
SUPER
MARIO MAKER 2

Super Mario Maker Series 1.0 By Burkess

Welcome to the world of Super Mario Maker.

You'll need these.

1000 Maker Points.

Locations:

1. The Mushroom Kingdom.
2. Bowser's Domain.
3. Anywhere else in this universe.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Maker Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

A Student Of Mario: Free! You've learned to perform the acrobatic tricks as Mario, and gained his physical characteristics. Your durability is greatly increased. You're able to survive falls from great heights. You can both run and swim underwater indefinitely. If there's something Mario is able to do, you can teach yourself to do it.

Kaizo Blocks: If someone would attempt to jump or fly in your presence, you can place an invisible block above them that'll drop a coin but also cause them to fall back down.

Race Option: Choose a species that exists within the Super Mario franchise. You're now a member of that species. Further purchases can turn you into a hybrid.

Lakitu's Cloud Trick: Like Lakitu, you're able to ride on clouds. You've learned the secrets of quickly creating these clouds, and can from them within moments. This also enables you to create solid clouds that people can walk on, and build structures out of them.

The Bowser Effect: You are to a normal member of your species as Bowser is to a common koopa troopa. This grants a variety of supernatural powers similar to those displayed by Bowser, and any special abilities your race already displayed are further enhanced.

King Koopa's Tactics: Grants an instinctive knowledge of how to control people with fear, intimidation, and respect. When you run across someone, you'll be given lots of ideas on how to use these tactics to coerce them into doing what you want.

The People Rule Themselves: Existing causes anything you're in control of to gradually get better. If you ruled a kingdom, then life would generally go well for the people there assuming no outside intervention, even without mcuh direct effort on your part.

A Kind Leader: People want to serve you because you're kind to them. And you know of what ways you personally can impact their life to add more positivity and happiness to it. It also works for groups of people, letting you know what the collective would most want.

Copycats: Others will be inspired by you and choose to mimic your behaviors and mannerisms. They'll find success in doing so, taking what you do and making it their own.

The Ultimate Sidekick: You can latch onto someone and, by journeying with them and spending time with them, scale yourself to be slightly inferior in most respects to them.

Win By Doing Nothing: In any situation, you'll instantly know how to achieve some manner of success by putting in the least amount of effort.

Playing Tennis And Racing Karts: In any relationship, be it friendly or adversarial, it's obvious to everyone involved where the lines in the sand are drawn and what behavior would be considered inappropriate. This would enable you to have a "friendly" relationship with your antagonist without it becoming blood sport, unless one of you decided to take it there.

Rosalina's Apprentice: Grants a command over magic of the type that Rosalina uses, equal to what she displays. Anything she can do, you can do.

Glide: You become immune to fall damage and can control your descent by gliding. From a jump, you can hover for a brief time before going into a glide.

High Jump: Each purchase quadruples your maximum jump height. By crouching, you can jump even higher by charging up.

Flutter: This technique enables you to temporarily walk on air, letting you squeeze more height out of a jump.

Smash And Grab: Enables a high speed charge that tramples enemies and can break bricks and walls with your fists. You're empowered based on how much greed you're able to feel, and your desire to covet things provides you with ample motivation.

WAAAAH: Grants the ability to summon water, using it to cover an area. You can also can swim through the air as a way of traveling.

The Driver: Skills at driving vehicles very well. You gain an instinctive understanding of all the fundamentals of racing and can squeeze up to 30% more performance out of any vehicle. You can increase the percentage even further, but it damages the vehicle based on how much more you're forcing it to do.

Kong: Enables you to become a Kong, like Donkey Kong. Also offers the ability to throw conjured barrels, create fire, and climb very well.

Kirby: You become the same kind of being as Kirby and gain his powers. You can suck other people up and absorb their powers. This is called a Copy Ability. You'll discover Copy Abilities that Kirby himself never did, as the beings you consume will offer new ones.

Dedede: Grants great strength and endurance, optionally also turning you into a large penguin person. You're able to fly by inhaling air. Can also temporarily suck people up and spit them back out. You're capable of generating electricity for utility and to enhance your attacks.

Megaman: Gains the physical stats of Megaman. You can optionally choose to become a robot. When touching someone, you can record data on their abilities. This enables you to transform yourself into a new form that can use their power. Each of your forms has a separate energy level that must be replenished when it runs out, otherwise you can't use your copied powers.

Angel: This grants you Pit's skills and a set of brilliant white wings. You become an angel.

God(dess) of light: You become a god(dess) who has the same powers as Palutena and is equal to her in power and strength.

Genius General: You're a master of strategy and can draw others to fight for your cause by getting them to sympathize with your goals. If someone is receptive to listening to you, you'll be guided in the best way to present your case to get them to agree with you. You're also very skilled with swords, axes, thunder magic and spears.

Be A Pokémon: Each purchase gives you the form of a canonical Pokémon.

Pikmin Commander: Grants the loyalty of an ever-changing group of over 100 Pikmen, and more will spawn as you need them. The Pikmen will fight at your side to help you achieve your goals.

Hero of Hyrule: You're Link's equal at everything. In future worlds, you'll be called upon to save them. If you answer the call, the world itself will assist you and help you get the tools you'll need to accomplish this.

Goddess' Blood: Become the equal of Princess Zelda. Comes with the abilities Shiek displayed.

Source Of Darkness: Gain the powers of Ganondorf.

PSI: Can use PSI, like Ness and Lucas. You start off as a novice, but will quickly reach their level with training.

Be An Inkling: Turns you into an inkling. You also get the gear inklings use.

Wii Trainer: You're a dietician and a genius personal trainer. You can adapt your workout routines to get anyone in shape. You can accurately pinpoint the biggest causes of pain in someone's life, as well as what brings them pleasure, giving you plenty of material to use to motivate them to do the work to get in shape.

The Mayor: People find it easy to like you and will frequently ask you for favors. If you complete them, they'll become better friends with you. You have access to an inventory system called Pockets. It keeps anything you store in them in the same shape it was in when you put it in there.

Animal Person: Enables you to choose the form of an animal, like in Animal Crossing.

Shadow Bugs: Like Mr. Game & Watch, you're made out of shadow bugs. They allow you to reform your body into a variety of different shapes.

A Hedgehog: This purchase allows you to optionally become a Mobian who can run as fast as Sonic the Hedgehog.

Falcon Martial Arts: Grants the fighting style and skills of Captain Falcon. As well as his driving abilities. Like him, you're able to infuse your attacks with the elements of fire and lightning.

Pac-Person: You can become a Pac-Person, like Pac-Man. If he can do something, you can learn to do it.

Demolition Expert: Grants expert level skill at demolitions and the physical strength to crush a wall in one swing using a mundane sledgehammer.

Champion Boxer: You're a very talented boxer who specializes in dodging attacks. You're able to use the legendary Star Punch, a special move that greatly amplifies your strength and inflicts greater damage.

In moments of opportunity when your opponents let their guard down, you'll be able to hit them and earn a star. The more of these stars you earn, the more devastating it'll be when you spend them to use a star punch.

Spaceship Pilot: Grants the same abilities and proficiencies that Fox Mccloud possesses.

Bewitching Personality: Turns you into a witch, like Ashley from Wario Ware. You're able to do the things she can do and have your own broom you can fly on.

Totem Arts: You can split off two copies of yourself who have different coloration. Your others selves will cooperate with you to help you with tasks.

Animated Vomit: You become a being made of animated vomit, like Master Belch. It's very difficult to harm you in this state. Your new form enables many alternate attacks.

Gadd's Genius: Like Professor Elvin Gadd, you too can invent incredible devices. You have all the technical know how to create things like canisters that can contain Boos, and the F.L.U.D.D.

Starfy: Like Starfy, you're a kind of mysterious creature that is somewhere between a starfish and a real celestial star. You have special abilities based around jumping and spinning to great effect.

Pirate Captain: You're a talented pirate captain and know how best to manage a gang. You'll attract the type of people who will be loyal to you and are willing to care for you in exchange for you caring about them. You have all the skills a pirate should have, such as swimming, looting, and fighting with swords.

Sports Star: Grants unlimited talent at sports and a novice level of skill in every sport you haven't played yet. You'll always find new ways to improve your skill in sports and push yourself to the next level.

Babymetal: You've been trained in mixing the moe idol aesthetic with heavy metal. You're equally competent at being a Japanese idol as well as a metal singer and musician.

Manner Combat: Grants an internal battery. You can use this battery to enhance your attacks, as well as deploy a defensive shield. When you aren't attacking, your battery refills itself. You're able to charge up your attacks and make them do more damage. A powerful enough attack hit as your enemy is attacking can interrupt them.

Great Detective: You're a skilled detective and your mind hones in on any potential clues. You can see an outline over something if it'll be relevant or important to you in the future, making sure you can't miss it.

Quiz Master: Can create quizzes that challenge how people think and make them grow more knowledgeable. By turning education into a game, you can make learning fun and get people excited to do it.

Great Tenacity: Even when you fail, you don't lose your motivation. You have a strong desire to keep trying, even when things are tough. You can set aside your feelings of frustration and other emotions and keep a clear head in any situation.

Quick Mastery: When you obtain a new power or ability, your learning curve is cut dramatically, as you'll quickly figure out most of the tricks you could do with it. Further training will improve your skills, but you can reach a level of proficiency in minutes.

Items:

Savior of Hyrule Set: This is all the equipment Link has used on his journey. Bombs, a bow, a hookshot, the master sword, his shield, and a tunic. Among other things. It's everything Link has used in the past, including the Triforce Of Courage.

Excite Bike: It's a very reliable motocross bike. Riding on it will have the bike actively correct your mistakes to make you a better rider. Anyone could become a master with frequent use.

Super Mario Maker: This device enables you to design and create alternate worlds and invite other people to experience them. You can edit these "levels" at your whim, and it unlocks new elements as you come across them. You'll be able to use the new enemies from the worlds you visit and have visited in the past, and create alternate power ups using elements from the settings.

The Star Of Miyamoto: This is a Starman floating in a glass case. If the case is broken, the Starman will float into the sky and explode, bathing the universe in its light. Shortly after, Mario elements will become common. There will be koopas, goombas, and a being like Bowser will emerge.

The locals will also start to develop parkour abilities like Mario and Luigi. The flora and fauna of the setting will create altered versions of what you'd see in Mario, mixed with these worlds. There will be never before seen enemies and creatures in every place you visit.

Doctor's Coat: Gives you the ability to shoot pills and instantly makes you a doctor. You're able to do anything that Doctor Mario can do.

A Kart: This is a souped up kart, perfect for racing your friends with.

Dedede's Hammer: Has a jet booster inside that enhances its striking power. Also, can summon freezing ice when swing. The mechanical workings within can be charged up to further increase the damage. One swing of this hammer can level a building without using any of the enhanced modes.

Infinite Chili Dogs: This is a buffet that has access to all manner of hot dogs. Not just chili dogs. You'll find all sorts of specially prepared hot dog related foods for you to eat, and more appear as food is removed.

Galaxia And Dimensional Cape: Meta Knight's legendary sword. It can fire beams of energy. The cape enables you to fly using a pair of bat like wings and also teleport.

Pit's Equipment: The bow, blade, claws, staffs, palms, clubs, cannons, orbitars, and arms Pit uses in his quest. They're all at your disposal now.

Varia Suit: A suit used by Samus. This one fits you like a glove.

Falchion, Ragnell, Parallel Falchion, And Thoron: A collection of legendary weapons fit for a lord.

F-Zero: The legendary car of Captain Falcon.

Monado: The legendary Monado. This weapon is yours to command, and its powers are at your disposal.

Duck And Dog: A hunting dog and a duck ally. The two are inseparable and fight alongside each other.

Arwing: A high-powered combat spacecraft.

Mahjong Set: A set of sentient mahjong tiles. They'll give you tips on how to play as you do so, and can train you to be the best ever at mahjong.

Swapnote: Can send message boxes to intended recipients. If they accept, they'll be able to use the message box to text with you in real time. It also enables you to set up rooms so that multiple people can text each other at once.

Famitsu And GameCenter CX: Subscription to Famitsu. It will constantly produce new copies as you visit different settings. Same deal with the GameCenter show.

Mercedes-Benz GLA: It's a brand-new car. Every year, you'll receive 10 luxury sports cars from the setting you're in. If there are no cars, it'll just pick something similar to it.

Felyne Sidekick: This teammate of yours acts as your support and will give you a lot of good advice on how to hunt monsters.

Mr. Saturn Village: A village filled with Mr. Saturns. They'll let you stay there for free and give you coffee.

Yamamura: A pigeon with a Mario emblem on his chest. He'll critique the things you design and offer advice in how to improve them.

Electric Guitar: An electric guitar that doesn't need a power source. When played, it creates damaging shockwaves that spread from the guitar and harms things as they move.

Balloons: These balloons enable you to fly. If they get popped, you'll fall. You get new balloons when you will it. They also enable you to play another game where people hide balloons and then compete to see who can find the balloons the fastest.

World Updating Famicon: It has all the games on it. It'll create a new set of games every time you visit another setting. The ones that get created will be from an alternate universe where the famicon existed in this place and people developed games for it.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Maker tokens, same as you got.

Your Sibling: A sibling of yours who scales to you and always has the same powers and abilities you possess. They're very skilled at team work with you, and you always know what the other is thinking.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you want. Unless a drawback conflicts with this.

Continuity Toggle: Free! You can decide at your leisure what other Nintendo properties are canon to this universe.

Be The Main Character: You take on the body and role of one of the main characters in this universe. You inherent their allies and enemies.

Longer Stay: You'll spend 10 more years here.

Upstaged: In any partnership, you'll always be upstaged. Anytime you achieve something, if someone else played a role in it, they'll get the credit. Other people's names will always come before yours when credit is given or a title is being written.

Bowser-Napped: Bowser is fixated on you and will periodically decide to kidnap you.

You're A Toad: You become a member of the Toad species and must remain in this form the whole jump.

Status Quo: Regardless of how things go, everything will eventually return to the status quo of Bowser kidnapping Peach and Mario and Luigi going to save her.

Warehouse Lockout: Every time you want to access your warehouse, you need to complete a challenging level that Mario would find difficult.

Item Lockout: Your items from outside this jump are all locked behind specially made levels, thematic to what the item is. Only by completing the level will you earn your item back.

Power Lockout: Any abilities you have from outside the jump can only be earned one by one when completing levels. The power of the ability relative to this universe determines the difficulty of the level. Really weak and inconsequential powers could be earned in levels that last seconds. The truly powerful ones will require you to defeat tough Kaizo levels.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions all must be rescued from challenging levels before you're allowed to have them join you here.

Be The Main Badguy: You're required to kidnap people and make life difficult for everyone around you at least every 3 months until the jump ends.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Maker points as you spent. They don't like you and want to defeat you.

The Boss Dislikes You: You instantly become Bowser's most hated person upon entering the jump, and he'll be left with an irrational desire to wage war against you. This effect ends after the two of you engage in single combat.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?