# MOTHER

Welcome to the weird and wonderful world of MOTHER. It's a pretty relaxing place, so kick back for ten years and enjoy the scenery.

...Sorry, that was a little lie. Actually, it looks like trouble's brewing right now, so you'd better take some stuff to help you out.

## +1000 CP

The world of MOTHER is a little different than yours. For one, it's less lethal; people let their kids wander outside all the time. Still, it's not without danger. In fact, one way or another, you'll probably run into some bothersome guys, so you should be ready to deal with that.

One thing different about this world is PSI. As you can probably guess, PSI is a potent psychokinetic power that very few people have. Actually, nobody had it, but thanks to a certain incident, a lot of wild creatures and even some humans seem to develop it on their own. In reality, PSI comes from an alien race called the Starmen, and they're none too happy with the Earth right now.

At any rate, be on the look out for strangeness in the neighbourhood. In all likelihood, trouble is just around the corner... or maybe that's just your neighbourhood.



# LOCATION

First, where in the world are you? Pay 100 CP to choose, or roll 1d8 to leave it up to destiny.

## 1&2: Podunk

An out-of-the-way town next to a forest. It's a little bit haunted, but the real trouble is the U.F.O. sightings in town and beyond. Could be the start of a big incident, you think?



## 3&4: Onett

A seemingly quiet town that has a surprising gang problem. The talk of the town is the meteorite that landed on a nearby hill. Is there something moving inside it?




## 5&6: Tazmily Village

The coziest town of all, and the only human settlement on the Nowhere Islands. Money doesn't exist here, and everyone knows everyone. You could get used to this place, huh? At least, if not for the chimeras that seem to be showing up all over.



## 7&8: Free Pick

Looks like destiny is asking you this time. Go ahead and pick whichever town suits your fancy.

**ORIGIN** So, who are you this time? You're 1d8+7 years old and whatever sex you came in as, unless you'd like to pay 100 CP and decide those for yourself.

## Drop-in Free



Maybe you don't want a bunch of new memories to sort through. That's fine; you'll turn up somewhere convenient, and everyone will wonder where you came from... or not.

## Village Kid 50 CP



Just your average, everyday young gal or guy. You're physically fit, have two loving parents, and keep up with the local trends. You'll fit in wherever you go, but for some reason, weird things seem to happen around you...

## Nerd 50 CP



The ultimate brainiac. You know your way better around a chemistry set than a conversation, and you can craft all kinds of nifty gadgets. Still, your life feels like it's missing something, so you've packed your bags and headed out to see what the world has to offer you.

## Alien 100 CP



You are a Starman, a cybernetic soldier tasked with preventing the spread of PSI on Earth. You have the ability to use PSI yourself, and can carry out such weighty tasks with ease... but somehow, you've found yourself separated from the main force.

# ABILITIES

Here's the exciting part. Discounts are 50% off.

THE CAMERA MAN: 100 CP, discount Drop-in

Whenever a particularly memorable event happens during your multiverse adventure, this gentleman will photograph it for you. He'll give you free prints in any size you like before disappearing. Say "fuzzy pickles"!

DANGEROUS GUY: 100 CP, free Village Kid

You're a natural at using everyday items as weapons, like baseball bats and frying pans. Hardly anyone can smash like you. As a plus, you're pretty good at sports and yo-yo tricks.

GEARHEAD: 100 CP, free Nerd

With the power of backyard engineering, you can create lethal weapons out of household objects. Your talent for working with machines improves, and people are less likely to question why you're packing heat.

PSI: 200 CP, free Alien

You have the fantastic power of PSI, the ability to affect the world with your mind. You can specialize in offensive or defensive PSI abilities, and your powers will grow over time.

SPRING THERAPY: 300 CP, discount Drop-in

No matter how beat up you are, a leisurely dip in still water will regenerate your body and prevent bleeding out. Lets you recover from mortal wounds in 3 hours, or thrice as fast in hot water. Only works if you relax.

ROLLING COUNTER: 300 CP, discount Village Kid

Any time you get hurt, even if it would be fatal, you'll have a few seconds before the damage takes full effect. This can save you from death or being knocked out if you can heal in time.

MASTER THIEF: 300 CP, discount Nerd

You know how locks work, and can find a way into just about any building. Slip past a whole army, or avoid scrutiny on the day-to-day; you're a seasoned veteran at going unnoticed. Just don't dwell on how pathetic that sounds.

ROBOT PROTECTOR: 300 CP, discount Alien

This robotic companion packs a whallop, and is unswervingly loyal; if need be, she'll take a lethal hit for you. Careful--if she's struck down, she'll explode with the force of a bomb. She can speak, but isn't very talkative.

# ABILITIES

These abilities are the cream of the crop, and priced to fit. Use them right and they'll help a lot.

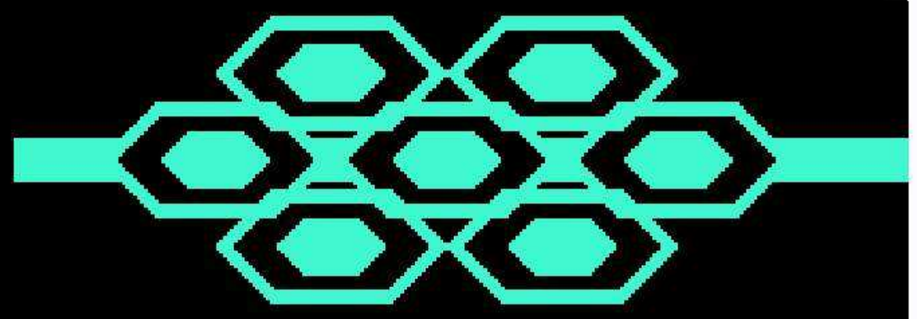
CALM SPIRIT: 600 CP, discount Drop-in

As long as you hold in your heart a sincere appreciation for life, you can relax in any situation, and it will be hard to interrupt your concentration. You also have more willpower, and be especially resistant to corruption.



ULTIMATE PSI: 600 CP, discount Village Kid

The strongest offensive PSI ability, named after your favourite thing. It hits like a cannon, and will only get stronger. You can only pull the Seven Needles hidden across the world if you have this. Oh, and don't worry if you can't use PSI normally.



CHIMERA ENGINEERING: 600 CP, discount Nerd

You've unlocked the secret of chimera technology and can mix and match creatures both mundane and magical, as well as create cybernetic enhancements. With this, it's even possible to enhance your creature companions. You'll need some lab equipment to make the most of it.



EVIL POWER: 600 CP, discount Alien

Your evil powers grow stronger, and you can imbue one object at a time with corrupting influence. You can control the minds of anyone who fails to resist this influence.



# GEAR

You might not be able to find this stuff later, so get it now if you want it.

### IMPROBABLE ALLOWANCE: 50 CP

Keeping in touch with your parents, whether by phone, post, or good old face time, will give you a monthly allowance of $10,000 (or DP) deposited right into your bank account. Drop-ins and additional purchases get $50,000.

### SWEAR WORDS: 50 CP

A card with your favourite swear word on it. If you throw it into the air, you can make any insulting message appear in floating letters as big as you want. Don't let your parents see it.

### WALL STAPLES: 50 CP

These handy dandy giant staples can be stuck into any surface at a fast rate and used as a ladder. You can pull an infinite number of them from your pocket.

### SATURN TABLE: 50 CP

This funny-shaped table can run as fast as a racehorse, and can carry up to four people! There's nothing to hold on to, but you won't fall off. It can cross mountains and valleys with ease.

### FLAMETHROWER: 100 CP

Who needs PSI Fire? This miniature flame thrower has infinite fuel and can spray hot death a pretty good distance. Careful you don't start any forest fires.

### LEGENDARY BAT: 100 CP

This bat has seen it all. It's made of aluminum and signed by FIVE major league stars. Also, it's unbreakable and can smash in the front of a tank.

### MAGIC DOORKNOB: 300 CP

It seems like this doorknob is following you. If you pick it up, you can use it to make a lockable door in any surface and pass through most walls. You can't hold on to it for long, but it'll always turn up when you need it.

### FRANKLIN BADGE: 300 CP

This badge is said to have been used by Benjamin Franklin himself in his experiments. Not only does it look cool, it protects you from lightning and reflects it right back where it came from. It won't even rust!

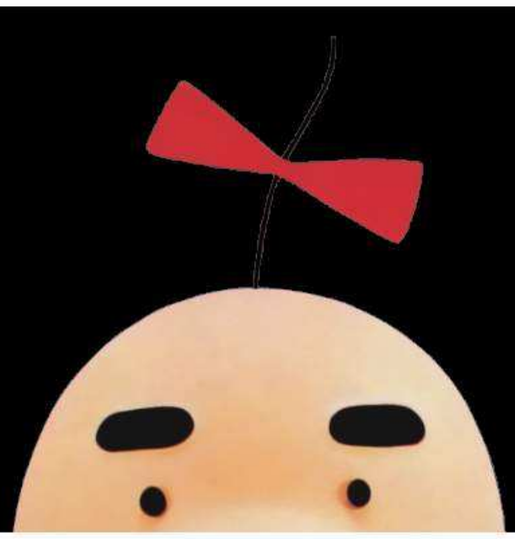
# DRAWBACKS & END

Want a little extra budget? You can make your stay more interesting with these extra troubles. Remember that you can't get more than 600 CP.



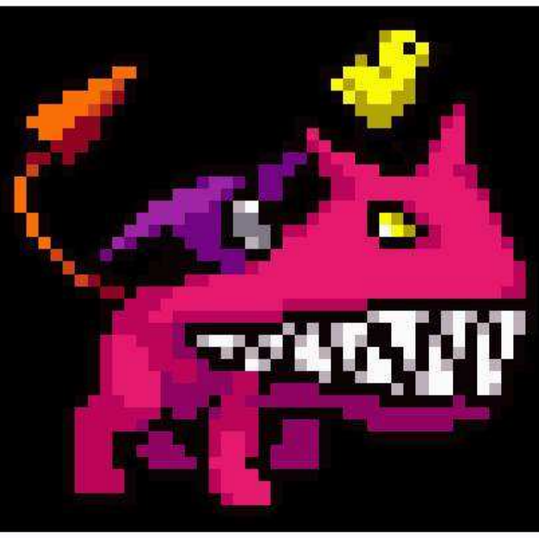
MAGYPSY CURSE: +100 CP

You've gotten on the wrong side of a Magypsy, and she's sealed all of your supernatural abilities. Skills and the like are unaffected, but you may only use PSI and other special powers if you are wearing a ton of makeup. Better not get caught in the rain.



[illegible] CP

It's not that you don't know how to speak. Every time you open your mouth, what comes out is just plain weird. Additionally, you will gradually develop an eccentric taste in leisure activities. Expect communication problems and odd looks.



PURSUED: +200 CP

The Ultimate Chimera is big, red, and full of teeth, and it isn't going to let you get away. For your entire ten years, any time you step outside of a town, the Ultimate Chimera will jump on your scent. You can't hurt it, contain it, or make friends with it, so don't even try. If you don't go out in the wild for a whole year, it'll rampage through town to get to you. If you take this with Copy Protection, may God have mercy.



COPY PROTECTION: +200 CP

Something's fishy here. Anywhere you might find trouble, it'll come ten times over; street gangs are like small armies, and roadways are covered in hippies. For some reason, if you pick this option, you can't choose to stay, nor can you come back even with Return in the Cosmic Warehouse. Is... is the whole world gone?

THE TALE FIRST BEGINS AS A TRAGEDY: +300 CP



At some point in your first year, one of your companions will irreversibly die. Assign numbers to the companions you brought with you and roll 1d8 to decide which one, rerolling if you have fewer than eight and land on one that doesn't exist. You cannot prevent their death, and it will happen in a heartrending way. The cause can be traced back to the villain of your time period. Can only be taken if you bring your maximum number of companions with you. The dead companion will not revive at your next jump, and their slot will be freed up.



I SEE YOU: +300 CP

Get ready, because in your fifth year, the world will be threatened by... something? Actually, what is this? No matter how much you look at it, you can't comprehend it. Occasionally in your first four years, the mood will sour and something extra strange will happen.
Paying attention to these signs might be your only hope.

Ten years is a long time, but the end will come eventually. When it does, you'll have to make a choice. Please think on it for a while and be responsible in your decision.

## GO HOME

That's enough wandering for this old Jumper. You'll go back home with all your powers, gear, and companions. Think about us once in a while, okay?

## STAY HERE

Something about this world calls to you. Time to hang up your hat and settle down--not that you'll have a dull moment here. You get to keep all your powers, gear, and companions, of course.

## MOVE ON

You're not done with your adventure just yet. Head along the Jumpchain, taking all your new abilities, gear, and companions. Please let them be of use.

...You'll probably pick this one, huh?

Also, all of your drawbacks will disappear. Aliens can now change to and from Starman form.