Out of Context Plumber Princess Monster Supplement

V1.0 By LJGV/Sin-God

This document can be used as a supplement in any Jump that would not otherwise have the Mario Bros and/or the Mushroom Kingdom within its continuity.

By taking this Supplement you have chosen to become a hero, princess, or monstrous villain of some sort and you will enter into a continuity that lacks the Mario Bros and their affiliated places and people as a Drop-In opening your eyes somewhere where a noble princess is on the verge of being kidnapped.

As a plumber, princess, or even monster gaining a new origin through this Out Of Context Supplement you are, for the duration of this jump, whichever origin you select. You can still utilize your alt-forms freely, barring something like an OOC perk or drawback that prevents that. Take these points, they'll help you adjust to your new reality. In future jumps your chosen origin in this jump follows you as an alt-form you can don at will (barring drawbacks).

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten-year-long Jump.

Origin:

All origins are free. If you lack a human form and get the Plumber or Princess origin you get a human form.

Plumber

Do you happen to have a tall brother? Or maybe one shorter than you? Regardless this origin is for platforming heroes, those who strive to bravely and determinedly rescue princesses and save the world. With this you are a mobile, heroic sort who goes from place to place and frequently finds damsels in distress ready and eager to be rescued.

Princess

Oh beautiful, fair princess, you have the beauty and charisma to captivate hearts and become the subject of a great deal of obsessions as well as the wisdom and gentleness needed to rule justly and effectively. You are also inclined to somehow become the skilled ruler of strange and mysterious lands. This origin doesn't actually change your gender or sex, unless you want it to. If so you become a woman and, if you want, female as well.

Monster

Ah yes, the villainous origin. With this you are a mighty beast of some sort, though this defaults to making you a monstrous royal koopa with a form that meshes some facets of your base form with those of King Bowser's. You are superhumanly tough, and superhumanly strong, as well as innately some dark magic and can breathe fire. You also innately possess a dark charisma, one that naturally attracts bullies and the weak-willed, getting bullies to ally with you and making the weak-willed feel a strong urge to serve you.

Perks:

Note:
To get a **Booster:** Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

In order to get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:

Platforming Professional - Free
You are a wiz at parkour and platforming. This perk alone doesn't grant you any outright supernatural skills such as the ability to double jump (the jumping in midair kind), but it does grant you the skill, physique, confidence, and instincts of a professional parkourist and platformer. With this you also understand how to use parkour and platforming defensively and offensively.

Royal Kidnapping Origin Perk - Free (Cannot be taken with "Not Drop In")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting, opening your eyes to see a kidnapping unfolding of a significant royal or other leader.

Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Reputation -100 CP
Your actions have a strangely mythic quality to them that gets people talking about them. If you do something noteworthy, expect people to talk about it. Your reputation also strengthens your ability to develop relationships with groups of people, with them coming to respect, admire, or fear you as is appropriate based upon your reputation and their values. With this a heroic jumper will quickly become known as a hero, while a conquering jumper will swiftly become feared by their foes.

Mario-ized Hybrid -Varies
If you wish you can give yourself an alt-form of something found in a Mario game. Some things here are free, like a base Goomba or Koopa (though enhanced forms cost 100, 200, or even 400, depending on how enhanced you wish to be with King versions costing 400 CP), while some things like a base Boo cost 100 CP. Enhanced things, like Shadows (Vivian and her sisters) cost 200 CP, while things like Cackletta's species cost 400 CP (and you don't start off as skilled in witchcraft as her but have the potential to match and then exceed her someday).

Mario Tech -200 CP
You are a proficient scientist and with time, energy, and resources, can figure out how to craft all sorts of zany Mario tech, from floating platforms that move on their own to pipes that can enable efficient travel between places that are comically far apart. A smart enough jumper with this, or one with *Power Up Professional* may just be able to figure out how to invent power ups. Your origin and other perks also help you flavor this, with a Princess finding it easier to invent magical technology, a Plumber finding it easier to invent mobile technology, and a Monster finding it easier to invent offensive and defensive technology.

Power Up Professional -400 CP
You are both highly compatible with assorted power ups, strange objects you find that when you touch them imbue you with new abilities, and able to find them in even mundane worlds. There are an assortment of power ups you can find in the wild, such as a fire flower or a super mushroom. These items have the same effects on you that they have on Mario and his friends. By default you follow the same rules as Mario when you get these power ups, typically that they are not permanent things but that they only last as long as you can stay in a powered up state, something you get knocked out of when you take damage of some sort. That said, with enough time and training, something which will take years for even simple power ups, you can figure out how to make the effects of the power ups permanent (or in the cases of ones that grant you invulnerability or something on that order of power you can figure out how to spontaneously grant yourself temporary versions of them once per day). You'll always be able to find power ups in future jumps, though if they are wildly out of place it'll be harder to find them.

Adventure's Call -600 CP
Destiny has plans for you, dear jumper. Adventure will inevitably seek you out, and though you'll have the opportunity to refuse its call, it will be persistent. Thankfully once a call has been refused a few times it'll fizzle out and you'll be able to continue to live your life the way you want. That said, you'll have plenty of opportunities to go on varied, rewarding adventures and when you go on adventures you'll make new friends, gain new skills, and have the opportunity to make a legend of yourself. These new adventures will always have a skew or theme that makes them intriguing to you and will minorly take your perks into account.

Power Up Professional Booster: Mystical Growth
You are uniquely skilled at using powerful mystical artifacts. Throughout the adventures of Mario, his friends, and his foes, characters have often relied on the power of mythical artifacts that harness the powers of the cosmos, of nature, or sometimes of raw unbridled power itself. You are an ace at using those artifacts yourself, and naturally attract them. Beyond this it seems that one such artifact has already bound itself to you; a special 1-up mushroom. These mushrooms resurrect fallen individuals, and yours replenishes itself over time, able to resurrect you once per jump or once per decade, whichever comes first. Mystical artifacts you attract this way become fiat-backed to the minimal extent necessary for them to work in other settings.

Plumber Perk Tree:

Mobility Champ -100 CP (Free for Plumber)
Mario doesn't win fights by overpowering foes, he wins them by outmaneuvering them. You have learned from this and embody this trait. You are exceedingly quick, mobile, and capable of using your environment to enhance your fighting style and ability, if it is at all possible for you to finagle an advantage from your surroundings.

Capitalist Cure All -200 CP (Discounted for Plumber)
You have one of Mario's signature abilities; the power to instantly recover from wounds by gaining currency. If you get money you can recover from damage, doing so instantly based on how much money you get in one sitting. Enough money can allow you to recover instantly from broken bones and from a near-dead state. This also allows you to be supernaturally aware of the overall state of your current health.

Daring Dash -400 CP (Discounted for Plumber)
Mario is surprisingly fast, and now so are you. You possess a wellspring of endurance that makes you able to sprint at your full speed and utilize your dramatic mobility to its fullest extent, for long periods of time. It'd take truly hilarious amounts of running or other forms of movement for you to get tired, and additionally you are extraordinarily creative when it comes to mobility and powers, your mind endlessly generating new ways for you to mix movement and might. With this you can reliably figure out the intersection between your powers and movement, knowing precisely how each of your abilities will affect where you can go.

Power Up Professional Booster: Powered Parkour
You are really good at designing things that are mobility based, and you are frighteningly creative when it comes to using such things. You can even redesign and modify existing tech to give it new mobility based functions! Your technology and equipment will invariably make you even more mobile than your own two feet can. This tech gains fiat-backing.

The Right Allies -600 CP (Discounted for Plumber)
You excel at leveraging your reputation and making exactly the right allies for any given situation. When you come across a problem you can't resolve with your own two fists or your words, you'll almost invariably either have come across an ally who can help you out or are about to meet one. It's still on you to figure out what precisely needs to be done, but you'll never have to do it alone and sometimes the difference will come down to having allies or not having them.

Capitalist Cure All Booster: Consuming Cures
Mario's world is filled with fascinating foods. You are now an expert chef, able to reliably recreate the abundance of foods that are a part of the Mario games complete with their effects. These foods instantly heal those who eat them, and confer a series of remarkable status effects as well, capping out at resurrecting the newly fallen like a Phoenix Down defensively, and more than tripling someone's offensive power as far as less defensive matters go. Additionally those

who eat your food become noticeably more fond of you, their loyalty cementing as they have food only you can make.

Adventure's Call Booster: The Heart of The Matter
You possess a stunning amount of empathy and a healthy amount of charisma. You can easily voice people's insecurities and appeal to them in ways that can get the less resolute of them to side with you, and this works just as well on villains as it does on those who are neither heroes nor villains but are innocent bystanders. People feel seen, noticed, and respected by you, and even your foes can respect you, which can lead to plenty of peaceful or even cooperative interactions with your rivals and enemies if circumstances arise in such a way that you need their help or just want to get to know them when not actively getting in the way of their goals.

Princess Perk Tree:

Wise -100 CP (Free for Princess)
Peach lacks Mario's dexterity and finesse or Bowser's power. But what she does have is a stunning amount of wisdom and determination. You now share these traits, making you a stunningly skilled ruler, a good friend, and someone with the adaptability needed to make the most of constant kidnapping and obsessive foes.

Beauty -200 CP (Discounted for Princess)
You are awe-inspiringly beautiful. You possess the sort of beauty that actually starts wars, and compels people to try and vie for your hand. Thankfully you are also good at turning people down and for some reason people tend to respect your rejections. This beauty also touches every part of you, making your voice as beautiful as your face and giving you the practical equivalent of a pure heart. You can easily persuade even the most selfish, miserly rich people to marry you for your looks, and you can make a fabulous living as a model.

Generous -400 CP (Discounted for Princess)
You are quite good at getting what people need. This curious skill helps you always be prepared, and makes a good friend to those in need. Even rare and supernatural things that someone needs are not beyond your ability to acquire, though these things will be fittingly harder to acquire. Beyond that, when you get something someone needs and they use it they'll be slightly more skilled at its use, able to extract slightly more from it.

Power Up Professional Booster: Power Up Sharer
You have a funny ability. You can not only acquire power ups yourself, you can more successfully share them with others. You can do this over any distance, sharing any power up you have managed to acquire with any ally of yours from across the setting, letting you give someone hundreds of miles away a fire flower or even an invulnerability star. This can be truly life-saving in a critical moment. People can also do the same thing for you.

Just Ruler -600 CP (Discounted for Princess)

You are a remarkably skilled leader, one who can govern through judicious applications of kindness and wisdom. People are inspired both by your good-nature and kindness, and your wisdom is enough to help your kingdom prosper and to allow those under your command to grow as people, professionals, and in turn become more loyal to you. This is such that other rulers themselves respect you and envy your citizens, and are more inclined to seek out your wisdom or even try and join you if they can. Additionally those you rule over can follow you as followers, and places you rule over can begin to follow you along your chain, if you want.

Beauty Booster: Damsel
When you are in trouble you can reliably count on people trying to rescue you or help you out. Your beauty coupled with the thought of them becoming your hero or heroine drives people to try and rescue you from just about any situation. You can reliably count on people coming to your defense, especially if you are genuinely the victim of someone's malevolence or evil behaviors. These people may not succeed, but something about the thought of being your hero boosts their competence and increases the odds they can actually succeed outright or give you an opportunity to make your situation better in some way.

Adventure's Call Booster: Subject Of Legend
The adventures you get swept up in tend to involve you in some prophetic way which you will invariably learn about early on. These give you unique opportunities to predict what can happen, and thus to control and use your wisdom to make valuable decisions that properly sway these journeys in subtle, or sometimes not so subtle ways.

Monster Perk Tree:

Inhuman Ferocity -100 CP (Free for Monster)
You are a fierce combatant, one who is a bruiser capable of taking countless hits and throwing punches that crush walls and crumple cars. You have terrifying endurance and well beyond peak-human strength, making you a deadly enemy. You also have bestial senses, and a fully supernatural ability of your choice such as fire breath, flight, or intangibility.

Dark Mage -200 CP (Discounted for Monster)
Much like Bowser you are a surprisingly capable dark mage, a wizard who can use handy though mostly minor magic such as magic that enhances your own size, fires projectiles at your enemies, and hover in mid-air. You can also heal yourself and your allies.

Evil Endurance -400 CP (Discounted for Monster)
Your already enhanced endurance is now such that you can match some of Bowser's more hilarious feats. You cannot be done away with by environmental things, and when someone tries to do so to you you will invariably return. Whether it's someone dropping you into lava or kicking you into a black hole, you will always find a way back. This is also a straight booster to your normal endurance, making you take much more unyielding and tanky. For someone to put you down, they'll need to do it themselves.

Power Up Professional Booster: Empowered Villany
You are mightily receptive to environmental effects. Environments enhance you, such that now if you are dropped into lava you become a quasi-undead version of yourself that is just bones but makes up for that with a whole new set of attacks (and you'll eventually regenerate your lost skin). If you get launched into a blackhole you gain increased size and can manipulate gravity to some extent. Every type of environment has new effects on you, and you can share these enhancements with your allies, as well as share your odd environmental invulnerability. You are also quite adept at twisting power-ups you receive and that course through you, taking their powers and making them darker in some way, such that your fireballs from a fire flower are filled with dark magic or otherwise do more damage to neutral and good things and people.

Dark King -600 CP (Discounted for Monster)
You are a skilled tyrant, one capable of cowing people into submission. Cowards and bullies alike flock to you, fearful and awed respectively by your eerie might. You are also good at the day to day duties of leading an evil empire, both on a logistical level and on a personal level. Additionally as your power grows it becomes easier and easier for people to submit to you, to accept your dark might and for you to lead strange assortments of monsters, menaces, and foes.

Dark Mage Booster: Corruptor
You have one particularly fear-inducing skill that is especially amplified by your magic; the power to corrupt people and things. You know spells that warp the senses, twist the body, and infuse people and things with dark energy. How hard it is to corrupt someone or something depends on your own skill and power, and the power and personality of the people or object you wish to corrupt, but eventually, with enough time and energy, you can corrupt anything. Things you corrupt become easier for you to use (and cannot be used by those you don't let use them), and people you corrupt become slavishly loyal to you and filled with dark power. Things and people you corrupt follow you along your chain, gaining minimal fiat-backing and becoming followers as appropriate.

Adventure's Call Booster: Power Seeker
Adventures you go on are hilariously easy for you to twist and corrupt into exercises that result in you honing your powers, gaining new followers, and more power. However this manifests is up to you, and partially dependent on the sorts of powers you want to improve, the followers you want to gain, and the territories you want to rule over.

Items:
Any lost or stolen items will return to you after a week in the same condition as when you had it unless otherwise stated.

A Tiny Collection -Free
This is a small collection of simple power-ups, things like Fire Flowers and Super Mushrooms. These things respawn once a week, and provide you with temporary powers, usually for about half a day.

Pipe Network -100 CP
This is a handy mechanism for fast-traveling. You can enter one of these green pipes, which are only visible to you and those you permit to see them, and enter an underground area positively brimming with pipes that are labeled and lead to various locations throughout the setting, and this encompasses the totality of the setting. This won't lead you to protected locations, but places that are just far away will have pipes connected to them, allowing you to instantly travel to faraway locales.

Companions

Companion Import [50-200]
Standard companion section; 50 CP to import or create a custom companion with a stipend of 600 CP and the ability to select their own origin, perks, and items. If you pay 200 CP you can import or create 8 companions and they all get the same benefits.

Canon Companion [50]
This option is what allows you to bring canon characters from this setting with you as new companions. You get a token you can give to anyone you can persuade to join you on your chain, and at the end of this jump they'll be able to join you as you select your next jump as your newest companion.

Drawbacks:

Mario Minded +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow is a member of your origin that has arrived in this world.
You will need to work out your Background with your Jump Chan.

Pure Plumber, Princess, or Monster (Origin Exclusive) +200/300 CP
Whichever origin you select, you can only select perks pertaining to your origin and undiscounted perks. For 200 CP you can buy perks from other origins, but cannot use them for the duration of this jump. For 300 CP you flat out cannot purchase perks from other origins aside from your origin.

Kingdom Enemies (Varies)
This is a tiered drawback, one that costs 200 CP per tier. For each installment of this you take, a pair of individuals of each origin, only 2 per origin appears. These plumbers, princesses, and monsters do not have perks and have stats and attitudes matching their origin.

Epic Plumbers, Princesses, & Foes +200 CP/+400 CP/+600 CP/+800/
Sans drawbacks there are no other members of your origin or others keyed to this document when you first appear here. This changes that. This drawback causes there to be uniquely powerful plumbers, princesses, and monsters who appear at the same time as you. Each of

these individuals has access to the full perk list of their origin. Each tier of this corresponds to a different origin, which you select when you take that tier. The final tier of this grants all of the summoned foes access to the general perks as well as the perks for their origin.

Real Plumber, Princess, or Monster +500/800 CP
Oh… Oh no. Now you think like a member of your origin. This makes you a true member of your origin even if you can at times power through such sentiments. For the duration of this jump expect to be stuck acting like whichever origin you chose would. If you take the second, +800 CP tier of this, you cannot shapeshift out of your origin form, locking you out of your alt-forms. Alternatively, you can take the second part of this without the first, but for only +300 CP.

Ending Options:

Return Home (End chain, return home with everything you have)

Stay here (Stay in whatever setting you used this to jump to, ending your chain)

Continue on (Proceed as usual to the next jump)

Notes & Changelog:

-This is the first of these supplements I've made since I announced that I was cutting the generic drawbacks list from my OoC Supplements. I did that to reflect that I had learned that some of those drawbacks were from Generic First Jump. If you had not seen that, just know that that is why this supplement does not have that list. **That said I will say, my OoCSs are compatible with such lists if you want to use them (including from other OoCSs), but I'd rather not plagiarize even unintentionally.**