



by Faucheusestar

Mario has a strange dream in which he climbs a staircase and goes through a door. He then finds himself in a world called Subcon, and hears a voice imploring him to save his world from the evil Wart. As in Mario's dream, heroes pass through the door and find themselves in the Land of Dreams, where they must defeat Wart and his minions.

Take **1000 Choice Points** to fund your adventures.

Starting Location

Roll a **1d6** to determine where you start, otherwise pay 50 CP to choose your Starting Location.

1• Mushroom kingdom

You've had a dream that has led you to the entrance of this cave, where a large blue staircase faces you, leading to the dream world.

2• Grass

A large grassy plain surrounded by green hills and pretty waterfalls

3• Desert

Around you, there's a lot of sand and a big pyramid... Has this cactus moved?

4• Snow

An ice floe you can see whales around you and platforms made up of blocks of ice.

5• Wart's base

You're close to Wart's throne room, so let's hope you're an 8-bits or you are a speedrunner!

6• Free Pick.

You are free to choose where you choose from the available options.

Age and Gender

Freely choose your own age or gender.

Origins

Drop-In [Free]

You are dropped in this new universe with no background, memories, or documentation. Maybe you from the mushroom kingdom or maybe another world



8-bits (Monster) [100 CP]

You are one of the monsters created by the tyrant Wart thanks to the dream machine, a member of the 8-bits or perhaps you are independent.



Race

Human [Free]

You are human or maybe a Toad

Monster [100CP-200 CP for boss| Discount for 8-bits (Monster)]

You can be one of the monsters inhabiting the world of dreams and you have the powers it has and after this jump you gain this form in alternative form.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

Drop in

Turnip Missile [100 CP | Free for Drop in] 🥕

It takes skill to successfully throw a throwing weapon and hit the target correctly. So what about someone like you who manages to hit his target by throwing turnips? You're the terror of the vegetable garden!



Parkour [100 CP | Free for Drop in]

Mario was once called Jumpman, and that name will also fit you like a glove. You know how to jump, land to avoid fall damage... It's gotten to the point where you could jump on a big enough projectile and use it as transportation!



Jump and Glide [200 CP | Discounted for Drop in]

Like a certain Italian plumber in green, you jump particularly high, and just like Princess Peach, you can glide after a jump.



Dream oracle [200 CP | Discounted for Drop in]:

In your dream you perceive messages, perhaps a clue about the future, perhaps a call for help that interests you, you can send a request for help to your companions and friends in their dream or simply talk to them.



Weeding [200 CP | Discounted for Drop in] 🌱🌱🌱🌱

When you weed from now on there will sometimes be items from Super Mario Bros 2, perhaps bombs, vegetables or their giant variety or even a red turtle shell.

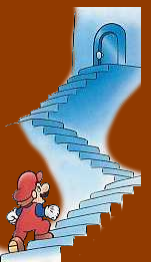


Wraparound [400 CP | Discounted for Drop in]

You can see the world screens in order to use Wraparound, which means that if you leave at the end of one side, you'll reappear on the other, and you can jump by ignoring the ceiling, which makes you appear above it.

Dream walker [400 CP | Discounted for Drop in]

Dreams are now just another of Jumper's adventures. You can now travel in your dreams as if they were a jump, your powers will work as usual and what you get in your dream becomes real.



Starman [600 CP | Discounted for Drop in] ★

As well as being delicious, cherries are good for your health, and this is even truer today Jumper. When you eat five bunches of cherries in a row, a star floats near your position and if you touch it, you become momentarily invincible, while a little retro music plays. But beware of indigestion



Super Mario All-Stars [600 CP | Discounted for Drop in] 🍷

Is this a bundle? Looks like it Jumper, you can now travel freely to parallel versions of the world you're actually visiting, maybe you want to go to a crossover or a previous episode of a franchise, or as here an adaptation of Yume Kōjō: Doki Doki Panic but with Mario sauce.



8-bits (Monster)

Birdo [100 CP | Free for 8-bits (Monster)]

You can spit eggs and fireballs like Birdo, but beware of potential Italian plumbers who might have the good sense to send you back your eggs!



Bouncing Stone [100 CP | Free for 8-bits (Monster)]

You can throw projectiles like stones, for example, which can bounce back as if they were bouncing balls, making them particularly dangerous.



Panser [200 CP | Discounted for 8-bits (Monster)]

You can launch many projectiles into the air as if you were a mini volcano. Moreover, the projectile passes ghostly through most materials.

Rider [200 CP | Discounted for 8-bits (Monster)]

You can ride any creature, even during combat and the vehicles you drive never run out of fuel.



Chibi dispersion [400 CP | Discounted for 8-bits (Monster)]

If you're badly injured, you can transform into four little chibi versions of yourself. Each time one is destroyed, all the others go much faster, and if one manages to escape, you return to your normal state after a while.



Tryclyde [400 CP | Discounted for 8-bits (Monster)]

You can launch several attacks at once, as if you had two extra heads. You can also breathe fire like Tryclyde



Boss resistance [600 CP | Discounted for 8-bits (Monster)]

If you survive a mortal wound you gain a little resistance to whatever defeated you, Mouser needed three bombs to defeat him then over the course of defeat ended up taking seven.

I See You! [600 CP | Discounted for 8-bits (Monster)]

Someone's made the mistake of thinking they're safe behind their surveillance screen, orb or mirror. But lucky for you, Jumper, you can attack from a projected image of yourself, and even catch the stalker and bring him before you!

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes

Drop in

Merchandising [100 CP | Free for Drop in]

It's a pack containing a Super Nintendo and the Super Mario All-Stars game, Super Jumper Bros 2 a game based on your adventures. It doesn't need electricity.



Picnic [100 CP | Free for Hero]

A delicious picnic concocted by Princess Peach, a new one appears every lunchtime



Three Mushroom Blocks [200 CP | Discounted for Hero]



These mushroom-shaped blocks are indestructible, making them ideal for protecting yourself from Triclyde's fiery breath or using them as projectiles.

Key [200 CP | Discounted for Hero]



Like the legendary skeleton key this key can be open any door

Rocket [200 CP | Discounted for Drop in]



This is an old rocket that's been in the ground for years. It's not very reliable, having a nasty habit of exploding, but you could repair it.



Bonus Chance [400 CP | Discounted for Drop in]



A slot machine that unlike the original won't give you just one ups but iconic items from the current Jump instead, if it's a Mario jump there may be mushroom one ups though. You get a token every year



One Up Mushroom [400 CP | Discounted for Hero]



You may not be interested in trying to win this one on the slot machine, so here it is the classic, a resurrection by jump or for ten years.



Time watch [600 CP | Discounted for Drop in]



This strange pocket watch seems to care about your health, because to stop time for a few moments, you'll need to eat five whole vegetables at least the size of your fist. It also has a recharge time of twenty-four hours.



POW [600 CP | Discounted for Drop in]

A POW block, when thrown to the ground, causes an earthquake, throwing enemies to the ground and even knocking them out.



Dream Book [600 CP | Discounted for Drop in]

Each time you jump, you receive a book tracing the history of this world. If you tear out a page, the events recounted never took place. You can appear at this point, allowing you to change the story or leave it unchanged, creating a new continuity.



8-bits (Monster)

A bag of magic bean [100 CP | Free for 8-bits (Monster)]

This bag contains an infinite number of magic beans. If you plant one and sprinkle it, a bean will grow and serve as a ladder.



Bomb bag [100 CP | Free for 8-bits (Monster)]

Like Mouser, you have an infinite number of bombs in this bag. This explosive can destroy walls but doesn't have a long explosion range.



Mask [100 CP | Free for 8-bits (Monster)]

A Shy guy or Phanto mask, in addition to hiding your identity, gives you the ability to pass through walls and other obstacles.



Autobomb [200 CP | Discounted for 8-bits (Monster)]

The Autobomb can be used as a means of transport, even rolling over pikes without danger, and launching flaming projectiles.



A Jar [200 CP | Discounted for 8-bits (Monster)]

A magnificent jar, you can go inside and it's much bigger inside than outside, plus you have a cute pet snake and shy guy minions that are generated over time.



Fling Carpet [400 CP | Discounted for 8-bits (Monster)]

An authentic flying carpet that doesn't disappear! It follows your orders and can even help you by fighting at your side or carrying whatever you wish. If you desire, you can have this bird as a gift.



One World [400 CP | Discounted for 8-bits (Monster)]

Do you particularly like one of the worlds? Then you can have it - some of the monsters and the Dream Machine won't be there, but the rest will. All the fun you need to relive this adventure with your friends.

Dream Machine [600 CP | Discounted for 8-bits (Monster)]

A machine capable of creating monsters that has been used by Wrat to take control of the Dream World. A closer look reveals that it can also control the weather and enable people to have sweet dreams or nightmares.



Seal Jar [600 CP | Discounted for 8-bits (Monster)]

This is the same jar used by Wart to seal the subcon protectors (world of dream), you can also seal things with this container.



Companions

Companions can purchase more companions.

Companion Import [50-200]

Do you want to bring your friends to this quest? Or can create new friends, this is for you the first three are free, to import the other are:

50 CP/companion, 100 CP/8 companions, each gets 600 CP.

Canon Companion [Free]

You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift.

Scenarios

Scenario One [Find keys]

In this world where you've landed, there are seven keys that unsavory strangers from the mushroom kingdom have stolen from Miss Phanto. Get them back for her.

You want to help capture these four dangerous criminals and put an end to all their horrible vegetable-based murder it's possible.

This can be done with **drawbacks: It's a game [+0 CP]** in which case you're not locked in the room but in a friendly neighborhood where these dangerous serial killers operate!

Reward

You have found all of Miss Phanto's keys. She thanks you and offers to accompany you. She start with 1000 CP

Her basic personality is similar to Boosette's, but more stalkers and with an obsession for keys and you. But you're free to choose any personality or appearance you like.

The Shyguy policemen thank you and in the other jumps you can be known as the detective who put an end to their terrible crime, the police will let you walk in forbidden places if you tell them you are investigating.

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

It's a game [+0 CP]

You're not in the universe of this game, but in a room, with a mission to finish Super Mario Bros 2 or wait ten years. Your needs are taken care of, even if the food consists mainly of cherries, vegetables and mushrooms, and the person bringing it to you looks like a Phanto supercrown.

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years.

Chibi Jumper [+200 CP]

You're as adorable as if someone had used a chibi ray on you. Unfortunately, your small stature has made you unable to jump high! Instead, you make tiny leaps

Soap [+200 CP]

Jumper, have you replaced your shoes with soap lately? Because it looks like it! Every time you run, you slide like you're on a skating rink!

Yuck Vegetables [+400 CP]

There's something you hate so much that it's your weakness and not only do you find it everywhere, but you have a bad habit of putting it where you live, a bit like Wart, who has a vegetable generator in his throne room.



Phanto [+600]

You're being pursued by a sinister floating mask called Phanto. He'll try to kill you even if you don't know why and can resurrect. But luckily he'll disappear at the end of this jump.

Super Mario Bros 2 The Lost levels [+600]

What?! But this is the wrong game! It's bad Jumper you're stuck here for ten years or until you finish it, in the game that was deemed too hard for the international market and that's not all it looks like some of your powers and items no longer work either.

Lockdown [+600]

A Jumper? You obviously had a funny dream because you obviously have no power coming from another jump

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.