
Super
MARIO
untold
Stories

Super Mario: Untold Stories 1.0 By Burkess

Welcome to Super Mario: Untold Stories.

After the events of Odyssey, Princess Peach refuses both Mario and Bowser. The two make peace and eventually become best friends. Along with Luigi, they become a famous team. Now there is peace all over the Mushroom Kingdom.

Everyone is happy, except for Larry, one of Bowser's children.

He doesn't like the new kind and happy Bowser, and he blames Mario for this. He decides to take revenge, but he knows he can not mess around with Mario, as he's always been defeated by Mario.

So he decides to kidnap Luigi as revenge. Larry assembles a group of Koopas and goombas and as a sign of his great love for The Godfather and mafia stories, he arms them with guns and hats. They finally kidnap Luigi, and now it is time for Mario to rescue his brother. He picks up his pistol, wears his brown coat and his old Italian hat, and hits the road.

You'll need these.

1000 Untold Points.

Locations:

1. Mushroom Kingdom.
2. Anywhere else in the Mario 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 Untold 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.

Last Time, On Super Mario!: Can have a narrator summarize a series of events for you while showing you video footage of previous events. You can allow others to see this as well to have the narrator explain things for you in a concise and expedient manner.

Bullet Time: Enables you to slow time down to a crawl while affecting you less than it does others. The energy you use to perform this technique restores itself overtime.

Shield Power: You can activate a force field that absorbs damage and protects you. Maintaining it takes away from your supply of energy, and absorbing hits will rapidly deplete it. It restores itself overtime.

Health Bar: The amount of damage you can take before you die is measured in a health bar that you can see. You can continue to fight and sustain damage at peak efficiency regardless of your wounds until the bar runs out. In which case you'll either become incapacitated or die, depending on what hit you. Your wounds will gradually self-heal and eventually return you to peak condition.

Auto Refilling Ammo: You have a regenerating supply of energy within you that enables you to spawn ammo of any kind you've seen before.

Teleporting Assassin: This enables you to perform instantaneous teleports in a short distance around you, at no cost. Practicing this technique and using a ranged weapon would make you an incredibly tricky opponent to face.

The Peach Effect: Someone will come for you if you're kidnapped or captured. This is a guarantee that someone will be motivated enough to make a rescue attempt.

A Dedicated Wizard: You have a natural talent for the magic of this world, of the kind that Larry and Kamek uses. This extends to other magic systems you encounter, automatically translating your talents in other forms of magic you've learned to new systems.

The Don: If you have proof that you can offer a better way of life and help someone achieve their goals, and they're criminally aligned, they're highly likely to join you. Even people who aren't criminals could be swayed if you give them an offer they can't refuse. You can drill people in new skills to rapidly reach a level of proficiency.

Common Ground: Can become friends with someone based on things you have in common. The more things you have in common, the less important your differences will be, as you can bond over how similar you are to each other.

Conniving And Scheming: You know where your enemy's vulnerabilities lie and how to hurt them, even in indirect ways. Your mind supplies you with a list of ways that would hurt someone and sorts them in order of what would be the most effective for the least amount of effort.

I Choose Neither: People understand your statements and the intentions behind them and will honor them if they respect you.

A Famous Team: When you work in a group, everyone's abilities will find relevant applications, and you'll be noticeably greater together than you are apart. This also improves teamwork and helps everyone find a niche and know what skills to develop to best help the team.

Fame And Infamy: News of your deeds will spread across the entire universe, and people you've never met before will hear of your accomplishments. When you want them to.

Hide Your Heart: Can hide your feelings and resentment and keep it to yourself. Even your own father who you're close to wouldn't notice. Especially potent if you're plotting to betray someone.

Hidden Resentment: Can sense negative emotions. You can hear the thoughts like a voice in your head and track people by their feelings.

Heart To Heart: Can transmit your emotions to others, letting them experience what you experience. If you wanted to explain your redemption, someone would be able to feel what you felt before, during, and after the process. You can also receive the emotions of others to see things from their perspective.

Redemption Through Friendship: Can turn anyone, even violent beasts, into kind and loving people, through exposure to you. They'll gradually learn ways to feel good by doing good, and will become motivated to examine their life choices and who they want to be.

A Tight Squeeze: Can compress your body into tiny spaces. As long as it could fit 1/10 of your size, you can squeeze parts of your body or your entire body in there. For example, this would let you ambush someone when they open a suitcase you're hiding in.

Shopkeeper Privilege: You can teleport in front of someone that's not hostile to you who you've met before. This enables you to be right in the position to sell them things.

Shopkeeper Skills: Can acquire goods and gear that would be useful to people. Focusing on a specific person will point you to equipment you can make or find that they'd offer goods and services for in exchange for them. You know what people want to buy before they even need it.

Yoshi Weapons Manufacturing: You have the skills to create upgrades to existing equipment. When examining gear, you'll gain knowledge of what ways it can be improved and what materials you'd need to do that. As well as any relevant skills you should study to help with this process. You also have knowledge of how to craft firearms and explosives.

For My Princess, For My Brother: Ability to learn faster, the more these skills are needed and the tighter the time crunch to do it in. You could become a skilled marksman if your sibling was kidnapped, and you picked up a gun to go and save them. Your existing talents and abilities also get a boost, as they're expanded in response to your need to be better to save the day.

Practice Never Ends: If you mentally know how to perform an action, you can quickly learn how to physically do it. Repetition will further reinforce these lessons and improve your practical skills. You'll always improve slightly when repeating an action you performed correctly, without limit.

Ahh, The Princess: You leave an impression on people that will have their feelings continue to burn for you, until you do something that changes that. Emotions related to you don't lessen with time and remain fresh in someone's mind and imprint upon their heart.

Floaty Jump: Enables you to momentarily levitate while jumping, letting you go further. It also enables you to slow your descent when falling and always land safely, regardless of the distance you fall.

Yahoo!: Wall jumping, wall sliding, triple jumping, spin jumping. You've gained Mario's athletic and acrobatic abilities. If he can do it, you can do it, or teach yourself how to do it.

High Jump: Your jump high is increased by 50%. If you brace yourself, you can perform a super jump that takes you even higher up.

Gun Expert: Skills to be a crack shot with guns. Each purchase gives you 10 years worth of memories and experience of participating in a gun fight every single day.

Previous Adventures: Each purchase gives you 10 years of experience in adventuring in the Mario universe.

Career Choices: Pick a career, such as being a plumber, or a ruler. You gain 10 years of experience with this career.

Ancient Royalty: You come from an ancient bloodline and are acknowledged as royalty. In future settings, you'll always be able to prove you have royal blood and will retroactively have some distant relation to anyone who is also royalty.

The Tutorial Level: Can enter a training tutorial zone. It's a blank space where equipment and tools needed to train you in a set of skills or in an ability will spawn. The environment will shift to accommodate any training you do here. You can pull other people in here too to have them join in on a tutorial. Nothing that happens here "sticks" so you could do combat training and nobody would get hurt, for example.

Smuggler: You don't get searched as thoroughly and can smuggle items on your person in ways that they won't be found. You also know the best ways to smuggle goods in general and how to hide them.

Line Of Communication: You can find a way to get a message to someone when you need to, and coincidences will line up to insure you can. If you got kidnapped and had your cell phone, you could make a phone call to a pay phone and miraculously have the person you wanted to talk to pick up, as they were in the area.

Species Option: You can choose to be a member of any species that exists in the Mario universe. This grants you the associated abilities and the physical form. Further purchases can optionally make you a hybrid of these species, gaining the abilities of multiples of them and mixing your form. For example, purchasing King Koopa could give you the shell, tail, horns, and powers of Bowser's race, but with an otherwise human appearance.

Items:

Flying Balloons: These balloons enable anyone holding or touching the string to fly. They can be popped, though.

Mafia Attire: A collection of the finest Italian suits, dresses, and hats. And also guns of many kinds. There are brass knuckles and baseball bats, too.

Infinite Dynamite: Whenever you drop this stick of lit dynamite, you'll gain another one to throw and use. It doesn't blow up until you want it to.

Laser Pointer Upgrade Kit: Allows you to add a laser to any weapon. It makes your shots more accurate.

Extended Magazine Kit: It greatly increases the amount of ammo a weapon can hold, easily quadrupling the capacity. There are multiple tiers of upgrades as you can push a weapon further and further.

The Magic Wand: A Magic Wand from Grass Land. It enables you to perform a variety of magical attacks, including turning someone into a dog, firing magical blasts that ricochet off targets, and more.

Pipe Kit: Enables teleportation via connected pipes. You place one of the pipes down, and then you place another pipe where you want it. Entering one of them will cause you to exit another.

Piranha Plant Seeds: Planting these seeds and giving them some water will cause a Piranha Plant to grow to maturation within a day. If you plant enough of them, they'll form a stable breeding population and spread across the setting.

The Godfather DVD: Watching this DVD will enable you to cause people to become inspired by it. They'll wear Italian suits and hats, and they'll pick up guns and decide to establish their own mafias. You can also cause goombas, koopas, and other species from the Mario world to appear in the setting. All wanting to create their own mafias and dressed and armed for the part.

Bigger On The Inside Briefcases: You can carry things inside of these. They allow you to stuff far more into them than should fit, while not increasing the weight of the briefcases. For

example, fitting multiple people inside of them without harming them, so they can initiate an ambush.

Fire Rate Kit: Enables you to increase the rate of fire on a weapon. It can turn a pistol into an assault rifle. There are multiple tiers of upgrades as you can push a weapon further and further.

Mushroom Collection: These mushrooms can be used to make you grow bigger, or causes you to heal your wounds. Blue mushrooms restore your shields.

Universal Ammo Cache: It provides ammo for any weapon. It spawns bags, so you can resupply in the field.

Shield Kit: This provides a personal shield ability to anyone of your choice. It has shield supply kits that'll restore someone's shield when used.

Bullet Time Kit: A collection of pocket watches. They grant the users the ability to temporarily slow down time.

Question Mark Blocks: You can store things in these blocks, and they'll release the contents when struck with enough force. This can include minions, items, or anything else that you can put in there.

Your Kingdom: You have your own slice of the Mario world. It comes with a castle for you to live in and subjects who maintain the economy and handle the day-to-day work. It follows you from jump to jump, and anything you conquer or anyone who lives in your territory at the end of a jump is dragged along with you.

You get to decide how this gets inserted into other worlds, such as it being plopped down somewhere, or you can only enter it via pipes or paintings. You can also decide what the makeup of the subjects are by default.

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 Untold tokens, same as you got.

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

Leave When The Story Finishes: Free! When Luigi is rescued, Larry is beaten, or Mario is defeated, you can leave. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Continuity Toggle: Free! What other Nintendo properties are connected to this one? You decide. Any number of fan games, crossovers, and official content can become canon to this universe at your discretion. This includes any of your previous jumps.

Be The Main Character: You have Mario or Bowser's form, memories, and abilities. Your goal is to rescue Luigi and defeat Larry.

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

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

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

Quest For Your Companions: Your companions have been taken and sealed within hidden worlds, behind paintings. They can only be freed from the outside. You, or someone else, will need to release them from the painting world.

Living Like Larry: You are Larry now. You have his resources and abilities, and must handle the fact that Mario is after you and you and your forces are outlaws in the Mushroom Kingdom. Your goal is to defeat Mario.

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. It will also contain a list of potential allies who may help them conspire against you and their last known locations.

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

An Old Person: Your body shows the effects of age, and you'll move around as if you're in your late 60s.

Rekindled Passions: At some point here, Bowser will become obsessed with you and relapse. He'll decide to try to kidnap you.

Ending Options:

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