the Honeymoon Suite.
6. Seaside Town: Another cute, quaint town, though *this* one does have to live with the knowledge that not that far off shore there is a sunken ship filled with piratical sharks. The Elder has things well in hand, and it definitely seems to be

the most prosperous and populated town you have come across short of the Mushroom Kingdom itself. It even has a wondering scholar currently residing in it. You Insert at the Inn, just in time to see a squadron of sharks leap off a cliff into the ocean.

7. Monstro Town: This town is filled with the types of 'monsters' that you would normally have to fight on sight, except their all willing to live in peace. There is a highly competent martial arts instructor here, along with a visitor from a distant land, and a trio of playful undead who long for entertainment, enough to keep anyone entertained for a while. You Insert having just completed a nice nap at the 3 Musty Fears house, with the vague recollection of someone speaking to you
8. Nimbus Land: If you Insert here, your head will *literally* be in the clouds, as that's where the Inn you find yourself is located. Recently, the King and Queen seem to have come down with some form of mysterious illness, and the royal heir seems to have disappeared, despite everything the royal advisor has been able to do. No matter where you go in this town, you'll always have a great view of the nearby volcano.

Take these +1,000 Nintendo Points to prepare for your journey.

Plumber:

(Aka, the Drop In)
Age: 18-25

Whether you take the place of Mario, you become a member of his family, or are just strangely, similarly skilled and equipped. Stat-wise, you are an allrounder in this Jump, neither exceptionally *good* nor exceptionally *bad* at any one thing. You specialize in using your fists, feet, and elemental projectiles when in combat, and have a unique relationship with mushrooms. You Insert when Mario would wake up in his house after Smithy crashes into Bowser's Castle.

Perks:

If you are a **Plumber**, you gain the 100 NP Perk for free, with everything else being Discounted to half price.

Mushroom Aficionado 100 NP: You've been altered by all the Power-Ups you've taken while here, Jumper. You are now immune to being poisoned or transformed against your will from eating any form of mushroom, toadstool, or fungus. Eating any form of Mushroom will see you share the curative affects with any allies in your party.

Elemental Affinity 200 NP: Each purchase of this this gives you the ability to hurl blasts of *one* of the following: fire, electricity, ice, or poison. As you gain experience using this, your blasts will become more powerful and accurate, even becoming able to simultaneously strike multiple foes if you practice this hard enough.

Mighty Leaps 400 NP: You can jump hundreds of feet into the air, and land with pinpoint precision to attack people with style and panache. If you expend the time and effort practicing, you can unlock skills that will let you perform multiple Jump attacks on a single target, or even on a *succession* of enemies. So long as you land on your feet, you no longer take fall damage.

Hero in Denim Overalls 600 NP: When you are opposing evil, you have incredible luck. Enemies will underestimate you, feeling so secure in their victory that they will monologue, or deliberately withhold their full power until it's too late, or offer you an advantage, or some *other* villainous faux pas. They will also fall for the trap that is 'leaving you defeated, but alive', in the hopes it will crush your spirit once per Jump.

Items:

If you are a **Plumber**, you gain the 100 NP Item for free, with everything else being Discounted to half price.

Mushroom Bag 100 NP: This unassuming leather pouch will generate 6 Mushrooms, 3 Mid Mushrooms, and 1 Max Mushroom each week. If you don't use the items, any extras will be stashed in your Warehouse until you have enough room immediately this for them.

Jump Shoes 200 NP: Masterfully crafted brown leather work-boots that let the user make Jump, Stomp, and Kick attacks on any*one* and any*thing* without fear of failing to damage the enemy or hurting *themselves*.

Lazy Weapon 400 NP: Sweet mother of Miyamoto, that's-a big shell! This shell is roughly the size and weight of an sedan, is indestructible, and can be punted around by you as if it were a dodgeball. It will always return to you when you *do* need it and remove itself to a pocket-dimension when you *don't* need it. When you make an Action Command with it, it will bounce back and allow you to keep striking the target so long as you continue to make Action Commands with it with no upper limit; if you make an Action Command when attacked, you can counterattack for half damage.

Attack Scarf and Super Suit 600 NP: Jumper, here. Is. Your. Super. *SUIT*! One very nice accessory, and a very nice suit of armor, combined into one. These two items will provide a massive boost to all your stats and abilities, at bare minimum multiplying them by 3, turning you into a Lightning Bruiser. They will automatically incorporate the Jump Shoes into them if you purchased this, letting you have an empty accessory slot while retaining the effects of all three items.

Adopted 'Tadpole':

Age: 12-14

You're a frog! Well, a tadpole really, even though you don't look like any of the others you grew up with. Maybe you'll find out who you *really* are during this Jump. You specialize in using magical attacks and healing effects, and are skilled in using your

fists, sticks, and musical instruments in combat. You Insert when Mario would encounter and recruit Mallow in the Mushroom Kingdom.

Perks:

If you are an **Adopted 'Tadpole'**, you gain the 100 NP Perk for free, with everything else being Discounted to half price.

Thought Peek 100 NP: Your magical abilities extend into the etherial, allowing you to glean information out of your target without their knowledge or ability to prevent it. By default, this tells you (roughly) how healthy they are, and if they have any resistance/weakness to elemental energies. If you manage an Action Command, you can *actually* peek inside your targets mind for a few seconds, assuming your target does indeed have a mind.

Healing Rain 200 NP: You can call upon a friendly cloud (you *know* he's friendly because he's got a great big smiley face on him) to drop a bucketful of rain on a friendly target. This rain is loaded with all the nutrients found in Mushrooms, and acts to heal the target of any damage they might be suffering from.

Cloud Child 400 NP: You have a body that seems to be made out of cotton fluff, granting you the magic needed to stand and walk on clouds, vapor, and smoke as if it were solid ground. You have an affinity for casting multiple-target spells, letting you split a single target spell into an area-of-effect attack without lessening any damage or spending more magic, or condense a *normally* area-of-affect spell into a single target attack for exponentially greater damage.

Weather Control 600 NP: You can command the weather, letting you call down sheets of lightning to strike down your enemies, bury them in sleet, hail, and snow, blow them away with tornados, or to act as a benefactor to those around you. Best of all, the weather is *not* affected by your moods, staying what it should be unless you order it otherwise, and your control cannot be overridden or stolen away. You start with being able to affect a 10 mile radius, which will increase the more you practice with these abilities.

Items:

If you are an **Adopted 'Tadpole'**, you gain the 100 NP Item for free, with everything else being Discounted to half price.

Sticky Sweets 100 NP: A Leather Pouch that generates 10 Honey Syrup, 3 Maple Syrup, and 1 Royal Syrup each week. If you don't use any of the items, they will be stashed in your Warehouse until you have expended enough for them to be needed.

Exp Booster 200 NP: This odd Bandoleer-and-belt when worn, will allow the wearer *and* their party-members to all gain twice the amount of improvement and experience that they would without it after each battle.

Sage Stick 400 NP: A smoothly sanded, indestructible, golden finished walking stick that is custom fitted for your hands. While you are wielding this Stick, you enjoy a monumental boost to both your Magical Defense and Physical Attack, and you are immune to ONE elemental type of damage (Fire, Ice, Lightning, or Poison) of your choice each day. When you make a magical attack, if you succeed on the Action Command then you steal the magic needed from the enemy and use *their* magic instead of yours to cast the spell; when you are the subject to a magical attack, if you manage an Action Command then you negate the attack.

Star Egg 600 NP: A hinged, golden egg studded with precious stones, and containing a potent magical force. Each time the egg is opened, two Starslaps and a Zeostar emerge and do an intriguing dance, followed by a swooping magical bird. What is the point to this? Each time the dance concludes, all enemies on the field take 10% of their Maximum HP in damage, or 20% on a successful Action Command. The Star Egg can be re-used indefinitely without issue, and cannot be stolen from you, lost, broken, weakened, nullified, blocked, deflected, or interfered with by any means.

Star-Possessed Toy:

Age: 35-40

You hail from the Star Road, and the actions of Smithy and his gang have caused great destruction and disruption, so you were sent (alongside with or instead of Geno) to fix the problem. You possessed a toy, choosing to take the form of an inanimate object instead of stealing some*ones* body. In combat you have a variety of magical attacks, and can upscale the accessories for your toy body to use as weaponry. You Insert when Geno possesses his doll.

Perks:

If you are a **Star-Possessed Toy**, you gain the 100 NP Perk for free, with everything else being Discounted to half price.

Jumper Boost 100 NP: You have a simple, but very useful form of magic, the ability to enhance yourself and your battle-companions. Each use of this will double *one* persons physical attack and defense until the end of the fight.

Jumper Blast 200 NP: You can shoot a magical ball up into the sky and cause it to rain down pillars of stellar energy. This is most effective against targets that are *inherently* evil, such as demons, devils, undead or other irredeemably and unrepentantly vile beings, but is *universally* damaging to anything you have targeted.

Star Powered 400 NP: Your magic pool is deeper, denser, and considerably more *potent* than those of others, making your spells 4 times as powerful for 1/4 the expended effort, and you recover twice as much magic from item effects. When you cast a spell iron use a Special Ability, you have a 50% chance to ignore Resistances or Immunities when you get a successful Action Command.

Jumper Whirl! 600 NP: You can conjure up a magical disc of scintillating blue magic energy, which always manages to hit your target. If you manage an Action Command, it completely ignores the targets defenses, and inflicts a massive wound that will never heal while you live. Anything killed by this attack is killed permanently, and you can strike *through* projections and/or avatars to damage the original/creator.

Items:

If you are a **Star-Possessed Toy**, you gain the 100 NP Item for free, with everything else being Discounted to half price.

Boosting Bundle 100 NP: Pouch with 5 Crystalline, 5 Power Blasts, and 1 Red Essence's that will spawn every week. If you don't use any of the items, they will be stashed in your Warehouse until you have expended enough for them to be needed.

Zoom Shoes 200 NP: These stylish shoes (which will always shift to compliment your outfit), double your base speed after any other modifiers take affect and increase your physical and magical defense by 10%.

Stella 023 400 NP: This model-train component will supercharge your attacks, doing massive amounts of damage via blasts of holy energies. Each Action Command you make with this, drains the target(s) of significant amounts of their speed and magical defensive abilities, and transfers it to your party for the course of the fight.

Safety Ring 600 NP: While wearing this ring, it completely negates all forms of elemental damage deal to you, prevents all forms of Status Ailments, and negates all forms of Instant Death attacks. Also looks *very* pretty and elegant.

Dragon-Turtle:

Age: 20-30

You insert as either Bowser, or a close member of his family, with all that entails. You have incredible physical attack and defense, but your magical defenses and spells are nothing to write home about. You Insert when Mario would run into Bowser just outside Booster's Tower.

Perks:

If you are a **Dragon-Turtle**, you gain the 100 NP Perk for free, with everything else being Discounted to half price.

Poison Cloud 100 NP: You can use your magic to conjure up the black sheep of the Healing Rain family, a Mukuu who then proceeds to basically *fart* a corrosive, caustic cloud across all enemies on the field. The initial strike always hits, and will inflict the *Poisoned* status on each enemy if you make the Action Command.

Crusher 200 NP: Your magic allows you to not only call in death from above, but from *below* as well. You can conjure a spike of rock and stone to erupt from the ground

and skewer one of your foes on command. On a successful Action Command, the foe has their accuracy cut in half until the beginning of your next turn.

Biggest, Baddest, Brute Around 400 NP: You're lightning in a bottle! An Earthquake in a can! You are an offensive juggernaut in combat, preferring to get in close and deal devastating blows to the foe. You can take *just* as nasty of a beating as you can give out, taking minor damage from all but the most potent punches, kicks, bites, slashes, and other kinetic impacts. That combination making fighting you a nightmare prospect without magic to even the scales, and a difficult one even with.

Sharp Mind, Swift Learner 600 NP: You are not only tough and durable, but *clever* as well. No simple thug, you can think and plan *as you fight*, letting you leverage the greatest amount of potential from your strengths while exposing yourself to the smallest amount of danger. The longer you fight with someone, the greater your understanding of them, their skills, and their mind; the more you understand someone, the more effective you are against them. With this in your pocket, you truly deserve to be called King!

Items:

If you are a **Dragon-Turtle**, you gain the 100 NP Item for free, with everything else being Discounted to half price.

Box of Ka-BOOM! 100 NP: An Iron Bound Chest that will spawn 4 Fire Bombs, 4 Ice Bombs, and 2 Rock Candy each week. If you don't use any of the items, they will be stashed in your Warehouse until you have expended enough for them to be needed.

Troopa Pin 200 NP: This is a badge of honor, personally given to you by the commander of the Sky Troopas, denoting your dedication and skill. While wearing it, you find your speed and agility greatly boosted, and you can resist 50% of all magical damage you take.

Wonder Chomp 400 NP: A basketball sized golden chain-chomp; it is indestructible, can be thrown several hundred feet with accuracy, teleports to your hand upon command, and is an *exceptionally* loyal cuddlebug. When you make an Action Command when attacking, you will inflict both the Fear and Poisoned status affect's on your target for three turns.

Mecha-Jumper 600 NP: This three-story tall mechanical imitation of you can be summoned at will to trample across the battle field, inflicting unblock-able and unavoidable Stomp type damage against *all* targets. Each time you manage an Action Command, the Mecha-Koopa will return for another pass.

Royal Mushroom:

Age: 18-25

You either are Princess Peach, or are a direct member of her family. You specialize in healing magics and have high magical capabilities, but are lacking in physical might to start. You Insert after Mario has rescued Peach from Boosters Tower.

Perks:

If you are a **Royal Mushroom**, you gain the 100 NP Perk for free, with everything else being Discounted to half price.

Group Hug 100 NP: You can expend a small amount of magical energy, and send out a wave of healing energies that restores lost health and strips away negative status effects to everyone in your party.

Mute 200 NP: Having magic on *your* side is a wonderful thing, having it on the *enemies* side is less so. How fortunate that you have learned how to suppress the magical abilities of other spell-casters. You can send out a pulse of magical energy that will impinge the victims ability to cast spells and manipulate energy weaker in power than your pulse.

Royal Rights 400 NP: You were born to rule, and it *shows*. You have elegance, poise, charisma, deep wells of kindness and compassion, a sense of noblesse oblige, and lots and *lots* of training. You know how to maintain the pact between lord and commoner, fulfilling your duties of protection and justice in exchange for taxes and obedience, how to provide upkeep on your lands and for your people, thinking not just to this year but the next 20 *generations* in terms of sustainability, when to send in the military and when to use diplomacy. You would make a decent ruler with this alone, with a few trustworthy advisors and some seasoning under your belt you could go quite far indeed.

Psych Bomb 600 NP: In the end, birthright, precedence, and laws don't really matter when it comes to protecting and keeping what is yours, *power* matters. Now you can convert your magical energy into self-guided bombs that will *always* hit your enemy. The more diametrically contrasting your target/s morally are compared to you, the more damage they take from this attack. On a successful Action Command, the targets become Confused and are just as likely to attack their own allies as you.

Items:

If you are a **Royal Mushroom**, you gain the 100 NP Item for free, with everything else being Discounted to half price.

Curative Bundle 100 NP: A first-aid kit that generates 5 Able Juices, 3 Pick Me Ups, and 2 Kerokero Colas each week. If you don't use any of the items, they will be stashed in your Warehouse until you have expended enough for them to be needed.

Shiny Stone 200 NP: A nifty little rock that can open any physical or electronic lock. Comes on a comfortable and stylish bracelet so it cannot be lost.

Monstrous Metal Plate 400 NP: A magical frying pan that can ensure that any food prepared on this never is any less than perfectly cooked. The pan itself is completely indestructible, and it will only use its magics at the behest of its owner. Each time you strike an enemy, you will deal party-wide healing equal to 1/4 the damage dealt; if you manage an Action Command, the target will be Silenced *and* you will remove all negative status effects from your party.

Lazy Armor 600 NP: A masterwork of defense, this Armor will let you ignore all but the most devastating blows, and nullifying all hostile elemental magics. Normally this armor would drop your speed and attack power by an obscene amount, but due to the high price tag you are paying, you ignore that little unpleasantness. Also serves to shield you from all negative status effects and OHKO's.

Super Prototype-Weapon:

Age: 18-25

You were created by Smithy to be an expendable soldier, but you managed to exert your free will enough to flee just after the invasion of the Mushroom Kingdom. Whether or not you choose to follow the orders of your creator, you Insert into this Jump when Mario meets Mallow.

Perks:

If you are a **Super Prototype-Weapon**, you gain the 100 NP Perk for free, with everything else being Discounted to half price.

Jumper is Out of Reach! 100 NP: As long as you have any allies or expendable minions, you can hide 'out of bounds' on any battlefield, forcing your foes to waste time and energy fighting any minions you have left behind. While you are Out of Reach, any allies or minions still fighting take half damage and deal double damage from all sources until they are defeated. Once your allies go down, you reenter the battle, automatically dealing an Action Command physical attack to *all* enemies.

Button-Lock 200 NP: You know a special magical attack, one that always hits, that causes the enemy team to be unable to take specific actions. You can prevent all foes on the battlefield from using ONE of the following at a time: Attacks, Specials, or Items. 'Special' does, in fact, cover more than magic spells, it includes Ki, Chi, Aura, Psychic powers, Reikshi, Chakra, and anything else that is not Real World 'baseline human' possible ability.

Forge-Born Body 400 NP: You have become an anthropomorphized weapon of your choice. You could be a sword like Claymorton, a bow like Bowyer, a spear like Speardovich, an axe like the Blade Ship, or something completely different. You gain a fighting style that will complement your new form, exceptional durability, a single target Special Attack, a single target Status Effect, and two multi-target Special Attacks.

Duplicate 600 NP: You can create a flawless simulacrum of yourself, exact down to the smallest possible detail, that will fight beside you. It has copies of any and all Perks, Items, Stats, and skills you have and is absolutely loyal. If you are ever subject to a lethal attack while your Duplicate is active, you can once per battle sacrifice it to nullify the attack and completely physically restore yourself.

Items:

If you are a **Super Prototype-Weapon**, you gain the 100 NP Item for free, with everything else being Discounted to half price.

Echo Signal Ring 100 NP: A magical item, by default it's in the shape of a ring, that can be used to track down any single *type* of item within a Jump. It will let you know 'how many' of the item there is, 'how close' the nearest one is, and 'what direction' the nearest one is, in a fashion that is both intuitive to the user and undetectable to others. When you are within 200 feet of the target, this ring will begin to chime in your mind, and highlight the area the item is in.
'Type' is being defined, for the purpose of this item, as something along the lines of 'Hidden Chests', Star Pieces, Dragon Balls, McGuffins, something that is firmly defined, cannot be misconstrued, of a limited number, and cannot be changed for a different 'type' until a decade had passed (or a new Jump is started if that comes first).

Mini-Mook Maker 200 NP: You have a machine in your Warehouse that creates lesser, knock-off versions of you, that are cheerfully and suicidally obedient to any orders you give them. Each Mini-Mook only has about 5% of your total Stats and power, but does have fantastic coordination and cooperative abilities with its 'siblings', able to fight seamlessly with the rest as a single unit. Each machine you purchase will create 1 Mini-Mook every 10 seconds until 100 have been created, requires no maintenance, materials, or power in order to function, and will teleport the Mini-Mooks to your position when you call them.

Personalized Weapon 400 NP: You not only *are* a weapon, you *wield* one of terrible power and potency that will teleport to you when needed. When used by you, it deals high physical damage, it can be used as a magical focus to ignore any targets Magical Defense, and can inflict any one Status Affect of your choice when you make a successful Action Command Attack with it (Select ONE of the following: Fear, Sleep, Mute, Poison, 'Shroom, Scarecrow).

Blade-Ship 600 NP: You have your very own sentient ship! It's the shape of a single-headed battle-axe, roughly the size of a Football Stadium, can travel at Mach 5, is heavily armored and armed, and can selectively alter the gravity within and on itself. It has weaponry capable of devastating the Mushroom and Koopa Kingdoms *simultaneously*, but lacks any on board defenses and requires a crew to repel boarders.

Generic Items:

You get *either* a 600 NP Stipend to spend in this section, *or* two discounts on any Items from a different Background.

SMRPG Aesthetics Kit 50 NP: This dinglehopper lets you apply the design of this Jump's setting to anything you own, control, or create while in other Jumps.

Auto Beat-Keeper 50 NP: A simple device that allows you to keep time and beat perfectly. Rhythm games have never been easier!

Yoshi Translator 50 NP: This nifty headband is thin enough to fit into or under any hat without damaging it or altering its shape and function in any way. While you wear this headband, you can understand, read, write, *and* speak the Yoshi language with the fluency of a native speaker. Frequent use will see this language becoming instinctual and second nature as it becomes imprinted into your mind, and your vocal cords altered to let you speak it. In future Jumps, you can choose *any* single in-Jump language to add to this headband.

Journal 50/100 NP: This fancy leather bound Journal will help you keep track of where you are going, what you need to do, and keep a running account of every defeated enemies stats (maximum health, physical and magical offense/defense, resistances, immunities, and weaknesses, etc.). You and your Companions can access this information at will without needing to actually *open* the book.

> For 100 NP, you instead get the enemies stats when you *encounter* them, and you can set the Journal to automatically tell you all pertinent information during battle.

Jumpers Outfit 100 NP: Mario has his Plumbers Outfit, Mallow has his Pants and Belt, Geno has his Cape and Hood, Princess Peach has her Royal Gown, and Bowser has his Spiked Bands (?). Now you also have some form of clothing that is unmistakably *you*, that everyone will recognize when they see it and cannot be counterfeited or imitated in any way. Any armor or new clothes can be integrated into to this and split off at will without changing your looks.

Cookie Sack 100 NP: You find a leather bag that generates 30 Yoshi Cookies every day. When in battle, you can toss a Cookie towards an enemy, and a random Yoshi will zip in and eat the enemy and turn them into an Item. The more powerful the enemy the more powerful the Item will be, but Bosses and Mid-Bosses cannot be targeted this way. Any enemy turned into an Item will NOT grant experience or money if they would normally do so.

Fly-Guy Can 100 NP: This ever-full watering can is guaranteed to have all the nutrients that any plant or fungus will ever need to grow big and healthy (applies to any entity or person that is at least part plant/fungus). Anything you intentionally water with this will have 2 years worth of growth happen in only a few seconds. Do note that anything intelligent or dangerous will *not* have any form of automatic affection or loyalty towards you, and *will* act as normal for its species.

Mario Merchandise Market 100 NP: Once you complete this Jump, you gain a Warehouse Attachment that will sell every single form of Mario product (official and fan-made) that has ever been created. You can import the Warehouse Attachment into any Jump you go to. The merchandise sold will be omni-platform compatible with *every* system, and will include televisions, any needed accessory, and every gaming console that Mario has ever appeared in.

> **+100 NP:** You gain the rights to the Mario IP, and every other character, name, sound effect/bite, and music track, for every game Mario (or one of the Mario characters) has ever appeared in. You also gain a computer system that can perfectly mimic any Mario-verse voice actor you wish.

Coin-Box 50/200 NP: The first choice grants you a Coin-Box that will contain between 1 and 10 Coins that respawn every-hour.

> Uget Watchoo Peifore!: The 200 NP version will create 10-50 Coins each time you use it, and can produce an infinite amount of Coins per day.

Regardless of which Box you choose, you choose one location when inserting into a Jump, and the Box cannot be removed from there until the beginning of the next Jump; you can set the Box so that only you and those you authorize can use it. In order to collect these Coins, you *do* have to 'Mario' them out (jump into them from below and hit them with your clenched fist). Each Coin is an oval about 16 inches tall, two inches thick, six inches wide, and constructed of (Jump-Chan guaranteed) 100% pure gold.

Coin Converter 100 NP: Some of the best items in this setting can only be bought with Frog Coins, which are limited in number*,* time-consuming to grind for, *and* irritating to exchange normally. This hand-cranked meat grinder will let you feed Coins into it, grind them up, and spit out Frog Coins. It does take 25 regular Mario-Verse Coins to make 1 Frog Coin, but it could be worth it. In future Jumps, you can use this to convert Mario-Verse Coins to any legal, local currency and back.

Jugem's Bus 200 NP: A large, bus-shaped magical cloud that can seat up to 20, with a Lakitu driver who will take you wherever you want to go in the world, all within the course of an hour. Magic is used to ensure that the passengers are individually given the appropriate temperature, air pressure, atmosphere, and gravity to be comfortable. Can be summoned and dismissed at will. The bus has *no defenses* other than speed and agility, so be careful of taking it into enemy territory.

Map of the Mushroom Kingdom 200 NP: Enables 'Fast Travel' to places you have already found. Cannot be used by anyone not in your party *or* while any party member is engaged in combat. Travel is instantaneous, with no 'jet-lag' or expended energy/effort. After this Jump, you will gain a new Map of each new Jump you go to.

Belt of Jinx 300 NP: This is a symbol of astounding martial prowess, showing that the wearer has defeated a once-in-a-lifetime prodigy in hand-to-hand combat. Wearing it greatly increases your speed, physical attacks, physical defense, and prevents OHKO's.

Rare Seed, Super Fertilizer, and Magic Pot 300 NP: You gain these three items, that when combined, will one per Jump make a magic vine that extends up to the clouds. If you climb the vine, you will find a few (1-3) magic items equal to the Lazy Shell Weapon and Armor in potency. Since you are paying for this, you can select who these items can be used by and what their specific effects are (immunity to specific effects/elements, boosts to specific abilities, raised hit chance, any negatives/downsides, etc.) each time you find them, just be reasonable.

Super-Star 600 NP: When you use this, you become hyper-saturated with cosmic energy and gain 60 seconds of complete and total invulnerability. While you are so empowered, you are also able to kill *any* foe with the slightest touch. After you have used this, you must then wait 30 days for the Super-Star to regain its power. Limit of one per buyer.

Randomizer Shopping Mall 600 NP: Wait, ***what***? This series of storefronts contains copies of ALL the Weapons, Armors, Accessories, and Items that you find during each Jump, altered so they will function in any universe, Jump, or setting. Obviously, the more powerful the item is, the more expensive it will be to purchase. Anything purchased from this or any other Jump-Doc *does not count* in regards to the inventory of this Mall, you actually need to *find/buy/make/be presented* with the item before the Mall can start stocking it. It only accepts Coins from the Mario universe, the vendors will refuse to trade for any other currency.

Generic Perks:

You get *either* a 600 NP Stipend to spend in this section, *or* two discounts on any Perks from a different Background.

Inventory System (Free) NP: You have a portable pocket-dimension that you carry around with you, that no-one can access without you allowing it. This Inventory System has four separate compartments, each one with specific limits on what can be placed within and how much it can hold. The *Battle Items Compartment* can hold up to 30 duplicates of each restorative, status affecting, and/or damage dealing items you come across within it. The *Equipable Items Compartment* can hold up to 30 separate types of Weapons, Accessories, and/or Armor Pieces at once. The *Key Items Compartment* can hold up to 12 items that are important, but do not fit into either of the two previous Compartments. Finally, the *Coin Compartment* can hold an infinite amount of Mario-Verse Coins, sucking them inside the instant you touch them (or knock them out of a Coin-Box), and similarly dispense them instantly as your desire.

OC, Donut Steel 0/100/400 NP: Instead of a standard Background, you can instead choose to take a Discount on one 100 Perk *and* Item, one 200 Perk *and* Item, one 400 Perk *and* Item, and one 600 Perk *and* Item. Make the fan-character you've always wanted.

> For 100 NP, you can apply this option to each successive Jump after this one, *instead of* the standard Background option.

For 400 NP, you gain this *in addition to* the standard Background discounts in every Jump you go to after this one.

Athletic Capability 0/50/100 NP: Everyone in this Setting has *some* form of competence at physical tasks, just due to the generally bizarre and dangerous environments and plant-/animal life that abounds.

0 NP: You are on par with a talented but *amateur* gymnast and athlete, able to do most every form of running, jumping, swimming, and climbing imaginable. You are in the top 65th percentile in terms of athletic talent, no matter the event.

50 NP: You are on par with a talented, professional gymnast and athlete, able to do most every form of running, jumping, swimming, and climbing imaginable at peak human skill. You are in the top 95th percentile in terms of athletic talent, no matter the event.

100 NP: You are on par with an exceptional gymnast and athlete, able to do almost every form of running, jumping, swimming, and climbing imaginable to a mildly *super*human capability. You are in the top 20 individuals in terms of athletic talent, no matter the event.

Shared Magic Pool 0/100/300 NP: You can pay for any of the following, but only need to pay for the highest cost, as it will include all the lower priced versions.

0 NP: While in this Jump, you and any party members can choose to *share* magical energies as one large pool.

100 NP: Paying this lets you keep the 0 NP version, and bring it with you into other Jumps.

300 NP: Now, your party members and Companions can use *your* magic related Perks and Items as if *they* had purchased them while working with you.

Special Enemies 0/50/100/200/300 NP: In this Jump you have a 1 in 50 chance that an enemy will have enhanced speed, strength, durability, and health compared to their 'normal' compatriots. If you manage to defeat them, they will grant you a single Frog Coin, in addition to three times the normal EXP and Coins. You have this base level for free during this Jump.

50 NP: You can take the base level of this Perk with you going forward.

100 NP: You now have a 1 in 25 to encounter a Special enemy if you so wish.

200 NP: You now have a 1 in 12 chance to encounter a Special enemy if you so wish.

300 NP: You now have a 1 in 6 chance to encounter a Special enemy if you so wish.

Special Enemies in future Jumps can either continue to drop Frog Coins, or be guaranteed to drop a setting specific limited/rare resource when defeated.

Charades and Pantomime 100 NP: You are extremely proficient in getting your point across without *actually* speaking. You can tell highly detailed stories and pass on complicated and complex technical knowledge with your body language, facial expressions, miming things, and *maybe* animalistic noises.

The Mustachioed One! 100 NP: You have some magnificent hair (or scales, cloud matter, polished hardwood, or whatever is appropriate for your race), and a significant amount of control over how it is presented. Thick bushy sideburns and a glorious mustache like Mario would be easy. Long, flowing, elegant hair like Peach would be a snap. Hair that you want in any area can be regrown within seconds, and unwanted hair can be shed just as quickly, you can even set specific lengths for hair anywhere on your body and have it stop growing at that length. Any and all dirt, filth, stains, smells, and food residues will find themselves unable to stick to your hair and slide off easily.

Terrorize 100 NP: You are capable of inflicting extreme fear into the opposition. Whether you manage it through summoning a giant Boo, having a fearsome reputation, through inflicting repeated losses on the enemy, or some other fashion, you are guaranteed to be capable of cutting their physical offensive and defensive power in half if you manage an Action Command.

Abomination-able Baking 100 NP: Did you study under Chef Torte? Because you seem to have his ability to cook things that are both sentient and sapient, using only regular ingredients that could be found in the average kitchen. Anything you make using this ends up being nigh-invulnerable, unable to be damaged in any way *without* the knowledge of the 'key', as what you create is a puzzle-boss that can only be defeated in a *very* specific manner. You start off being able to create culinary monstrosities equal to the **Bundt** wedding/cake, and as your skill (and access to odd and unusual ingredients) grows, you will find yourself being able to create progressively more powerful concoctions.

Surprisingly Nice for an Evil Boss 100 NP: One of the reason your troops listen to you and follow your orders, is because you give them a choice. They are free to leave your service with no ill-will or hard-feelings, so long as they don't act against you or betray your secrets. The *instant* they betray that trust, they get hit with massive negative karma, and find everything in their life going terribly wrong until they return to your service and repent.

Freebie! 100 NP: Each time you use an Item from now on, you have a base 5% chance to get another immediately after its use. This is a cumulative effect if you buy this multiple times, topping out with a 25% chance.

Lucky Flower 0/100/200/300 NP: The basic version of this Perk will allow you to occasionally find a magical flower after touching defeat an enemy. This flower can do a variety of things each time you pick it up; it can completely heal the collector, boost the collectors attack, boost the collectors defense, allow them to take another turn, double the amounts of Coins dropped after the fight, or double the amount of experience earned after the fight. You now have a base 1% chance of finding a Lucky Flower after defeating each enemy.

> 100 NP: farts You now have a base 5% chance of finding a Lucky Flower after defeating each enemy.

200 NP: You now have a base 25% chance of finding a Lucky Flower after defeating each enemy.
300 NP: You now have a base 50% chance of finding a Lucky Flower after defeating each enemy, and share its effects with your entire party.

Multi-Weapon Proficiency 0/100 NP: Each party member in this Jump has several types of weaponry they are proficient in, and by purchasing this Perk you can gain that level of skill. Mario is skilled at using boxing techniques, wielding hammers, and kicking koopa shells. Mallow can use his fists, walking sticks, and cymbals. Geno can convert various toy accessories into lethal firearms for his own use. Bowser has his claws, Chain-Chomps, and the Hurley-Gloves. Peach has elegant slap attacks, parasol strikes, fan whacks, and a deadly frying pan. You can choose the character that your Background mirrors and take their Weapon Proficiencies, or take up to three weapons of your own choice to become equally expert in. By default you gain this for free during this Jump, but must pay the 100 NP cost to keep it afterwards.

Extra Accessory Slot 200 NP: Normally, you would only have three equipment slots available, Weapon, Armor, and Accessory, but not anymore. Each purchase this will allow you to equip an additional Accessory, at no loss in efficacy or power.

Limit Breaker 200 NP: Normally, you can only have a maximum of 3 characters in any battle at a time. With this Perk, in this Jump and all others, you can bring as many people you wish into battle with you; so long as they can fit onto the battlefield, there will be no negative repercussions.

Obscenely Lucky 200 NP: You will *always* win the 'Lucky' game and all of the games in Grate Guys Casino while in this setting. In all other Jumps, you will have a 95% chance of winning any form of gamble or wager; anyone seeing or hearing of this will dismiss any thoughts of cheating or manipulating the odds.

Pipe-Warper 0/200 NP: For the duration of this Jump, you automatically know how to construct, maintain, and use the various style of Warp Pipes present in the Mushroom Kingdom and surrounding lands. For 200 CP, you can retain this knowledge and skill set, and take them with you into future Jumps.

C-C-C-**Counter** *Attack*! 200 NP: You must have trained under Master Jinx, because you have learned a useful ability, how to hit others back after they attack you. Having unlocked this skill you will automatically Counter Attack someone who hits you, doing so 1 time out of 10 for half your normal amount of damage. As you gain in proficiency in this skill, this Perk will also rise in efficacy, allowing you to attack more often and hit harder when using a Counter Attack on them. The highest this can go is a 100% Counter Attack rate, and doing 5X the normal damage, albeit after years of study and practice.

Action Commands 50/100/150/200 NP: You know about Timed Hits! There is a point in every attack, whether you are the target or doing the targeting, where the efficacy can

be massively changed. If you manage it *precisely*, attacks you make will deal 2.5-3X the damage, and attacks you are the recipient of will be completely nullified. Some magical attacks and a few physical *cannot* be affected by Action Commands, so be careful. As a bonus, when you successfully *make* an Action Command, you deal 1/4 the base damage to all enemies on the field that you *didn't* target.

Apprentice Level 50 NP: About 1/10th of the time you can accurately use Action Commands. You gain this level for free during this Jump, but must pay to keep it after leaving.

Journeyman Level 100 NP: About 1/3rd of the time you can accurately use Action Commands.

Master Level 150 NP: About 2/3rd of the time you can accurately use Action Commands. You can also *tell* when an enemy attack cannot be blocked.

Expert Level 200 NP: Now you can consistently use Action Commands at will. You can also *tell* when an enemy attack cannot be blocked.

Please note that the numbers in the above list are the baseline for your ability in this area; once you purchase the Apprentice level, there is nothing stopping you from reaching Expert level skill entirely through your own efforts. In future Jumps, Action Commands can be considered to be Critical Hits.

Combo Attack 300 NP: Each time you make an attack or cast a spell in combat, you earn a small charge of energy, with Action Commands giving you more energy than basic attacks or spells. When you have accumulated enough of this energy, you can unleash it as an incredibly powerful special ability, in which you and all your Companions lay waste to the battlefield with their most powerful attacks (or act to heal and restore your party, depending on who you have with you). Each group of companions special attack must be chosen the first time they use it, and they cannot change it until the next Jump (or decade if that comes first).

Shredder 300 NP: *Technically*, this is an enemy only move, but since you're a Jumper I'll allow it. You can use this magical technique to strip the entire enemy force of any and all buffs, boosts, or transformations that increase their physical offensive and/or defensive power. This technique cannot be dodged, deflected, resisted, ignored, or become immune to, the enemies only hope is to defeat you before you can use it.

Special Abilities 600 NP: Any individual can only learn ONE of these most potent of abilities, so choose well.

Star Rain: You conjure up a massive star out of pure magic and use it perform a meteor drop on the enemy, dealing massive damage to a single target. If you manage an Action Command, then the attack ignores all forms of immunities and defenses.

Wake Up: You can use your magic to 'wish upon a star', and plead with the heavens to return a newly slain soul back to life. Normally, they have around 20-25% of their maximum health after that, but they can be restored to *full* health if you manage a successful Action Command.

Jumper Cannon: You use your magic to transform yourself into a cannon that fires a devastating magical blast that will heavily damage all enemies on the field.

If you manage an Action Command, the damage inflicted cannot be healed until the battle is over.

Companions:

Cuddly Cutie 25 NP: Arf Arf! Wait, why does that cannonball have eyes? And is insisting on showing you its TEETH? Oh, its a Chain-Chomp. Who's an adorable little woogie-baby? You are, yes you are! This 50 pound iron-cannonball comes with a chain-link leash-tail attached to them, they are absolutely indestructible, their teeth are sharpened down to the atomic level, and dey *luvs* yu. *Exceptionally* well trained, they will obey any commands you give that any trained 'normal dog' could, they can track like a bloodhound, signal like a pointer, swim like a Newfoundland, cuddle like a Golden Retriever, and guard like a Rottweiler.

If you purchase two or more Cuddly Cuties, then they can work together to magically convert any lump of appropriately sized metal into another Fiat backed Chain-Chomp. They will need at least *two* of them to manage this, and the more they have assisting with the process the faster they can manage it. You can choose to have the new Chain-Chomp be smaller or larger as you wish, provided you can provide enough magic to fuel the creation process. Any Chain-Chomp created in this manner will keep the training and mental facilities of their 'parents', plus share a Hive-mind.

The Wonder Chomp weapon is considered to be *four* purchases of this, except the special properties from there don't carry over to here.

Fellow Laborer 200 NP: Maybe they started as a carpenter, or a roofer, or a ditch-digger, but they have grown into (potentially) a hero in this interesting land. They come with 800 NP to spend on the **Plumber** Perks and Items and the Stipends for Generic Perks and Generic Items.

Cloud Person 200 NP: Either yet *another* member of the Nimbus Royal Family, or just an uncommonly gifted citizen, they have taken a liking to you and decided to follow where you lead. They come with 800 NP to spend on the **Adopted 'Tadpole'** Perks and Items and the Stipends for Generic Perks and Generic Items.

Star Warrior 200 NP: A celestial warrior with an unpronounceable name, has been assigned to travel with you and assist in any task you give them. They come with 800 NP to spend on the **Star Possessed-Toy** Perks and Items and the Stipends for Generic Perks and Generic Items.

'Evil' Turtle 200 NP: A member of Bowsers immediate family, whom you soundly beat in a one-on-one duel and thusly earned both their respect and loyalty. They come with 800 NP to spend on the **Dragon-Turtle** Perks and Items and the Stipends for Generic Perks and Generic Items.

Miss/ter Mushroom 200 NP: A noble of the Mushroom Kingdom who feels indebted (or perhaps *infatuated*?) towards you, and they have joined you out of a desire to repay

you. They come with 800 NP to spend on the **Royal Mushroom** Perks and Items and the Stipends for Generic Perks and Generic Items.

Innocent Invader 200 NP: A rebel of wrought-iron you come across in your travels. They disagreed with the commands of Smithy and Exxor, bailing on the invasion at the first opportunity they had. Since you are opposing *him*, they decide to support *you*. They come with 800 NP to spend on the **Prototype Weapon** Perks and Items and the Stipends for Generic Perks and Generic Items.

Toad Brigade 200 NP: 100 Toads who have taken a liking to you. While each individually aren't all that good in combat, there are a *lot* of them, they can only be knocked out for a few seconds, and can use all of the Mario-Verse weapons, tools, and power-ups. They truly *excel* at building, repairing, maintaining, and growing things. They can, as a whole at least, create any of the Mario-Verse power-ups save for the Power Star's. Can have any combination of cap/clothes colors and genders, chosen when purchased. Can be purchased multiple times, with each purchase adding a digit to their numbers.

Koopa Squad 200 NP: A group of 10 goombas, 10 koopa-troopa's, and 10 magi-koopas that have either defected from Bowser, or been assigned to you. They are better at combat compared to the Toad Brigade, *exceptionally* so actually, but considerably worse at everything else. Can be purchased multiple times, with each purchase adding a digit to their numbers.

Scenario:

No-Death Jumper Solo Run: (Available to any Background) You *must* take the place of Mario as the Protagonist of this story, and using only what you have purchased or find in this Jump, defeat Smithy and restore the 7 Stars to their rightful place, *all* ***by yourself***. No one else will join your party to fight, but will tag along to keep you company. If at anytime you die, you are sent back to when Mario awakens after Exxor crashes into Bowser's Castle and must start over from the beginning. You are limited to your Body Mod and the Perks and Items purchased in this Jump until you succeed. (The battles with Bowyer, Bundt, and the Dodo-Valentina fights are the *only* exceptions to the 'Solo' rule, and even then it's only for the Triple Attack reveal, until Raspberry is revealed and the whole party is reunited, respectively.)

> **Reward:** Star Road Custodian: You have single-handedly restored the Star Road, and proven that you are worthy to (essentially) act as the C.E.O. for it going forward. For the rest of this Jump, and in all successive Jumps, you have setting-wide Admin Authority over the granting of all wishes; whether that is the *manner* they are granted, or whether they are granted at *all* is entirely up to you. This is an entirely automated process, with a full copy of your mind, ethics, and soul overseeing things at every step with perfect, infinitely scaling multi-tasking capability.

Scenario:

Wasteland of Weaponry: **(Super Prototype-Weapon Exclusive)** You are one of Smithy's loyal manufactured minions, and you must ensure that *you* (and no-one else) collects and returns all 6 of the lost Stars to your Master. If you fail or are killed, you must restart from when Exxor crashes into Bowser's Castle and continue until you succeed. During this Scenario, you are limited to your Body Mod and the Perks and Items purchased in this Jump until you succeed.

> **Reward:** Automated Foundry: You gain Smithy's knowledge and skill in creating weapons, plus his entire dungeon/forge setup. Anything created at this factory is considered Fist-Backed, absolutely loyal to you, made with any and all creation, magical, and scientific knowledge/Perks you have and choose to apply, and will automatically create any materials needed to create your designs (IF you can provide a sample first). Anything created in your Foundry can be sentient if you so choose, but will always be loyal and will follow the spirit *and* letter of any orders you give them.

Scenario:

A Tyrant Triumphant: **(Dragon-Turtle Exclusive)** You take the place of Bowser during this Jump, and you must not only kill Smithy and his gang, but Mario and Mallow as well, leaving Peach defenseless and at your mercy. Only once you have conquered and hold your Keep, the Mushroom Kingdom, *and* Nimbus Land for 5 consecutive years without armed revolt or rebellion, will you have won. During this Scenario, you are limited to your Body Mod and the Perks and Items purchased in this Jump until you finish it. You insert into the Jump after Bowser and Mario join forces in storming Booster's Tower; if at any point you die, you will be returned to this point until you succeed.

> **Reward:** Jumper's Empire: You can take the entirety of the Empire you forged with you, with all the inhabitants as your loyal (and *competent*) minions eager to carry out your will. There will always be enough of them to maintain a large standing army, and security forces. Your Empire can include other lands from other Jumps if you so wish, but they have to EITHER meet the same standards of conquest as the Mushroom Kingdom and Nimbus Land OR willingly surrender to you/petition for membership in your Empire.

Drawbacks:

2,000 NP limit on Drawbacks, if you take more you will NOT be getting any NP for it.

Mushroom Muncher 100 NP: You have the bad habit of snacking on your healing items when you are distracted, or traveling, or bored. If you don't watch yourself, you might just eat yourself out of healing items *entirely*.

Crybaby 100 NP: You are an *especially* sensitive individual, with incredibly thin skin. The slightest inconvenience or insult will lead you to bursting into tears and bawling your eyes out. With enough experience and effort you *can* get over this, but don't expect to do so quickly.

Silent Protagonist 100 NP: With the selection of this, you can't speak, at all. Now no form of vocalizing is possible for you for the length of this Jump. Hope you're good at Charades.

Adopted 100 NP: You have been raised by the members of another race, congratulations! Unfortunately, you seem to have been a bit…unobservant your whole life, because you never realized that. So you have internalized that you are a 'bad' (or possibly even a '*defective*') member of that race; nothing anyone ever says will convince you to stick to the things that are *your* strength, instead you will insist on trying to force yourself into the mold offered by your adopted family.

> Unhappily So +200 NP: Not only are you adopted, but your new family is dismissive of and abusive towards you. You desperately crave their love and approval, but unfortunately, nothing you do will *ever* be good enough for them. Neither you nor your 'family' will ever see anything wrong in how you are treated, and will actively resent outside interference in your life.

Limited Special Period 100+ NP: Each purchase of this limits you to being unable to use your Special Abilities, *and* being unaffected by your party members/Companions Special Abilities, until you have recovered a number of Stars equal to your purchase.

> 100 NP: Not until after you defeat Claymorton and claim the first Star.
> 200 NP: Not until after you defeat Bowyer and claim the second Star.
> 300 NP: Not until after you defeat Punchinello and claim the third Star.
> 400 NP: Not until after you go to Star Hill and claim the fourth Star.
> 500 NP: Not until after you defeat Speardovich and claim the fifth Star.
> 600 NP: Not until after you defeat the Axem Rangers and claim the sixth Star.

Fumble Footed 200 NP: You have the bad habit of tripping over the slightest obstructions on the ground, including your own feet and deceptively flat sections of floor. Don't expect to get anywhere quickly under your own power, and maybe invest in bruise ointment and a helmet.

Miser 200 NP: You find it very hard to part with Coins, under all but the most extreme circumstances. Instead of buying armor, weapons, health items, and attack items, instead you'll try and find enemies that have them, or go scrounging in the trash, or steal them. There's just something about the mere concept of *paying* others sets your teeth on edge.

Flawed 'Hero' 200 NP: You, you aren't quite what you *should* be, you lack the vital instincts that should let you excel here. You have all the potential, but you just can't get everything to *click* for you when you need it. You would essentially be the Luigi to your Backgrounds Mario, acknowledged and present but always second fiddle at *best*.

Vigor-Less 200 NP: You cannot be the recipient of anything that increases your Attack stats aside from your Level Up Bonuses and Accessories. Everything else is un-equip able, fails to target you, or fades away before you can benefit from it.

Depleted Defense 200 NP: You cannot have your Defenses increased by anything other than your Level Up Bonuses and Accessories. Everything else is un-equip able, fails to target you, or fades away before you can benefit from it.

Status-Protection Deficiency 200 NP: You are unable to gain Resistances or Immunities to any form of status debuff, elemental attack, or instant-death attack for this Jump. Expect to be the recipient of sleep, fear, shroom, scarecrow, and OHKO attacks *very* frequently.

Secret Finder 200 NP: You have an intense need to find out *every* hidden chest, beat *every* minigame, help *every* person who asks for your aid, you are obsessed with completing this Jump 100%, no matter how long, hard, and difficult that might be.

> Desperately Seeking 200 NP: If you reach the end-game and have failed to find *every* Secret Box, you must try again from the beginning with all your progress, gained levels, Special Abilities, Items, Weapons, and Armor being stripped away from you.

Craven 200 NP: You are a coward, no doubt about it. You tend to lose control of your fears when surprised, defaulting to 'flight' instead of 'fight', and have the nasty habit of *fainting* when serious injured or captured. You are not exactly standard hero material, so lets hope that you *aren't* called upon to save the world. While you can overcome this with effort, there will always be *one* type of enemy (koopa-troopa, goomba, dry-bones, thwomp, piranha plant, etc) that can bypass any improvements you make and reduce you to gibbering terror.

Hair-Trigger Temper 200 NP: You tend to blow your top at the drop of a hat, getting enraged and willing to fight over the smallest inconveniences. The smaller, more petty the insult, the more likely you are to become combative and assault people.

Blushing 'Bride' 200 NP: At some point, Booster is *going* to get his hands on you, and decide that you make an excellent matrimonial prospect. From that point on, expect to have Booster, squads of Snifters, and other assorted minions showing up frequently to abduct you back to your 'groom'. No matter how hard you try to explain things, nor the force you use to escape will ever convince Booster that you aren't interested, he'll just assume your playing 'hard-to-get' and thus *try harder* to 'prove himself'.

Isometric Platformer 200 NP: You will now find yourself needing to do massively increased amounts of puzzle-platform jumping to continue your time here, in leaving any town, to progress in any dungeon, or to find any hidden treasures. Not only will this be puzzle-platforming, but doing so at an awkward, three-quarters angle that throws off your senses of space and timing. These Platforming sections will never be *impossible* to manage (or lethal when you mess them up), merely time consuming and frustrating to complete.

Inexperienced Individual 300 NP: You start out at level 1, and you gain EXP at 1/4 the speed of a normal party member. No form of Perk or Item can counteract this, expect to either quickly fall behind the power curve or need to do a *lot* of solo-grinding to keep up.

Frequent Carni-Kiss 300 NP: You are now frequently targeted by unblock-able physical attacks that ignore your defense stat. These attacks always do high damage, and can be performed at will by most enemies.

Increased Flower Consumption 300 NP: Your magic is now highly inefficient, on the order of needing twice the effort put out for half of the end result. Either get good at using physical attacks exclusively, or stock up on the various Bombs, Mushrooms, and Syrups.

Rotund 300 NP: You are incredibly fat, Jumper, there's no getting around it. Not the 'oh I have a few extra pounds' kind of fat, it has progressed to the 'suck it up and squeeze through that *greased doorway* **sideways**' type of fat. No forms of diet, exercise, magic, or surgery will be able to fix this sad fact. Expect a serious decrease in your strength, speed, stamina, and agility for this Jump. At least Dodo and the Big Troopas will be able to commiserate with you about this…

Bad Timing 300 NP: You weapons and armor retain all their stats, but with this, you can't manage your Action Commands worth a darn. Don't expect to manage any miraculous defensive moments or to land any critical hits while here, Jumper.

Unnecessary Treachery 300 NP: You don't really have a sense of honor, or fair play, you always go with what gets you the most stuff and to heck with everyone else. You steal from your own party members, you burgle from innocent civilians, you have no problems engaging in extortion, and you are perfectly willing to stab an ally in the back the instant they start to become a liability.

Thirst for Conquest 300 NP: You have an unquenchable thirst, a thirst for power, for glory, for *conquest*! You want the world, and are willing to do whatever it takes to get it, even if it means casting aside your morals and engaging in whatever depravities you come across to manage it. Your first step towards managing your ambition is the Mushroom Kingdom, followed by the Nimbus Kingdom. After that? The whole world, one step at a time.

Item-less Run 300 NP: No Items while fighting, they get used up but don't take effect. They can't be *sold* either, you have to wait until you aren't fighting to use them.

Treasure Randomizer 600 NP: This does unlock the entire World Map at the start, but with a downside. Anytime you open a Treasure Chest or are given an Item, it is selected from a randomized list, meaning you could get a Super Stars instead of one of the Wishing Stars for defeating a boss, or a dozen full-heal shrooms in a row, with no way to actually beat the game without opening *every* Chest and collecting *every* reward.

Expect to do lots and *lots* of backtracking, as you end up hitting points in every dungeon that are impassable without certain items.

Secret Boss 600 NP: Culex, a SuperBoss from one of the Final Fantasy universes has come, and its up to *you* to defeat him. He shows up with 4 magical Crystals representing the European Elements, and can make 2 attacks or cast 2 spells each turn. Unlike the *normal* Culex you might fight in the course of the game, *this* Culex gains an additional attack/spell and progressively higher stats each time you defeat one of his Crystals, so take care while fighting him.

Angel Unsent 600 NP: Geno was NOT sent as an agent of the Star Road, he was sent by the agents of the Underworld, to steal the Stars away and corrupt their power to grant wishes. Geno is going steal them at the end of the Game, and if you cannot recover the Stars then every wish will only come true in the most 'monkey paw' and 'malicious genie' way possible. Everyone *will* be aware of your failures, they *will* be blaming you for this, and you *will* have to live with all the lives ruined because of your incompetence.

Boss Re-Matches 600 NP: All the bosses you've beaten during your time here, will all start clamoring for a rematch after you defeat Smithy. Before you'll be allowed to leave, you *must* defeat them in their new more powerful forms. Expect them to have new moves, better defenses, more health, and a new gimmicks you must overcome. They can be done in any order you wish, and can be attempted as many times as you wish before succeeding (defeat does not count as a Chain- or Scenario- Fail for this, you just have to try again), but they *must* be defeated before the 10 years are up.

Well, you've completed your stay, and seen the end credits, so the only thing left to do is to decide on if you

Stay,
Go Home,
Or
Continue on

Notes:
The Special types of damage are Stomp, Fire, Ice, Lightning, and Poison.

The Status Conditions are:

Frightened (reduce physical attack and defense by half).
Silenced (unable to use Special Abilities).
Poisoned (take 2-5% of max hp in damage at the start of your turn).
Mushroomed (you turn into a Mushroom for several turn, each turn healing 2-5% of max ho).

Scarecrow (you turn into a Scarecrow, you cannot make physical attacks or use items, and your physical and magical defenses are cut in half).
Sleep (falls asleep and cannot take any actions until attacked, cured, or 5 turns have passed).
Confused (You may attack your own allies instead of the enemy).
And
Blind (50% chance of a hit with a successful Action Command, guaranteed miss otherwise).

You being reduced to 0 HP does *NOT* result in a Chain-End so long as *one* of your party members survives, *and* they have to capability to use a Wake Up (Peach Special ability) or a Pick-Me Up (item) on you after the battle ends.

This Jump *does* run on 'turn based battle' rules, so any Attack, Item, or Special used will take place more or less instantly. If you are making a Super/Ultra Jump (or similar Special or Action Command), time will pause for everyone but you and only the end result will be seen by others.

Any purchased abilities, weapons, or armor will keep their properties when you move on to other Jumps. Weapons and armor purchased here can be combined or split apart at will, and will always shift size and shape to accommodate any forms you take (allowing you to use Mario's Lazy Weapon as a sword/hammer, or Mallow's Sage Stick as a shotgun if you so wish).

The Randomizer Shopping Mall is in reference to a specific play through of a modded original version of the game. If you know what it is, post it, and if you are correct, you can take the Randomizer Shopping Mall with you for free.