

Pizza Tower
v2.0

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Howdy Jumper, and welcome

Take **1000 Choice Points** to fund your adventures.

Starting Location: Which floor are you on?

This jump will be focused on the Pizza Tower itself, so you have a couple of options, roll a d6 to determine which floor you start off on. The origins each have a floor to start on.

Location One: Welcome to Pizza Tower (Challengers and Drop In's can start here for free)
The oldest and most traversed place in the tower, consisting of a mandatory tutorial level, a Level that's home to many Pillar John like creatures, and three medieval themed levels. The Boss in charge of this Floor is the Artistic and Burly Pepperman. Usually he's happy to let visitors go up, but Challengers or those who displease him will have to pry his key from unconscious body.

Location Two: Yeehaw Pizza Tower (Toppin Warriors can start here for Free)
Guarded by the justice seeking Vigilante, this floor is all about the Wild, Wild West. From cowboy graveyards, Cattle abducting aliens, a very popular fast food saloon, and a farm inhabited by Pizza Tower Celebrity Mort the chicken, this is a very popular place in the Pizza tower, and the Vigilante is willing to let customers he approves of up to the next

Location Three: Pristine Paradise Pizza Tower (Noise Bois start here for free)
The part of the Pizza tower most people stop at, with gorgeous beaches, pretty forests, and interstellar vacation cruise, and GOLF! Unfortunately The Famous actor, Noise has set up shop here and is guarding the key for the next level. Maybe if you provide him some entertainment while he waits to settle his score with Peppino you'll get the key?

Location Four: Slumming it in the Pizza Tower (Abominations can start here for free)
Despite being the highest level a customer has access to, this floor is rather down in the dumps, with levels encompassing the more urban areas of the Pizza Tower and a boss that simultaneously is locked in here, but keeps you out of the last floor.

Location Five: Maximum Security Pizza Tower (Pizza Masterminds can start here for free.)
The highest high of the Pizza Tower, the very top, this is where Pizza face resides, and if you're a pizza mastermind, you as well. If not…well at this point, Challenger, Resident, or curious Guest, you've seen too much, and while Pizza face may be preoccupied while you're here doing his own thing, but if he gets wind that you're here, he will be after your ass. The levels here are all themed on some sort of horror, mascot horror, Ghostly Horror, the Horrors of war, and the horror of a collapsing tower that will kill you if you fail to escape in time, though that last one only happens after you beat Pizza Face.

Free Pick.
You are free to choose where you choose from the available options.

Age and Gender

You need to roll your age using a **1d20 + 1d8**.
By default your gender is whatever you were previously.
It is **50 CP** each to freely choose your own age or gender.

Origins

Drop-In [Free]
You are dropped in this new universe with no background , memories, or documentation.

Challenger [Free]
You are like Peppino, an Italian (Okay you DON'T have to be Italian, but it helps) Restaurant owner who's establishment was threatened by Pizza Face. Tasked with ascending the tower in order to ensure that your business isn't blasted by the malevolent Pizza face, you are most likely human.

Noise Boi's [100 CP]
You may be human, you may be Humanoid, or more likely some malicious gremlin. However one thing is clear; you're after money, chaos, and maybe even looking to settle an old score or two within the Tower.

Toppin Warrior [100 CP]
You aren't Human, rather your one of the many, many Toppins that have made their home in the tower itself, either uncaring about the fact that your home is made to be commercialized or an active help in doing so. (Note, this places you on the general level of a Fork Knight. Don't worry boss level power is within your reach.)

Abomination [300 CP]
You…aren't human, nor are you a Toppin. No, what you are is something much, much, worse, a failed attempt at cloning someone, you've been locked away in the Pizza Tower. Take the Uncanny Impersonation Drawback for no CP.

Pizza Mastermind [300 CP]
A collaborator in the creation and maintenance of the Pizza Tower? or an Unknown Rival trying to do some good old fashioned Corporate Espionage. Regardless, with this Origin you'll be gaining perks to get on the same level of Pizza Face.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Pizza Tunes [Free]
Gives you access to the entire Pizza Tower OST, unused music from previous versions of the game and fan songs/music based on said game. This can be used to set the mood and adds into other music like perks,

Pizza Cooking [Free]
The skills and knowledge to make pizza of all kinds, to the standard of a three star pizza joint.

Artistic Style up [50 CP]
This is a simple one, fork over fifty CP, gain the ability to render yourself and the jump you are in Pizza Tower's unique artstyle.

Bounce Back [100 CP]
Okay in Pizza tower you will be hit with all sorts of painful stuff, from lava, to sawblade pizza cutters, to marble statues landing on your head. This perk won't make them hurt less, but rather it allows you to recover from the pain faster, as well as giving you some invincibility frames for 5 seconds so you won't be hurt while still processing the pain of the last attack.

Pizza Points System [Free for this Jump/400 CP to Keep]
This is a Capstone Booster
Okay, so here's your obligatory Capstone booster, on its own it basically implements a point system instead of a life based one, this has many upsides like not dying when being hurt with something lethal, so long as you have enough points built up. How do you get points? Well that depends on the setting you're in, but generally points are a measure of how well you're doing in a level, so in Jumper terms, Points are gained when you do things to further your chain, or your goals, or whenever you do some sufficiently cool stuff. Note that this isn't a one-up system, but rather a stop-gap to keep you from dying. Run out of points and you're as squishy as any mortal. You lose points by generally sucking, failing to progress your goals, or being seriously hurt. You start with zero points every time you enter a new Jump.

Dropping into the Pizza Tower

Featuring Special Guest: JUMPER [100 CP | Discounted for Drop-In]
Pizza Tower, in game terms, is something that can be beaten relatively quickly, a couple of hours really. With this perk, you can ensure that you'll always have a way to involve yourself in the action no matter how far-fetched.

Spicy Transformations [200 CP | Discounted for Drop-In]
Within the levels of the Pizza Tower lies objects and people who can apply transformations to you to give you an edge. Usually, this takes some getting used to, but for you the new moveset is intuitive. This also applies to transformations outside of the Pizza Tower.

Pizza Priest [400 CP | Discounted for Drop-In]
Okay, sometimes you need some good old-fashioned men of god to cure you of cursed armor, or allow you to blast through ghosts you can't touch otherwise. This perk allows you to skip the middleman and be the Pizza Priest yourself.

The Pillars of the Tower [600 CP | Discounted for Drop-In]
The Pizza Tower itself is being held up by a hive mind of these sentient pillars named john. You can do something similar to this. You can split yourself up into many duplicates that operate on a hive mind that follows the commands of the “Original” you.

- **CAPSTONE BOOSTED:** So where do we go from here? Well, how about this? This ability can be used to come back from death. Basically, when you split yourself up, and the “Original” dies the other “you”s will merge with you, making you whole again and bringing you back to life.



Challenger of the Pizza Tower

Anxious Anger and Determination[100 CP | Discounted for Challengers]
Okay, so don't freak out but this perk gives you the anxious energy of a man literally fighting to save not only his restaurant but also his life. Why is this a perk? Well it's because this Anxious energy can easily be transferred into determination. And the more bullshit you have to deal with the more this anxious energy grows inside you, and the more it feeds into your willpower. It can be toggled on and off because keeping it on all the time really is not the best for your mental health.

Mach Speed Parkour [200 CP | Discounted for Challengers]
If you wanna move like Peppino, then you're going to need speed, lots of it. Luckily, this Perk covers just that. Well, not just that, it also allows you to climb up walls, super jump, slide, roll, and blast through enemies after building up enough of it.

I'm not gonna Sugarcoat it. [400 CP | Discounted for Challengers]:
Most people get punished for taunting during an enemy attack but not you. When you taunt in front of an enemy attack just as it is about to hit you, your body instinctively knows the best way to avoid the attack while looking cool as all hell. Note this can only last for as long as you can physically keep up the pose. This perk can also end up harming enemies weaker than you if they decide to get physical with you as the instinctive pose won't just help you avoid the attack but turn it against the weaker foe if it's possible.

Unexpectancy [600 CP | Discounted for Challengers]:
AAAAAAAAAAAAAAAAAAAAHHHHHHHHHHHHH FORGET THE 30 MINUTES, I'M DELIVERING THESE HANDS TO YOUR FACES RIGHT NOW FOR FREE!
…oh Ahem. Sorry…but everyone has that moment where someone or something has pushed them passed the breaking point and just shut down or have a meltdown, but for you when you have been pushed back the breaking point, you fight back HARD! Foes that would take tactical planning are now nothing more than punching bags to you for your speed and strength have been improved. Also if they have something like Plot Armor, Destiny, or Toon Physics that is supposed to protect them…yeah that's not gonna save them now.
So, You have his speed, his anxiety fueled determination, His ability to no-sell attacks…But now for the important part. See at the end of the game, the Mastermind of the Pizza Tower did something that pushed Peppino to his absolute limit, possibly even beyond that, The Mastermind tried to do a boss gauntlet before his last phase of the fight, bringing back every boss Peppino has fought in the Tower. And then He absolutely snapped. See what this perk does is that when you reach one of your mental limits, to the point where you can't take it anymore, this perk allows you to unleash all of your powers tenfold on those who pushed you to this point, returning you back to your regular state of mind. As a bonus, this allows you to burst through whatever defenses the enemy may have, be it natural armor, or even more conceptual stuff like say…Toon Physics. Yes you can Temporarily deliver a very big and perhaps even lethal beatdown to beings that normally just can't be beaten down.

- **CAPSTONE BOOSTED:** Well you might as well be rage incarnate. Because this power is now connected to you permanently as it is a part of your body-mod. Now you are more resistant to heart attacks and any other

negative effects brought on by mental stress. In addition, all those fancy abilities of yours can be used during a gauntlet but only temporarily paisano. Also, their abilities will be at your lowest moment and your powers won't be boosted like normal, but it will give you a big leg up in conquering the Gauntlet. **SO SHOW 'EM WHAT YA MADE OF.**



Toppin up at the Pizza Tower

Unassuming [100 CP | Discounted for Toppin Warrior]
Most Toppin's are kinda just…there in the Tower, this is a good thing as they don't bother guests and can hide just how dangerous they are. Now you too have this power.

Bane of Lap 2 [200 CP | Discounted for Toppin Warrior]
A suit of armor and a fork? Does it seem like much? But when you wear armor and hold out a pear or pitchfork you can stop any charge dead in its tracks. as long as the attack is coming towards you from the front. No matter how big the foe is or fast they are going, as long as you remain steadfast in your defense they will never bulldoze over you.

Gunner [400 CP | Discounted for Toppin Warrior]
Pistols, shotguns, Rocket launchers and tanks, your skills and finesse with these weapons and more (mostly of the firearm variety) are unparalleled. well not really but they are on par with a great sharpshooter.

Jumper will Strike Again! [600 CP | Discounted for Toppin Warrior]
Oh..Oh my...Jumper this is a big thing you have here, you seem to have spawned as a perfected Toppin, you aren't a boss level one like Pepperman or The Sheriff yet. But you have achieved Midboss level. You are bigger, stronger and are more fearless than most other Toppin here.

> **CAPSTONE BOOSTED:** You are not merely a small Toppin any more. You are now on the level of the Pepperman and the Sheriff. As such you are as big, strong and fast as them. But what makes them even more feared, is their ability to have a second phase which allows them to warp their battleground and utilize their moves even faster than before. It is an ability you now also share with them.



Makin Noise at the Pizza Tower

Dickish Charm [100 CP | Discounted for Noise Boi's]
Are you a bit, or a lot of an ass? do you just lack that certain charm that lets you be beloved by people, are you cripplingly alone and don't want to change your dickish ways for companionship? Well you're in luck my friend as with this perk, people will have an astonishing capacity to brush off your worst behaviors and hang around you. Note that this won't guarantee respect or popularity (you have to build that up yourself) but you won't lose anybody for being an asshole.

Skateboarding Skills [200 CP | Discounted for Noise Boi's]
Some would say that regular Parkour is a great method of transportation, those are boring and have no style, they have no grace, and you're gonna win the Race. With this you have great skills with a skateboard, or roller skates, or really anything with wheels and operated with your feet.

Archer [400 CP | Discounted for Noise Boi's]
In the forest level of Pizza Tower, there live gremlins/goblins/green dudes who look a lot like the Noid and they are crack Archers. Now you can emulate that. Cool right? And if that's not enough, your arrows can pass through wooden platforms (or relatively thin walls) with ease.

Dangerous Prankster [600 CP | Discounted for Noise Boi's]
Above all else, The Noise is a very entertaining fighter, utilizing all sorts of tools and gadgets to battle in televised arena's and now you too can enjoy this level of sheer combat performance in your own fights. Even tools that aren't meant for combat can pack a punch. Of course, as this is for the cameras you can't really get too lethal with it, but you will be handing out cans of whoopass with the utmost style.

> **CAPSTONE BOOSTED:** What's that? the cameras are down?! Uh oh. With the Capstone boosted version of this perk Dangerous Prankster allows you to go beyond merely Dangerous, and into the realm of outright lethal. Did you ever hear about the guy that managed to end three people with a pencil? You can pull that off if you want to.



Abominations live, in the Pizza Tower

He seems Familiar [100 CP | Discounted for Abomination]
You sure took a trip to Uncanny Valley. You can now mimic any person you want, however there will always be something *off* about it. Your eyes may lag a little behind, your proportions may be slightly off, your speech may be a bit higher or lower than it should be (probably all of that)... it is good enough to fool others from a distance or if they don't know you but when they get close enough… that's when they'll realize what they got into…

Stretchy Limbs [200 CP | Discounted for Abomination]
Your limbs can stretch far, Not much you can do beyond stretching them out to some pretty insane proportions and can be used to attack, ensnare or maneuver however you wish.

We are all Peppino [400 CP | Discounted for Abomination]
How nice for you! You can create about a dozen clones that can perform attacks for you. They may dissolve once attacked but anyone attacking them will pay for that. They also look slightly different from you… so anyone paying close attention might notice the difference (maybe a slightly different color or height or pattern).

PIZZA TIME NEVER ENDS! [600 CP | Discounted for Abomination]
Pushing your body to warp and shift in ways a body should not be able to warp and shift comes natural to you, it's probably the most natural thing for you. So with this perk not only does it become easier, you can now replicate some of the more nightmarish moves of the Fake Peppino boss fight. Nothing akin to the head chase though. but most everything else is fair game. Pull off your skull? sure. Using your tongue as a whip? okay. Bouncing off of the Walls? Why not? Just keep it in proportion with what your current amount of Mass.

> **CAPSTONE BOOSTED:** Okay..so now not only can your body horror attacks become more fluid and stronger, and now your clones have the un-boosted version of the perk, but now you can increase and decrease your mass to perform more horrifying and powerful attacks and scares. An example would be the giant head chasing Peppino after the fight.



Masterminding the Pizza Tower

Laughing Man [100 CP | Discounted for Pizza Masterminds]
What's so funny? What isn't funny?! well..according to this perk…Nothing isn't. or Everything is? Whatever, What I mean to say is that 99% of the time you can always, always find the humor/silver lining in whatever situation you are in. no matter how bad it is for you or your loved ones. It can be toggled on and off because who wants to be a laughing maniac all the time?

Surprisingly Social [200 CP | Discounted for Pizza Masterminds]
Out of everything anyone expected the Pizza Mastermind to be, an expert at Social Skills isn't one of them. But he was good enough to Fool the Vigilante, to convince The Noise to stay and set up an arena in the Tower. So as another Mastermind, you too can do this.

Technical Genius [400 CP | Discounted for Pizza Masterminds]
As insane and well dumb the mastermind passes himself off as, the Mastermind is actually really damn good at making and maintaining some crazy stuff. Now you too can build and maintain stuff with as much ease as he does.

Toon Physics [600 CP | Discounted for Pizza Masterminds]
The strongest power the Mastermind, the TRUE mastermind of the Pizza tower possesses, Toon Physics, with this you can basically do anything so long as it's considered funny in the setting that you are a part of.

- **CAPSTONE BOOSTED:** Okay now this is just got even more powerful, now instead of adhering to the rule of funny that rules the Jump you're currently in, You can instead apply this reality warping power to your own personal sense of Humor. Let me say that again. You can warp reality around yourself, based on **YOUR** own sense of Humor. Truly, a terrifying notion.



Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Unless specified otherwise, any destroyed or damaged Items will be restored a month later. Any destroyed or damaged buildings will be restored post-Jump or after 5 years (whichever is sooner).

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Pizza Tower (Game)[Free]
This is the Pizza Tower game, the one that this Jump is based off of. Saves you the money of buying it yourself.

Peppino's Pizzabox [100 CP]
A pizza box that never runs out of pizza! What kind of pizza? Well whatever pizza you think about before opening it. Well technically it's less that it never runs out of pizza and more that a new one spawns in every time you finish the last one. But still.

The towers transformations [200 CP]
This is a crate filled up with the items used to transform you into the various forms of the pizza Tower, the sword in the stone, and ghost pepper for example.

Dropping Into the Pizza Tower

Toursity Apparel [100 CP | Discounted for Drop-In]
This is a Suitcase full of everything a Tourist would need when vacationing anywhere, mainly clothes and a bare minimum of toiletries/hygiene products.

Miniature Pillar John Plush [200 CP | Discounted for Drop-In]
In the making of Pizza Tower as a tourist Destination, the Mastermind of the Tower needed Merchandise, and eventually he came up with an idea. Plushies. Plushies of whoever he can think of that can sell well. So what you have here is a one of a kind, first edition Pillar John plushie. it points out secrets and hidden valuables (say Pizza tower secret treasures). Just activate the voicebox and it'll tell you how close or far you are from said valuable object.

Universal Guest Pass [400 CP | Discounted for Drop-In]
The Tower is a very open place for the tourists who frequent it, they get freedom of access to a lot of it other than the brains of it. take that privilege with you in the form of a Universal Guest pass able to get you into any place of a building that's not considered reserved for the toppest of the top brass. works 24/7 and nobody will find it strange that your in an area most tourists usually don't go so long as nothing too incriminating or important is located there. Just don't actively go looking for trouble and you'll be fine.

Divine Cross [600 CP | Discounted for Drop-In]
The Divine Cross of the Pizza Priest is quite the powerful charm. It can counteract any curse or transformation upon touch. Its wearer also has the ability to overcome the invincibility of any foe it comes in contact with and to grant someone else said power for a minute. You can also toggle its effects off and on at will.

> **CAPSTONE BOOSTED:** Instead of a Wearer only and Upon Touch effects this is turned into an AOE effect instead. As long as someone or something is within 100 meter range, you can apply any of these effects at will.



Challenger of the Pizza Tower

Chef Attire [100 CP | Discounted for Challenger]
This handy Chef Attire grants you a moderate boost to all your cooking skills (even if you have none to begin with).

Shotgun [200 CP | Discounted for Challenger]
You gain a powerful shotgun that can blast through a lot of monsters. The shotgun itself has unlimited ammo but it takes three seconds for it to reload.

Satan's Choice Pizza [400 CP | Discounted for Challenger]
The world's spiciest pizza, imbued with the strange transformative energies within the Tower, causes you to gain a type of flame based power, spitting hot flames in the most literal sense, turning your skin red, and it can be even used to fly if you breath out enough flames and can whether through the nausea of the spins as your propelled upwards.

Personal Pizza Place [600 CP | Discounted for Challenger]
Just like Peppino you have your very own restaurant. Granted, it will most likely have just one or two employees other than you but it is still a nice one-floor pizzaria which has a nice menu.

> **Capstone Boosted:** It is now a huge restaurant with about a dozen loyal employees which can handle even huge rushes of customers and manage the restaurant without you. It is in pristine condition and will receive at least dozens if not hundreds of customers daily.



Toppin up at the Pizza Tower

Signature Aspect. [100 CP | Discounted for Toppin Warrior]
Like the vigilante has his hat and how Snotty took a bath in green food dye (assuming he's a Cheese slime) you will also have a signature accessory or thing about you that'll help you stand out from the crowd. Alternatively you can get a customized version of the equipment other toppin warriors/monsters of the tower have. to show your allegiance while also standing out.

High quality Art supplies [200 CP | Discounted for Origin Three]
Endorsed by local artist Pepperman himself. These are the highest quality Art supplies to be found in the Pizza Tower. a niche he himself fills. Despite his gigantic ego, these really good Art Supplies are capable of lasting quite a while before suffering from wear and tear, and when they do…well they regenerate said wear and tear over time. How he applied the "Nobody Dies in Pizza Tower" Rule to the tools themselves may be a stroke of luck, but they're here and could be yours for a low price of 200 CP.

Revolver [400 CP | Discounted for Origin Three]
This handy revolver is… a revolver. You get six bullet chambers, any empty chambers automatically refill with its infinite ammo within a second and you can also charge it to fire a big bullet. These bullets can even hurt boss-level enemies.

Grand Workshop [600 CP | Discounted for Origin Three]
You get a giant workshop about the size of the Pepperman's or the Sheriff's arena. It can look whichever way you want it to and is filled with a lot of props which are themed according to its focus (e.g. Arts, Weaponry, Chemistry). Everyone who is in this workshop gains and exhibits more proficiency in whatever the focus of this place is.

> **Capstone Boosted**: Anyone who is talented will quickly learn to create timeless masterpieces in little time (though it works best on the focused skills), even those with no skill can use these skills in here (e.g. 'ram-based sculpting' Peppino)



Makin Noise at the Pizza Tower

Costumes, Cosplay, Cosmetics [100 CP | Discounted for Noise Boi's]
The Noise is, first and foremost, an Actor, so you get everything you'll need to perform on stage. a full closet full of Costumes, and cosmetics to better doll up your face.

Archer Equipment [200 CP | Discounted for Noise Boi's]
A call-back to your gremlin ancestors? Maybe, or maybe it's just a cool and very strong Bow, capable of punching through almost any wall or platform. it comes with a quiver filled with arrows durable to actually be launched from said bow without breaking.

Noise Stuff [400 CP | Discounted for Noise Boi's]
To become a true comedian, you need a certain supply of materials. You now get a seemingly endless supply of the stuff the Noise uses. Pogo Sticks, Jetpacks and Skateboards? Check. Hot Air Balloons? Check. Bombs? Check. That giant Crusher? Check. You even get that minigun as a bonus. (Proficiency with said items not included)

Your own TV studio [600 CP | Discounted for Noise Boi's]
Congratulations, you got your own studio! In your studio you get a set of several dozen flying cameras and microphones which automatically film (and livestream if you want) anything within. You can send them out to film at specific locations as well (though they either remain static or on a pre-set path there). As for actually publishing, you also automatically get your own TV channel, free of charge. There is staff that will settle the details for you if you don't want to. (Although they will only stream whatever you filmed)

> **Capstone Boosted**: Jump TV (You gain hundreds of cameras that fly around and film, your channel now can also show news and external movies)



Abominations live, in the Pizza Tower

Stretchy Clothes [100 CP | Discounted for Abomination]
These clothes fit like a glove. No matter how much you stretch or transform, they'll always fit you.

Dilapidated Pizza Place [200 CP | Discounted for Origin Four]
A victim of Pizza Face's Pizza tower, being run out of business and then bought out by Pizza Face when it couldn't make any more money. It was then claimed as a place where Abominations like Fake Peppino are stored. As a (presumably) abomination like fake pep, you can take it with you with a discount. It works as a nice warehouse where nobody (who isn't affiliated with you) willingly wants to go.

Clone Vats [400 CP | Discounted for Origin Four]
These clone vats allow you to make clones of anyone whose DNA you enter into the machine. The other material is supplemented with… frog DNA which allows the creation of Frog hybrids. They have some characteristics of both the original and frogs (Jumping and a flexible tongue) even if they are a bit susceptible to damage.

The Futuristic Lab [600 CP | Discounted for Origin Four]
The place where you'll be placing that clone vat. for the Futuristic Lab is a place where experimental technologies, and experimental beings are put to the test to be refined, and evolved into something bigger, better, greater. You do enough work here and who knows, maybe you'll succeed where Pizza Face failed. Maybe…

> **CAPSTONE BOOSTED:** Well now you certainly have a better chance of that since the capstone allows the Lab to refine ITSELF as time goes on, guaranteeing that you'll eventually get the result you want given enough time.



Masterminding the Pizza Tower

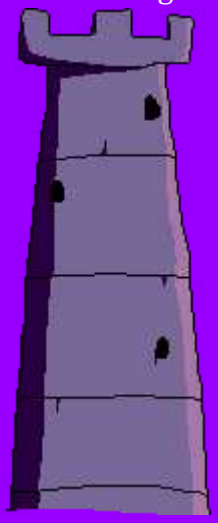
Snazzy Suit [100 CP | Discounted for Pizza Mastermind]
You get a fancy suit that miraculously instantly cleans and repairs itself when nobody is looking. It is perfect for slapstick humor (and makes everything you do slightly funnier)!

Weaponized Props [200 CP | Discounted for Pizza Mastermind]
These are special props used in slapstick cartoons to inflict temporary (if painful) violence on the unlucky recipient. In your hands the violence is no longer temporary. You gain access to Pizza Faces full arsenal (his attacks in the final boss of the game)

Pizza Pie Contraption [400 CP | Discounted for Pizza Mastermind]
You get a huge Pizza Face Mech to ride in. It has enough space for one person to pilot it… somehow, despite being completely flat on the outside. It still has the possible attack options but you need to charge its invincibility for five to ten minutes before you can use it for an equal amount of time.

A Tower of Your Own [600 CP | Discounted for Pizza Mastermind]
You now have your own Pizza Tower. It is just the same size as the old one with multiple floors and different zones that are way bigger on the inside than on the outside. While the zones are the same as the original ones and there are stationary bosses and there are also these pillars, though they are not powered by imprisoning someone else.

CAPSTONE BOOSTED: A Real Tower: (Capable of Altering Existing Rooms And Creating a new Room or Floor once per Jump; includes now also the Death Ray)



Companions

Companions can purchase more companions.



Companion Import [100 CP]
What's that? you've already got friends lined up to help you enjoy this jump? Alright then, just pay 100 CP per companion and you're all set. All imported companions gain 800CP to spend on whatever they want and receive an origin for free. they cannot take any scenarios, but can choose to participate in any one you choose.

Canon Companion [100 CP]
So you want to take any other existing character from this world. Well then this option is for you. You still have to make them agree to join you but even a vague promise of support will work for that.

Peppino [100 CP]
The main character himself.

Pepina Ramen [100 CP]
This anime inspired lady is apparently a distant sister of Peppino. She heard her brother was in trouble so she decided to help out.

Paola [100 CP]
This little girl is Peppino's niece, who was just there to help her uncle.

Pizzelle "Suzette" Theodore [100 CP]
No one can say for certain if she is related to the noise or not but this lookalike is actually a candy shop owner. She doesn't actually know how she got here but she does want to help out in any way she can.

Scenarios



Tower Topplin

Your goal here is simple: Conquer the Tower; Or in other words: Follow the plot of the game; Basically, you are taking Peppino's place in the story while he stays in his restaurant trying to pay the rent. There is just one catch: Since there is an implied time limit in the plot, you also only have 24 hours before the restaurant is going to be blown up with the laser and the scenario is lost. Losing the scenario will not lead to Jump- or Chain failure but it will mean a depressing introduction for your Jump.

Reward

For doing your part to take down the Tower, You are given the perk *Tower Conqueror.* This makes it so that whenever you have to do something like this again, breaking into a building in order to save something, take something that it houses or destroy something being built inside it (like says, a giant ass laser) , your ability to hide inside of said building and survive there is frankly ludicrous. First of all, as long as this is active you cannot be the cause of the owners of the building raising its security levels. Secondly, so long as you can evade capture from the guards and make yourself scarce from any security system, eventually they'll give up on trying to actively catch you. Until the next time you trip the alarms again. Now note, this Perk won't stop the security level from rising due to forces outside your control, nor will it help you get back in if you get caught and kicked out of the building. it's just supposed to make breaking and entering for prolonged periods of time easier.

Perfectionist of a Chef

Get a P Rank in all levels, it's not the hardest thing to do, especially if you have enough style perks and a way to extend combo meters, but it is annoying. By God is it annoying. Making sure to go through level after level, planning out your route and making sure your combo meter doesn't empty out on you is essential for completing this challenge. Failing it doesn't end the Jump but you do miss out on the reward.

Reward
Eyes for secrets: In order to complete this scenario requires you to find secrets. So how about an ability that makes it easier to detect secrets? More specifically, secrets that you can benefit from. How this works is that when a secret is nearby you will notice a trail of lights that will lead you to a secret. Now these secrets can be secret passages, hidden weapon caches, Secret rooms in a dungeon, that sort of thing

Pizza Time Finally Ends!

It turns out that Pizza Head recovered and went back to his old plans again, I suppose Peppino didn't get all of the Pizza Tower Secrets. (If you took the Perfectionist of a Chef Scenario then You obtained the last needed P-Rank as Peppino is finished with the final boss.) In order to truly defeat Pizza Head, you have to take on the tower ... .Potentially even again if you took the First Scenario. Luckily this time there will be no time limit. Peppino and Gustavo will even help you out here. Unfortunately, the appearance of Gustavo does mean that Pizzahead has moved up his time schedule by a lot. Implementing scrapped Ideas for the tower, and he has Access to the **Of Course You Realize, This means War** Super Perk, and an additional Phase to his bossfight where this perk really shows itself off.. Tread Carefully Jumper, Cause shit's about to get real.. (Go through another tower that's similar to the first one but it includes things that were scrapped from the game and is much harder. an additional phase of Pizza Head that was scrapped from the final game.)

Reward
Power of an Italian Chef: This is a Super Capstone Booster. Basically this perk pushes your capstones even further beyond their limits. Without any capstones this perk increases your speed to mach 1 and you can strike as hard as a speeding truck. As for how it affects your perks, well here's the list:

Pillars of the Tower becomes **Rage of the Tower**: So have you ever wanted a ghost army? How about a ghost army composed exclusively out of the dead clones you can produce with the original skill. Because now, whenever any of the clones of the original die they leave behind a small ghost of you that you can command. and Every time the 1-up is triggered it spawns an exact ghost of that last original. these ghosts have 25% to 50% of your power.

Unexpectancy becomes **A Burst of Catharsis**: Remember how this perk can only activate when your rage and stress reaches your breaking point? That is no longer the case because with this power up there is another level beyond that one. The original can be activated when you are angry, ticked off and annoyed enough to scream. But now, when you reach your breaking point…something else happens…your entire body turns red, your eyes turn red, your muscles grow, and finally your clothes are gone…actually let's make that last part optional. But now NOTHING will protect your foes from your wrath. Not destiny, not fate, not toon force, not plot armor, and not even any perk from any jump. They made you this angry and now they are going to pay for it! As for your attacks, well now they hit as hard as a bullet train. And any foe that is not at final boss tier or bonus boss tier will be frozen out of fear. Worst of all, your attacks pierce through defenses. In other words, if your opponent is wearing armor, it won't matter if they are

feeling the full force of your attacks. Also it is still a part of your body mod. But you can use the original version of this perk at a 100% provided you are angry enough to trigger it. But hey whoever thought it was a good idea to make you that angry…they had it coming

Jumper Strikes Again becomes **Calzonification:** That's it you have all you can stands because you can't stands no more! After being taken down for a second time. YOU GET RIGHT BACK UP! Time for phase 3 except this time you're ready. Those grab and throw attacks that your opponent used against you before are not going to work anymore. Now they have to find a new way to harm you. But as you grow in power this perk will also get stronger along with you.

Dangerous Prankster becomes **Noisey Fighter:** As the capstone for Dangerous prankster allows you to become absolutely Lethal with your attacks, This one massively amps up the spectacle part of it, making your fights a masterpiece of bloodshed, comedy, and noise that people would pay to be a part of. So long as you can convince them it's all a part of the show of course.

Pizza Time Never Ends becomes **Pizza Time is Eternal:** Ever played Prototype? Because now you can emulate one of the protagonists main powers in that Game, that being the improved absorption of mass while storing it inside of your body without it undergoing any significant changes, which means so long as you can provide the Mass you can do a whole lot of body horror attacks.

Toon Physics becomes **Of Course You Realize, This Means War**: This is strange…you normally don't feel anger…but now you do…which is not good. When you actually feel genuine anger; Something snaps. When that happens, it's war. Your toon antics are now more on the level of someone like The Mask. What this means is that your toon physics can affect the environment to suit your needs.

Infinite Laps!

Okay this one is a bit misleading but here's whats going on. Pizza Head has found a way to make thing harder for you. Basically each stage of his tower requires you to run through 4 times. May not seem like much but after the first floor it would feel like you have been doing this forever. You are forced to spend the whole ten years in the Pizza Tower which will always reset whenever it is cleared. But the goal is more or less the same take down the tower but now with these new laps impeding your progress, without going insane.
If you are anyone but a Challenger, you will be background decoration at best (only if you are too strong for him) and a punching bag for Peppino at worst as the world warps at least once per every day. If you are a Challenger, though, you will have the irresistible urge to challenge the Pizza Tower (and add random mods) over and over again while Peppino just watches you. (Luckily, unless you fail completely at everything, you won't die permanently)

Reward:

You gain the **Real Tower** unless you already have it, in that case you get 1000CP to spend anywhere else in the document and it will be further upgraded to **The Transcendent Tower**.

The Transcendent Tower is the ultimate base of operations. Not only does it start out as the original Pizza Tower (all bosses included) but you can add an additional floor (and within that floor up to five rooms) once per Jump. Further you get a special pizza oven which you can use to create mods which can change your tower even further. (e.g. use a pokeball to change challengers into pokemon, add a third or even fourth lap, additional time limits…) Last but not least, you can restore your Pizza Tower a minute after it is destroyed.

Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters here? Fine, you can take the place of one of them.

Another Universe [+0 CP]
Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

It's All Real [+0 CP]
Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Toppling Tower [+0 CP]
You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years.

Mute [+100 CP]
You can't speak. This is fairly self explanatory.

Enjoy the Stay [+100 CP]
You cannot leave the Tower until the story is over. Any powers or items that allow you to do so and Warehouses are disabled until that point.

A Seasoned Jumper [+100CP]
What's that smell? Somehow you seem to smell like garlic and oregano. It doesn't directly impact you but it is a good way to alert some enemies… (not to mention that it makes some conversations awkward).

> **A Tasteful Jumper [+300CP, requires A Seasoned Jumper]**
> It looks like pizza perfume wasn't enough for you. You now smell to others like their favorite meal. Expect most enemies to start lunging at you and ignoring/switching up their usual patterns in exchange for a taste of Jumper. In Pizza Tower ingredients want to make a meal out of you.

A Bundle of Anxiety [+200 CP]
You know the first perk of the Challenger origin. Now you have all the anxiety the perk gives you…but none of the benefits. The more BS you suffer the more anxiety you build up but now you have no way to turn it into power. And don't think you can cheese this by getting the Anxious Anger and Determination perk because there will always be just enough Anxiety that doesn't make it into your will.

Intense Immersion [+200 CP]
The nice thing in a Jump is that you gain a role, a set of memories but you usually can act as you wish. Now, until the story is over, you will be treated according to your role no matter what perks you have that allow you to ignore that. E.g. Challengers will be

attacked by tower residents, Masterminds will be harassed by minions for management as for Drop In's well they'll be treated as mere tourists to the Pizza Tower until you give them cause to rethink that.

More Toppins![+200 CP]
Okay now this is going to be annoying there are now double the amount of toppins in each stage. May not seem like much but it will get annoying seeing that each toppin will give half the normal amount of cash.

> **And They're Female? [+0CP, Requires the "More Toppins" Drawback, Optional]**
> Why? Just why? Well, whatever I am not going to judge. With this drawback, the extra toppins will look like the Toppin Girls from the mod of the same name. Made by Minus 8….enjoy I guess?

Uncanny Impersonator [+300 CP]
Yeesh, aren't you a sight for sore eyes. Well, emphasis on Sore because this drawback essentially gives you the look of a deformed clone of one of the people within Pizza Tower. This won't get in the way of any perks or powers you bring in, except for charisma or charm perks, as you'll generally unnerve anyone who looks at you.

> **Who's Copying Who? [+300 CP, Requires The "Uncanny Impersonator" Drawback]**
> There is now someone who looks exactly like you with the sole difference that he or she looks and behaves like the usual you. They will have all your in-Jump perks and items as well as your body-mod (and enough memories from you (for most people) to believe they are the real deal). They will also start out antagonistic towards you as your first encounter will automatically be a fight.

Perfect Jumper [+400 CP]
A 'Perfect Jumper' never varies, a 'Perfect Jumper' never shifts, a 'Perfect Jumper' never carries doubt… you are now such a 'Perfect Jumper'. You never see a need to doubt yourself, to improve yourself or even try to change your habits. Why would you if you are perfect the way you are? I am *definitely not* saying this because you have a tendency to react violently to criticism and tend to hold grudges, no, sir!

Lockdown [+600 CP]
You have no **Out Of Context** items, powers, or warehouse.

D Stands for Die [+600 CP]
We have this neat Point System for this Jump. We also are now very intolerant of people performing horribly. As such it means a Jump failure if you either get a D Rank for any of your levels/activities or you completely run out of points… Wait, you start out with zero points? Fine, you get an hour to get some of those.

Decisions



You have three choices …

Go to next Jump
Right so you'll be taking that pizza to go? Or have you become sick of the overabundance of the stuff here. Which is…fair enough I suppose. Regardless I hope you enjoyed your time here.

Stay
You want to stay? Here? Well no accounting for taste I suppose. Well then take an extra 500 cp to spend on whatever you like and enjoy.

Go back
Thinking of ending your vacation or chain? Well this one is a pretty good one to end it on I'll give you that much.

Notes

Pepina Ramen is based off a mod of the same name

Pola is based off of a mod called “Paola Over Peppino” and yes in that one she is Peppino’s Niece

Pizzelle "Suzette" Theodore is the main character of Sugary Spire a game based off of Pizza Tower so it seemed appropriate to add her as a possible companion

The introduction to the ‘Perfect Jumper’ drawback is based on the Pepperman Song from RecD

Change Log

v2.0

Scenario's finalized.. Images added

v1.0

Base Jumpchain completion. Scenarios incomplete.

v0.1

Initial Jumpchain creation.