PAPER MARIO: THE ORIGAMI KING JUMPCHAIN

Welcome, Jumper, to the Mushroom Kingdom! You're just in time for something really special. In just a few days from when you arrive, Princess Peach will be hosting an Origami Festival in Toad Town, right outside the castle. But, all is not well. Unbeknownst to the Princess, the Origami Craftsman has used a forbidden technique that allows origami to come to life! It'll be up to Mario and his pals to stop the rampaging Origami King before the whole world gets folded up! You'll be staying in the Mushroom Kingdom for the next 10 years, so you'll need these Coin Points in order to help you get by.

+1000 CP

Locations

Roll 1d8 for starting area, or pay 50 CP to choose

1. Toad Town: A bustling town right on the outskirts of Peach's castle, the toads here have been preparing for the origami festival and the town is looking great.
2. Whispering Woods: The woods outside of Toad Town are full of mysterious voices whispering in the wind. Please be courteous to the trees.
3. Autumn Mountain: A beautiful mountain full of rustic charm, a white water canoe ride, and the famous Shogun Studios theme park. Take some photos for me, will you?
4. The Great Sea: You arrive aboard The Princess Peach, a luxury cruise liner that's seen better days. The sea itself is home to a number of interesting small islands.
5. Scorching Sandpaper Desert: The desert here is scorching hot! Or at least it would be if the sun was still around. All that's in the sky now is a dark hole.
6. Shangri-Spa: A grand resort above the clouds, this floating island is home to several relaxing fountains to ease your soul. I hear there's even a prize for visiting them all.
7. Origami Castle: Oh no, something's gone wrong here. You've arrived just after King Olly has refolded Peach's castle into his twisted origami creation. Be careful, Jumper.
8. Free Choice: Lucky you, you get to pick wherever you'd like to start.

Origin

Starting age is 17 + 1d8. Gender is the same as the previous jump. Pay 50 CP to choose either. All Origins may be taken as a Drop-In, giving no new memories or history in this world.

Plumber: Plumbers in this universe seem to not do much in the way of actual plumbing, preferring instead to fight off monsters and rescue princesses. Though, you do have a certain way with pipes. Maybe you're even a third brother of Mario and Luigi? That's up to you.

Toad: Ah, Toads. Where would we be without them? Toads can be found all over the Mushroom Kingdom and beyond, filling all sorts of roles! From shopkeepers, to spa attendants, to even legendary sea captains, Toads can do it all.

Minion: From the humble goomba to the powerful magikoopa, there are a wide variety of colorful creatures under the employ of Lord Bowser. You get to choose which type of minion you'd like to be, though maybe try to avoid something that explodes itself like a Bob-omb.

Origami: While you may be made of paper, you're not flat like the rest of the world. No, you're folded up into the shape of a person, or perhaps one of Bowser's minions. You've been brought to life by the Fold of Life technique, and so while you may have started out as lifeless paper, you're as real as anyone else.

Stationery (400 CP): Okay, maybe you're not made out of paper after all. You're one of the few creatures in this world that aren't made out of paper, instead you take the form of a giant-sized piece of office stationery such as scissors or a tape dispenser. In a world of paper, this makes you a boss monster.

Perks

Paper Body (Free, Mandatory for all except Stationery): This is a Paper Mario game, so it only makes sense that you too are made of paper. If you went with the Plumber, Toad, or Minion background, you are made out of flat paper, with your body printed on both sides. You can turn, move, and see all around you just fine, despite being two dimensional. Origami jumpers are a bit more three dimensional, being folded into the shape of a person. You are at risk of getting crumpled, water will make you soggy, and scissors have now become a deadly weapon. But, on the other hand, being flattened, crumpled up, and other ailments are a lot more survivable. After all, you can just smooth yourself out if you get crumpled, and being crushed by a boulder can't flatten you more than you're already flat. This perk applies to all of your alt-forms, and can be toggled on or off post-Jump.

Ring Battle (Free, Mandatory): Battles work a little different here than how you might normally do things. In this world, battles are more like a puzzle, based around a series of concentric rings, like a dartboard. When you're attacked, you'll be at the center of these rings, and enemies will arrange themselves around you. You'll have a number of moves to rearrange these enemies into a favorable position so that you can strike all of them at once. If you can't defeat the enemies all at once, due to a lack of power, or simply running out of time to rearrange the battlefield, enemies will get a chance to attack you, then the cycle repeats. Interestingly enough, against boss type opponents, the positioning is reversed, with the boss in the center and you on the outside trying to approach. After this jump, you can toggle this on or off as you'd like.

Plumber Combat (100 CP, Free Plumber): Of course plumbers need to know combat skills, why wouldn't they? This perk teaches you the basics of Mario style combat, namely the ability to jump on enemies and swing a hammer at them. Jumping on enemies lets you hit several enemies in a row, while the hammer is able to hit a wide area of enemies at once. For both attacks, if you're able to time your hits precisely, you'll be able to do a bit more damage.

Key Finder (200 CP, Discount Plumber): The Mushroom Kingdom is chock full of locked doors, whether that be doors with simple keys, magical shells, or gemstones needed to open them. It can be a pain trying to find everything you need to progress, but with this perk you're a master at finding hidden items! You'll be finding all sorts of keys in no time, probably even keys you don't need. Maybe try and return those to the rightful owner, okay?

Puzzle Solver (400 CP, Discount Plumber): It's no surprise that there are plenty of puzzles inside the ancient ruins that dot the land, and sometimes they can be just a bit too challenging. Well, with this perk, you've got a knack for solving puzzles, whether they be sliding tiles, memorization, or even some kind of strange ring based combat system.

Thousand-fold Arms (600 CP, Discount Plumber): A powerful technique, the user of this is able to turn their arms into origami, greatly extending their reach. This allows you to reach previously unavailable secrets, hidden doors, and more. But the true strength of this technique is its use in combat. Users are able to inflict massive damage by swinging their arms wildly, perhaps even performing special moves on powerful foes, like flipping them upside down. The only drawback is that you need to be standing on a magic circle to use this technique, though conveniently they tend to pop up anywhere that the Thousand-fold Arms might be of use to you.

A Toad of Many Hats (100 CP, Free Toad): It's not easy being a Toad. In addition to always getting captured, crumpled up, or even losing your face, every toad looks almost identical. Well, worry no more about looking identical at least. You're a skilled fashionista, able to turn even simple accessories into bold fashion statements. With even a simple hat, you'll be totally distinguishable from the legions of other Toads.

Clothes Make the Toad (200 CP, Discount Toad): It's one thing to look good, but it's quite another thing to actually know what you're doing. Well, with this, depending on what kind of costume you're wearing, you'll actually get the skills associated with that costume. Dressing up as an archaeologist will let you speak ancient languages and dig for treasure, while dressing up as a sea captain will actually give you the skills needed to sail a boat. This only applies to mundane skills though, so no dressing up as a wizard to get magic powers, though you might learn some card tricks that way.

Strength in Numbers (400 CP, Discount Toad): It's good to have friends to back you up. When you're in a tough spot, just call for help! Your friends will show up to give you a hand, whether that be in the form of some healing, a few extra seconds to solve a puzzle, or even just throwing some garbage at an enemy. Of course, the more friends you have, the more effective this is. And, well, it would be rude to call them for help and not offer some monetary compensation, right?

Fold of Life (600 CP, Discount Toad): This is a dangerous, forbidden technique, known only to master craftsmen. The Fold of Life allows you to imbue life into your creations, making them 'real'. This applies to any crafting project you wish to pursue, not just origami. Your creations' personalities will be based on your intent, as well as what you make them to look like. Be

warned though, this does not automatically instill loyalty into your creation. And don't worry, you have to consciously use this technique, so there's no chance of accidentally bringing something to life when you don't intend to.

Just Business (100 CP, Free Minion): Sure, you may be the minion of an evil warlord intent on taking over the kingdom, but that's only during business hours. When you're off the clock even your staunchest foe wouldn't attack you, as long as you don't do anything that would count as you being 'on the job', such as attacking them or doing something evil. Feel free to take your coffee break in peace.

Para-Minion (200 CP, Discount Minion): They say every time mario stomps a goomba, an angel gets its wings. Well, you may not be an angel, but you've got your very one set of wings! These white, feathered wings allow you to fly, hover, and glide with ease. For you, the sky really is the limit.

Backup (400 CP, Discount Minion): Quantity over quality, that's the minion motto! What self respecting minion would ever dream of going into battle alone? No, when you go to battle, you bring the whole family! Whenever you get into a fight, a half dozen or so extra minions will join you in battle. Sure, they may not be all that effective on their own, but all of them working together can pack a serious punch!

Dry-Minion (600 CP, Discount Minion): You okay there Jumper? You look a little parched. Well, just like the famous Dry Bones, you too are a skeletal vestige of your former self! This comes with several benefits. Of course, being 'dead' you no longer need to eat, drink, or breathe. And, as a skeleton, if you get beaten up you collapse into a pile of bones instead of being flattened. With a bit of time, you can pull yourself back together, good as new! It would take something special to keep you down permanently.

The Art of the Fold (100 CP, Free Origami): Valley Folds, Mountain Folds, all sorts of folds are at your disposal! You've become a certified master of origami, able to fold up all sorts of exciting pieces of art. That could come in handy quite often in a world made of paper.

Floating (200 CP, Discount Origami): Walking is for chumps! With this perk, you can float instead. Floating is a lot like flying, except a bit slower, but without any wings that could get bound or injured.

Refolded (400 CP, Discount Origami): Why stay with what you originally look like when there's so many options to choose from? You can unfold and refold yourself into different shapes, such as disguising yourself as a different minion type, or turning into a giant hammer to pummel your foes! The only limit to this is what can be physically made out of origami.

Vellumental Power (600 CP, Discount Origami): In this world, there are four great vellumentals that control the elements of Earth, Water, Fire, and Ice. Taking the form of massive beasts, these vellumentals are quite powerful foes. But, you've unlocked the secrets of their power, able

to turn into all four of them and use their powers as your own. The only drawback to this is that you need a magic circle to use these powers, but you'll find one conveniently nearby whenever you need to activate your vellumental form.

Groove (100 CP, Free Stationery): You've got some funky moves, Jumper! Whether you're dancing to the hottest beats, or singing your heart out, you've got the skills to pay the bills.

Unusual Defense (200 CP, Discount Stationery): There's something about you that makes you hard to damage. Maybe you can only be hurt from behind, or maybe parts of your body have to be separated to truly hurt you. Whatever the case, you're a lot more durable than you would otherwise be.

Disabling Move (400 CP, Discount Stationery): It's a simple rule of battle: an opponent can't hurt you if they can't get to you. Maybe you clog the battlefield up with sticky tape, or maybe you staple your opponents to the ground. Whatever the case, you've got a disabling move that will make actually getting to you a puzzle that your opponents will have to solve if they want to have any hope of attacking you.

One Hit Kill (600 CP, Discount Stationery): Well, this is just blatantly overpowered. You've got a special move that has the potential to instantly defeat anyone you use it on. It's as if you're scissors in a world made of paper. This move can cut anyone in half, which is fatal to almost anyone. Of course, you still have to actually hit your enemy for this move to work, and some people are quite skilled at dodging.

Items

Confetti Bag (Rated Free for Everyone): This simple, colorful cloth sack is able to hold large quantities of confetti. Any discarded scraps of paper will get sucked up into the sack and turned into colorful, magical confetti. The confetti you throw is able to repair objects made out of paper, such as a house with a hole in the roof. Pretty useful in a world where everything is made out of paper.

Hammer and Boots (100 CP, Free Plumber): Pretty simple stuff right here, these are the tools of the trade for plumbers in the Mushroom Kingdom. A pair of indestructible boots, and a matching indestructible hammer, perfect for walloping bad guys.

Guard Plus (200 CP, Discount Plumber): This fun, funky, and functional accessory has a pretty simple effect. Whenever you guard against an attack, the damage is reduced by even more than if you just blocked it on your own! Simple, yet effective.

Jumper Kart (400 CP, Discount Plumber): Though you might not get to do too much racing this time around, it's still good to have a reliable form of transportation. This kart is all terrain, going from the woods, to the desert, to the mountains with ease. Why walk when you can drive in style?

One-Up Mushroom (600 CP, Discount Plumber): It wouldn't make sense to go to the Mushroom Kingdom without getting the most powerful mushroom of all, now would it? This green, white spotted mushroom has an incredible effect. Once eaten, if you would fall in battle, the mushroom revives you at full health, as if you were never hurt at all. Of course, this effect can only happen once per mushroom, and you only get one mushroom every ten years.

Treasure Detector (100 CP, Free Toad): This bell will ring automatically when in the presence of hidden treasure. Though it doesn't point out exactly where the treasure is, with a bit of running around, you could triangulate the location based on how far away the bell rings from the hidden treasure. Quite useful if you're a completionist.

Coin Step Counter (200 CP, Discount Toad): This little accessory more than pays for itself in the long run. Functioning as a step counter, as soon as you reach 10,000 steps, you're awarded with 10,000 coins! Getting a coin for every single step you take isn't a bad deal, right? Of course, this only counts steps, not time spent driving, sailing, or anything like that.

Lamination Suit (400 CP, Discount Toad): This clear, plastic suit fits like a glove, and lets you turn completely invisible. Enemies will be completely oblivious to your presence, unless you actually bump into them or something like that. The suit does have a battery, and will need to be recharged after a few minutes of use. I'm sure you can find someone willing to recharge the battery for you for only a few coins.

Super Marino (600 CP, Discount Toad): This is the legendary vessel of Captain T. Ode, the world's greatest explorer and treasure hunter. This submarine is fast, durable, and even comes equipped with a pair of extendable mechanical arms that allows it to grab treasure and other objects from the sea floor.

Sack of Bob-Ombs (100 CP, Free Minion): This sack contains a half dozen Bob-Ombs, ready to explode as soon as you throw them. Or, if you'd like, you can ask them to walk along the ground towards a target before exploding. The bag replenishes lost Bob-Ombs every day. And don't worry, these Bob-Ombs know their purpose in life is to walk towards something and then explode, and they're more than happy to fulfill that goal.

Princess (200 CP, Discount Minion): No, not that princess. Princess is a chain chomp, similar in temperament to a dog, and now she's yours. She loves bones, so be sure to give her a steady supply and she'll love you. Just make sure that she's chained down, or else you could have a lawsuit on your hands as she's quite bitey.

Coffee Shop (400 CP, Discount Minion): It's nice to have a place to relax, isn't it? Well, you've got just that. Tucked away somewhere discreet is this little cafe, a perfect gathering spot for minions to meet up, shoot the breeze, and just get away from it all for a while. The coffee on tap is always piping hot, and there's plenty of other snacks for you to enjoy and sell to other minions.

Airship (600 CP, Discount Minion): This airship is twice as large and three times as inefficient as Bowser's previous airship! The propellers allow it to soar through the sky with speed and grace, and the Bullet Bill cannons on the sides make this a formidable fighting force. The figurehead (which is a bust of your own head) contains an additional cannon for launching Bob-Ombs out of the mouth of the statue.

Paper Mache Heads (100 CP, Free Origami): This is a set of several paper mache mascot costume heads, designed to be fun and functional. Despite the large size, it's easy to walk around with one of them on your head, and they're surprisingly durable. While these may not have much practical use, they're always good for a laugh, and who knows? Maybe you can use them as a disguise.

Folded Soldiers (200 CP, Discount Origami): What's a king without his loyal soldiers? These origami minions have been imbued with the Fold of Life, and as such are as alive and 'real' as any other person. Each of them knows how to fold origami, and do battle. Though they're weak on their own, you've got a few hundred of these minions in various types to use as you please.

Paper Machos (400 CP, Discount Origami):Now we're talking. These minions are much larger than your standard soldier, and what's more, they've got a magical seal hidden somewhere on their body. The seals have a picture of your face on them, and until they're removed, these paper macho minions are impervious to any blows. You've got a few dozen of these soldiers, in various types, to use as you please.

Origami Castle (600 CP, DIscount Origami): What's a king without his castle? This castle, constructed entirely out of the power of origami, is full of devious tricks and traps that are sure to trip up any trespassers. What's more, you can seal the castle off with powerful streamers, which can only be destroyed at their other end. With all that in place, you'd need some kind of hero to get past all of your defenses!

Trophies (100 CP, Free Stationery): Trophy collecting can be such a fun hobby. With this item, you start out simple, with just a single trophy of yourself. But, for every boss you defeat, every unique enemy type you fight, landmarks, and even some items, you can get a trophy as soon as you encounter them for the first time. Comes with a room that attaches to your warehouse where trophies are automatically sent.

Gold Weapon (200 CP, Discount Stationery): Sometimes it pays to have something flashy. Gold weapons are much better than your standard ones, and this applies to yours as well. Maybe you've got a golden hammer and boots, or maybe you've got golden staples that you shoot out of your face. Whatever kind of weapon you want, as long as it's made of gold, is yours for the taken. And, unlike those faulty weapons you might buy in a shop, this is guaranteed not to break.

Blade Guard (400 CP, Discount Stationery): Sometimes, you don't want to use all of your power. Perhaps you want to show mercy, or perhaps you have a strict personal code of honor against being blatantly overpowered. Whatever the case, with this blade guard on your person, you're able to scale down the power of your attacks, even up to the point of not injuring someone at all, should you wish.

Theater (600 CP, Discount Stationery): You've come into possession of your very own theater. The stage is well equipped with all sorts of set pieces and props, so you can put on almost any sort of show. And, with seating in the hundreds, you've got plenty of space for guests! Of course, you'll need to find some actors if you want to actually put on a show.

Companions

Multiplayer (200/400 CP): It's more fun playing with friends. For 200 CP, you can import or create 4 companions. Each chooses a background and gets the freebies, as well as 600 CP to spend on Perks and Items. For 400 CP, you can instead get 8 companions.

Canon Companion (100 CP): If you don't feel like bringing your friends in, you can instead take a canon character from the game. This can be purchased multiple times for multiple characters.

Drawbacks

Face Blindness (+100 CP): It doesn't matter who it is, all people look the same to you. Even if someone's wearing a hat, you have trouble telling them apart from one another. This especially applies to Toads, who already look the same.

Wrong Key (+100 CP): In your travels, you're sure to find many keys. Except, for some reason, you can never find the key that you're looking for! You'll need to search high and low, and probably spend a lot of time trying different keys in different locks, before you can find the right one.

Folded Up (+200 CP): Oh no, you've been folded! You start the Jump already folded up into some amusing origami shape, such as a butterfly, or maybe a fish. And for some reason you just can't get yourself unfolded on your own. You'll need to hope someone comes by and whacks you with a hammer to get you back into your original form. Until then, well, maybe you can enjoy being a cicada?

Washed Out (+200 CP): Something has drained all the color from your body, leaving you as black and white paper. In addition to the obvious fashion problems, you find yourself drained. You can't feel any strong emotions, or muster up the will to fight. Maybe there's some way to restore your color, but you'll have to find it for yourself.

Code of Honor (+200 CP): Just killing your enemies in one hit? That's hardly sporting, now is it? You have a personal code of honor that means you must give your enemies a fighting chance to

attack you, without instantly defeating them. Of course, if your life is actually on the line and they truly show that they are willing and able to kill you, you can show your enemies no mercy.

Newly Printed (+300 CP): You're freshly printed, as crisp as the day you were born! In fact, you might as well have just been born, because you're starting out with none of your out of Jump powers or items. That's right, you only have access to what you buy here.

Mook (+300 CP): Well, this is a bit embarrassing, but you're just a mook. A generic minion. Cannon fodder, in other words. What this means for you is that you're not very tough at all. Just a couple hits is enough to take you out. You might want to invest some time into looking for ways to increase your max health, or carry a lot of mushrooms with you.

Endings

Stay Here: You've enjoyed your time in the Mushroom Kingdom, enough to make you want to stay. All of your drawbacks are removed.

Go Home: Maybe you've enjoyed your journey so far, but it's time to go home now. All of your drawbacks are removed, and you head back to Earth.

To The Next Adventure: While you may have enjoyed your time here, it's time to move on. All of your drawbacks are removed, and you head to the next Jump.

Notes

By GW2Anon !3ZmXiJrYAI

Version 1.0: Jumpable
Version 1.1: Added Companion options
Version 1.2: Added Stationery origin with perkline and items, added Code of Honor drawback

You may have heard the legend that the person who folds 1,000 paper cranes will be granted any wish. Well, in this jump it's true. Upon folding 1,000 cranes with the Fold of Life technique, the user will be granted any wish. The limitations on this are unclear, as we only see two possible wishes. If you should attempt this, it'll be up to you to decide just what you can wish for. Fanwank responsibly.