

by KhainJumper

NSFW Smash Bros Fusion Jump

You have jumped into a sexually charged version of the Super Smash Bros. Universe. Based on a fusion of the various Nintendo Universes into a singular combat themed world. Brushed over with a heavy layer of Rule 34.

What you make of this world is up to you. Will you simply indulge in your carnal side, seducing the characters you know or meet new ones unknown. Do you decide to aim to be a Smash Bros Champ? Face down the varied threats like Master Hand or Tabuu or will you be the next major threat the Smash Fighters have to face down?

It is up to you what you get up to for your next 10 years and what abilities you gain.

+1000 CP



Origin

You may choose your gender and age freely, however you must be an adult.
You have one of the following as your origin. You gain discounts to perks, based on your origin. If you have the generalist perk, you may spend your discounts in any origin you possess, however you do not gain additional discounts for doing so.



Martial: Your abilities are the result of physical training, martial art practise and other exercise in order to master various forms of melee and range combat. You may choose a form of combat such as swordmanship, marksmanship or hand to hand combat to be your specialty. Your abilities with that specific martial style are improved.

Mystic: Your abilities are the result of magical training, alchemic experimentation or other mystical practices in order to master various forms of offensive or defensive magic. You may choose a type of magic such as a specific element, healing or alteration to be your specialty. Spells and abilities using that type of magic cost less mana.





Monster: Your abilities are not the result of any form of training, but are an aspect of your physical form itself. Your bestial traits such as claws, jaws or wings give you an advantage over others. Choose some form of physical trait such as claws, jaws, wings or size. You gain that physical trait and benefit from the effect it would give you. Your abilities when directly using that trait for other abilities is improved.

General Perks

Minimum Jumps (Free/100 CP+100CP): Like everyone in Smash can jump an additional time. You get this for free during this jump, but can pay 100 CP in order to keep it after this jump. **[You can sacrifice this freebie to gain 50CP]**

Ring Out (Free/100 CP): When you engage in combat, a stage appears as if in Smash and all combatants gain three stocks plus one per any 'extra lives'. Ring Out is the only way to lose stock. You get this for free during this jump, but can pay 100 CP in order to keep it after this jump. This acts as a Capstone Booster for the Stage Hazards perk, if you paid to keep it. **[You can sacrifice this freebie to gain 50CP]**



Porn Physics (Free/100 CP): Total porn physics set. No STDs, or no danger from large insertions. Whatever you can think this is within reason that isn't covered by another perk comes with this one. You can pay 100 CP to keep this after this jump. **[You can sacrifice this freebie to gain 50CP]**



Generalist (200 CP): You may choose an additional origin. You may spend your discount on perks in those origins. While this does not provide additional discounts. Your exact nature depends on your combination. A Martial mixed with a Mystic would be a warmage of some kind. While Martial mixed with Monster would be some beastial creature that also trained the art of combat. For an additional 100 CP you have all three origins, but again do not gain additional discounts.

Move Set (200 CP per Move Set): Choose a character from a Smash Bros. game. You gain that character's move set. This grants the A, B, and Grapples, but no Final Smash, Bubble Shield or Special Gimmicks (Such as Kirby's copying or Cloud's Limit Break). This ability also provides a basic set of equipment that are required to use the move set. This perk acts as a capstone booster for a specific perk based on the chosen move set. A full list for which perk is boosted by which move set is listed at the end of this jump pdf. You may mix and match your moves between moves sets outside of combat.

Custom Moves (Requires Move Set, 400 CP): You are not limited to a single version of the move set you selected. You may use any version of the move set as it appears across different versions of Smash Bros. or even make use of the custom move variants that appear in SSB4. Additionally you can modify yours/that character's sexual assets when engaging with that character sexually. These changes revert over time.



Stock Advantage (Requires Ring Out, 400 CP): You have an advantage over your opponents in Ring Out based combat granted to you by the Ring Out perk. You start with 5 stocks to the 3 stocks of your opponents. If your opponents have some other ability that would grant extra lives, you will always start combat with at least one more stock than all of those extra lives would give them.



Falling Items (600+200 CP): You ever become engaged in combat, the item will slow down on to the battlefield in your location. These items can be used by everyone and function as they would in the games, plus any additional properties. Occasionally dud items, like empty crates or capsules will instead contain sextoys. For an additional 200CP, you can turn off certain items in order to raise the odds of others appearing. **[Does NOT contain trophy stands but acts as a Capstone Booster for Create Trophy perk.]**

Martial Perks

If you have this origin, you may use your discount in this section. You get one discount for 100 CP, 200 CP, 400 CP, and 600 CP. This halves costs, with an exception for 100 CP perks which cost nothing. If you gained this origin from the generalist perk you may spend your discounts in this section but do not get more discount. You may also use a higher level discount on a lower level perk.

Sword Mastery (100 CP): You are exceptionally gifted in using a sword. Your base line abilities with such weapons are doubled. Any perk or item that focuses on the use of a sword is also twice as effective. Additionally you are also sexually gifted in ‘swordfighting’, being able to make the cock of others cum easily through cock to cok contact. You may give yourself a cock to use the sexual side of these abilities if you do not have one, and may dismiss it after use.



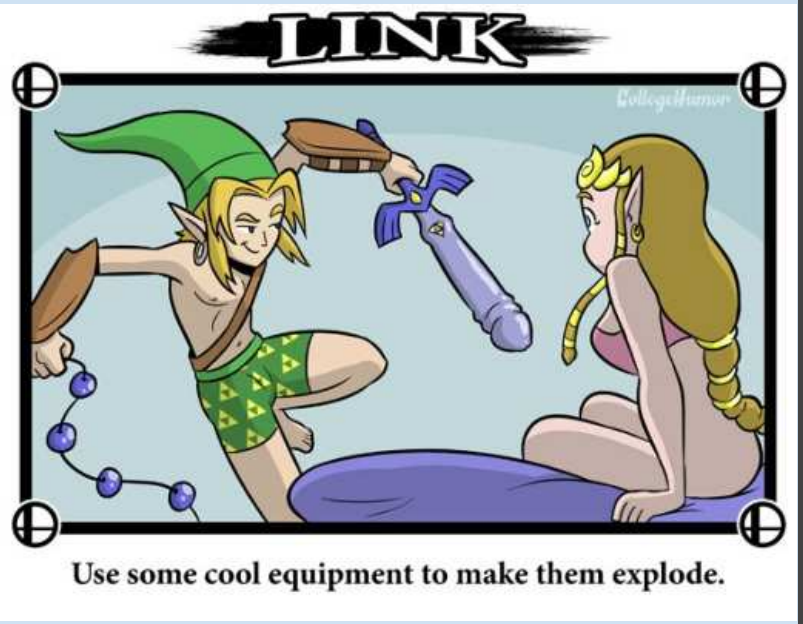
Gun Mastery (100 CP): You are exceptionally gifted in using a gun. Your base line abilities with such weapons are doubled. Any perk or item that focuses on the use of a gun is also twice as effective. Additionally you are also sexually gifted in ‘projecting attacks’, you may cum, lactate, squirt or otherwise release fluids in a sexual manner with incredible force.



Body to Body Combat (200 CP): You don’t need a weapon, and are instead gifted in hand to hand combat at least doubling in potential. Any perk or item that focuses on direct hand to hand combat is also twice as effective. Against combatants that do not use weapons under normal conditions, you may instead insist your fight be body to body combat. A sexual contest instead of a real fight. With the winner being whoever makes the other person climax three times first. This challenge can only be refused if the person you challenge admits defeat without a fight.

Courageous Combatant (200 CP): You have a font of courage that allows you to overcome greater adversity than you otherwise would. This makes you immune to any form of power induced fear. This does not make you fearless, you will still understand the fear of threats and risks if they are truly dangerous to you and how dangerous they might be. Fear will never make you panic and you can react rationally in the face of it, to find the correct course of action. Additionally you are more open to various kinks, if you wish to be, and if engaging with a new kink may also make others be more willing to try it with you.

Undisarmable (400 CP): You cannot be disarmed in combat, nor forced to disarm even if entering an area where weapons are disallowed. All weapons you acquire are fiat backed as if they were bought and will operate in future jumps. These effects also work on sextoys during intercourse, taking sextoys into unsuitable locations, and fiat backs all sextoys.



Bubble Shield (400 CP): You gain the ability to summon a bubble shield as all smash bros. fighters do. This shield when summoned shrinks slowly, and any damage taken to the shield shrinks it faster. As long as you have any shield remaining no attack will damage you, if an attack would overcome the shield it breaks and you are instead stunned temporarily. You shield recharges quickly when not in use. If you summon your shield perfectly in time with when you would take damage, it will not take any damage and completely nullify the attack. Lastly you can summon this shield around your cock/the cock of someone fucking you, as the perfect condom without any loss of feeling.



Smash Runner (600 CP): Defeating enemies, opening chests, and completing miniature mission life throws at you causes the drop of Stat Boosts. These increase Speed, Attack, Special, Arms and Defense. These start at 100 and cap at 1000 or 10 times your strength when you started this jump.

Capstone boosted: The cap to stat improvements is removed.

Here Comes A New Challenger (600 CP): You are given a random difficult challenge such as winning a certain number of fights, beating the same person a certain number of times or going undefeated for a certain length of time. When you beat this challenge, a new challenger will appear to fight you from a previous or current jump. Winning makes them submissive and you may take them as a free companion.
Win/Loss you then get a new challenge.

Capstone boosted: Even if you are defeated you may still take the character as a free companion. They will engage sexually with you only as an equal or as a dominant but can be challenged at any time to another fight for you to gain dominance by beating them.



Mystic Perks

If you have this origin, you may use your discount in this section. You get one discount for 100 CP, 200 CP, 400 CP, and 600 CP. This halves costs, with an exception for 100 CP perks which cost nothing. If you gained this origin from the generalist perk you may spend your discounts in this section but do not get more discount. You may also use a higher level discount on a lower level perk.



Mana Tanks (100/200 CP): Your body can contain twice the mana or equivalent mystic/spiritual energy in future jumps that you otherwise would be capable of storing. If you desire this can take the form of your breasts/balls or other equivalent organ swelling up the more you are over your normal mana limit. The 200CP version of this ability allows storage of up to three times your normal mana, and if you desire sexual swelling does not cap out even once you reach your maximum mana value.

Magical Specialization (100 CP): You may choose a type of magic such as a specific element, healing or alteration to be your specialty. Your abilities with that type of magical style are improved. Additionally spells of that type of magic are completely free if used only for sexualized reasons. If this chosen option is the same as your mystic origin, the effect of both are improved.

Drain Mana (200 CP): Your non-magical attacks and offensive abilities are also designed to help with your magical nature. Whenever you use them to deal damage, to another via non-magical means you gain mana based on the damage dealt. If the opponent also has mana or equivalent resource pool, it is taken from them as well. Additionally you can drain mana from the willing via cum/breast milk or equivalent. You may induce temporary lactation in others to be able to achieve this.



Status Specialization (200 CP+200 CP): Choose a type of status afflicting ability such as poison, sleep, paralysis or confusion. You gain a spell capable of doing so that is resisted by the target. This has a base chance to work against any target, modified by any additional resistance or immunities. For an additional 200CP this spell bypasses resistance and immunities, and the base chance to successfully inflict the status is increased.



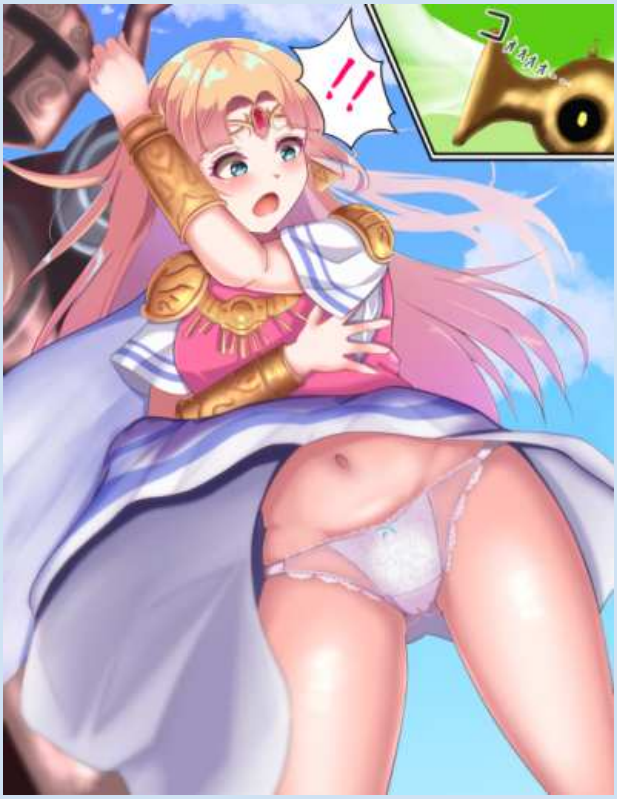
Font of Mana (400 CP): You can share your mana with others and heal them at the same time. This can be done within line of sight but the speed of transfer is more effective via direct touch. The most effective method is via cum/breast milk. You may induce lactation in yourself to be able to achieve this. Mana recovery from direct fluid consumption is actually greater than mana expended. This means totally refilling mana pools is possible if you also possess the Drain Mana perk. Additionally you can cum/lactae any amount by expending mana to use this ability.

Spiritual Services 400 CP: You may acquire and equip primary spirits from fighters and other means. You can change your equipped spirits while not in combat. Spirits provide stat increase and minor situational buffs, and secondary spirits may be equipped to primary spirits for greater effects. Spirits may be summoned for sexual services, and may be humanized/anthropomorphized in the process of doing so.

Create Trophy (600 CP): You can spend about a week to create a trophy stand item to turn a living creature into an assist trophy by throwing it at them when they are significantly damaged/weak. Assist trophies are fiat backed items that summon the contained character to assist you for a short time, and do not count as companions but may be humanized or anthropomorphized. Those contained can be summoned indefinitely for sexual services only,

Capstone Boosted: Trophy stands are added to the Falling Items perk list of items and can only be used by you. This potentially removes the need to create trophy stands yourself. If you do not have that perk and this was capstone boosted by another method, then only trophy stands spawn can spawn.





Stage Hazards (Requires Ring Out, 600 CP): You now have a sixth sense in the form of flashing signs warning you of environmental hazards. You may even manipulate them by interacting with objects in the area to intentionally turn them against your foes. During willing sexual encounters, you can manipulate the area to your benefit to heighten sexual pleasure or you and others.

Capstone Boosted: Stage Hazards will innately target your foes by default. Area manipulation can be used anytime as long as the desired result is sexual in nature, and even if the target is unwilling.

Monster Perks

If you have this origin, you may use your discount in this section. You get one discount for 100 CP, 200 CP, 400 CP, and 600 CP. This halves costs, with an exception for 100 CP perks which cost nothing. If you gained this origin from the generalist perk you may spend your discounts in this section but do not get more discount. You may also use a higher level discount on a lower level perk.

Bestial Traits (100 CP): Choose some form of physical trait such as claws, jaws, wings or size. You gain a minor version of that trait. If you have the Monster Origin, instead this ability boosts that trait's effectiveness the same as the option you selected with your Monster Origin. This perk may be purchased multiple times. If this perk was discounted, purchase beyond the first cost 50CP instead of 100 CP.



Bestial Senses (100 CP): Choose of the main 5 senses, sight, smell, touch, taste, hearing. That sense chosen is enhanced to the level of an animal famous for that sense, such as the human level sense of smell being boosted to the level of a dog, or an equivalent amount. This perk may be purchased up to five times. If this perk was discounted, purchase beyond the first cost 50CP instead of 100 CP.



Biological Offenses (200 CP): You possess some form of short ranged biological projectile attacks such as firebreathing, or launching spikes. These attacks have some start up time such as inhaling or growing the spikes to launch. You may use these attacks in the bedroom without doing permanent harm to sexual partners.

Marking Territory (200 CP): Like certain animals and other non-humans you are capable of marking your territory with some means of scent. This will stop hostiles weaker than you entering your territory unless forced to by extreme circumstances. You may also mark sexual partners this way. This will prevent others attempting to mate with them unless they are stronger than you by a significant degree. Mates marked this way will be more submissive. These scent marks must be refreshed, limiting the territory and number of partners.

Hulking Heavyweight (400 CP): You are supernaturally dense, weighting more than you should for your size. This makes launching you any distance significantly harder, as well as increasing your defense to an extreme degree. This does not otherwise hamper you or your abilities. Additionally you may have any sexual organs you possess become absurdly large and heavy. Your movement is not impaired due to large sexual organs in any way. If you possess this and the Faultless Featherweight perk you may shift your density and sexual size anywhere across the spectrum of those two perks.



Faultless Featherweight (400 CP): You are supernaturally light, weighting significantly less then you should for your size. This makes launching you any distance slightly easier, however this is balanced out by the fact you can effectively fly without wings by simply floating on the air, as well as boosting your speed and manoeuvrability to an extreme degree. This does not otherwise hamper you or your abilities. Additionally you may have any sexual organs you possess become incredibly small and light, effectively removing them as a potential weak spot from being so hard to hit. If you possess this and the Hulking Heavyweight perk you may shift your density and sexual size anywhere across the spectrum of those two perks.



Smashing Metamorphosis (600 CP): You gain an the ability to temporarily transform into a huge bestial state, where your size, physical abilities are all significantly boosted similar to Giga Bowser or Beast King Ganon. This transformation can only be achieved once a month unless you gain some form of external power source.

Capstone Boosted: This perk is Capstone Boosted by the Smash Ball item from this jump, or some other artifact/artifact set from other jumps such as The Chaos Emeralds from the NSFW Sonic Fusion Jump or Dragonballs from the NSFW Dragonball Fusion Jump. When this capstone is boosted the recharge is reduced from a month to a week, and additionally any artifact that is capstone boosting this can also trigger it an additional time through use by fulfilling that artifact requirement such as the Smash Ball granting an immediate use if smashed, or 50 Ring plus the Chaos Emerald triggering it as if it was a Super State fueled by Power Rings.

Voracious Versions (600 CP): You gain Kirby's ability to inhale and release your foes. When you do you temporarily take on a minor move or power that the target possesses. This power is lost if you suffer enough damage, copy another target or if you discard it willingly. The perk allows you to engage in vore based sexual situations without harming others/being harmed.



Capstone Boosted: By also possessing Kirby's Moveset or boosting this ability through some other means. Your inhaling ability now can create copies of those you inhale and release rather than modifying your abilities. This copy can use all of the original's abilities but is fragile and vanishes if sustaining too much damage. You may only have one copy at a time, but any previous copy can be resummoned for sexual situations without having to re-inhale the original. Though to use this ability for combat situations a new target must be inhaled.

Items

You have discounts for items, the same as perks but they are not locked to origin. You get one 100 CP, 200 CP, 400 CP, and 600 CP discount each. They provide 50% off, except for 100 CP items which are free when discounted. You gain a 300 CP stipend to use in this section.

Franklin Badge (100 CP): Once per combat activating this badge will temporarily reflect ranged attacks. This works on most projectiles though a large enough area of effect damage source even from a projectile source may bypass it. Outside of combat this badge may automatically block accidental threats such as falling objects. In sexual situations this badge can prevent cum and other fluids sticking to you, and having them wash over you and away.

Randomized Pokeball/Masterball (100 CP/400 CP): Once per combat you may throw this special Pokeball. This will release a randomised pokemon who will attack foes or assist you briefly before vanishing. Some Pokemon have almost useless attacks, some are decent but legendaries are extremely useful. The 300CP Masterball always releases a legendary. Outside of combat you may use the pokeball once a day to summon a random pokemon for a sexual encounter, and may anthropomorphise that pokemon if you wish. At any time you may also choose to only partially open the pokeball and use it directly as a Sextoy. This can take the form of any pokemon you have previously seen.



Maxim Tomato/Heart Container/Fairy Bottle (200/400/600 CP): This group of healing items each provide a slightly different amount of healing. The Maxim Tomato for 200 CP when eaten will heal 50% of damage/wounds you have taken. The Heart for 400 CP will heal 100% of damage/wounds you have taken when used. Lastly the Fairy will heal 100% of damage and automatically triggers when you take 100%/or would die in future jumps. This item recharges after a week between uses. However if you have the Falling Items perk, you may collect and store additional copies of items you have purchased and keep them for future uses to avoid waiting for recharging in the future.



Blushing Sandbag (200 CP): You can train your attacks against this to improve at a greater rate than you otherwise would do so. This doesn't increase your stats as the Smash Runner perk might, but instead grants you combat experience as if you had sparred with another of a similar skill level. You may allow another to also use the Sandbag as a training buddy. This will make them horny and more likely to have sex with you as payment for the workout. If they do not, Sandbag can become a Dakimakura of that person but with functional sexual organs. Using Sandbag in this state will improve your sexual abilities just like training would boost your martial abilities.

Nintendo Bedroom Key (400 CP): A safe pocket dimension can be reached by opening any door with this key. This pocket dimension is perfectly safe from all outside forces as long as you are inside it, however time does still pass both inside and outside the bedroom. Only you may enter the bedroom, meaning all time in it will be alone. This restriction does not apply if the 'person' is considered an item, such as the Pink Bob-omb from the Bob-omb Bag?! item. Otherwise this bedroom is reasonably small, has a single bed and multiple nintendo games consoles. Only games that appear on Nintendo Consoles can be played. While the room has a PC and internet connection, nothing that could be considered a game will work on it.

Bob-omb Bag?! (400 CP): This canvas bag contains a variety of sentient/selfmoving explosives. This could be but is not limited to entities like Bob-ombs, Bombchus, Bombers, and Fake Smash Balls. Bombs are pulled out at random, there is no limit to how many can be pulled out. Pulling out too many explosives in a short period of time will backfire. The more the bag is used, the more likely the movement of the bombs created will target the user. Outside of combat, a Pink Bob-omb servant can be summoned, and may be used sexually.



Home-Cum Bat (600 CP): The ultimate weapon, this baseball bat can charge up a swing that is absolutely devastating. If this lands a hit on a target, it will guarantee a stock loss (If you are using the Ring Out perk.) Otherwise it will send the target flying into the nearest wall or building and deal extreme damage. Additionally the bat can be used two different ways in sexual situations. Hitting a target this way will cause pain without damage, perfect for pleasing any hardcore masochist. Meanwhile using the head or handle as a dildo will be able to go extremely deep as if by Porn Physic, and will guarantee a climax when shoved in as deep and hard as possible.



Smash Ball (600 CP+200CP): You gain a Smash Ball that can be broken once a month to unleash a powerful attack. This attack is a super version of any method of attack you already possess turned up to an extreme degree. Additionally your Smash Ball comes with one of the following advantages plus one more for each additional 200 CP you spend.

1. ***Recharge Rate***: The recharge time is a week instead of a month.
2. ***Diverse Transformation***: Your Smash Ball can be used to trigger any transformation based perk you possess the same as it can be used to trigger the Smashing Metamorphosis perk.
3. ***Exclusive Smasher (Requires the Falling Items perk)***: Smash Balls always belong to you. Whenever they drop in combat due to the Falling Items perk, only you or those you allow can break them. After combat you may demand sexual payment from those who used your Smash Ball.

Companions

Import/Create a Companion (50 CP/100 CP): You may create or import a companion into this world. This costs 50 CP, if they are given the Martial or Mystic Origin and have 400 CP to spend. If they are given the Monster origin, they are given 600 CP to spend, but cost 100 CP instead.

Canon Companion (0 CP/200 CP): You may add any character who willing joins you or is otherwise enslaved or mind controlled by you as a companion for free. Any character can be added as a companion even if they wouldn't be willing/forced into doing so by spending 200 CP.

Krystal (100 CP): A version of Star Fox Universe's Krystal. She has the Martial/Mystic origin plus the **Staff Mastery, Bubble Shield, Mana Tanks, and Magical Specialisation perks and Franklin Badge item**. Her Staff Mastery functions as a combination of Sword Mastery and Gun Mastery but applies to her magical staff weapon, which is usable as both a melee and a ranged weapon.





Medusa (200 CP): A version of the Icarus Universe Goddess of Darkness. She has Monster origin and the **Drain Mana, Status Specialization, Stage Hazards, Bestial Senses, Biological Offenses and Hulking Heavyweight perks**. Her Status Specialization and Biological Offensive take the form of highly effective but short lived petrification delivery through a gaze attack from her eyes or the eyes of her reptilian hair.

Fighting Multi-Man Team (400 CP/1000 CP): A 10 person team made up of Polygon, Wireframe, Alloy and/or Mii Fighters. Each member has no origin and the **Move Set perk**. They are treated as a single companion, however in future jumps perks only apply to one of the fighters, on the other hand items may be shared between them. The 1000 CP



version of this companion is 100 member strong but takes up 8 companion slots instead of 1.	



Ultimate Smasher, Waluigi (600 CP): A version of Waluigi that after being refused entrance to Smash as a fight, rebelled and decided that he would prove himself by facing down everyone all by himself. He has the Martial origin and gains 600 CP to spend in this jump.

Whenever imported into future jumps Waluigi always gains at least 600 CP to spend in that jump, even if the rules of that jump provide less than that amount. If a jump does provide 600 or more CP for imported companions he instead gains a bonus 200 CP on top of the normal amount. Additionally Waluigi can get one perk or item per jump for free, to do so he must defeat a suitable user/owner of the perk or item in question during the course of the jump. Such as gaining a super speed based perk after defeating Sonic the Hedgehog or gaining a Dragonball Radar item after defeating one of the Z warriors.

Drawbacks

You can take drawbacks to gain additional CP. There is no limit to the number of drawbacks you may take. However you must make sure not to take drawbacks that are listed as conflicting with each other.

Setting: The following drawbacks relate to the setting, and change towards it.

- **Excluding Extras (+50 CP):** You can choose a universe to exclude from the roster. Doing so will eliminate all fighters, items and abilities from the universe. For example eliminating Mario will remove all Mario characters and items, but leave Donkey Kong as while connected he is considered his own series. Each universe excluded grants 50 CP.
- **Sega Can What Nintendon't (+100):** The world is flooded with more representation of the non-nintendo owned series such as Sonic and Metal Gear. This lessens the Nintendo properties appearances.
- **Plot Beacon (+200 CP):** No matter how much you try to simply use this jump as a relaxing and enjoyable sexual escape, the plot always seems to find you. Masterhand comes knocking, or Tabuu wants to freeze the world.

Gender Swapping: The following drawbacks relate to the swapping or rearranging of genders and sexual characteristics.

- **Generic Genderswap (+0 CP):** You can swap the gender/sex of canon characters that appear in this swap on a case by case basis. Applying it to characters as you choose.
- **Dysphoria (+100 CP, take only if you have been changed by another genderswap drawback):** You suffer from dysphoria due to the changes in your self identity or physical body. Your mental well-being is frayed due to you not being who you think you should be, and you are more prone to anxiety and depression.
- **Mandatory Genderswap (+100 CP, cannot be taken with other genderswap drawbacks):** All characters including yourself have their gender/sex swapped. Those who non-binary/agender do not change their gender but if they have biological sex, that is still swapped.
- **The Third Option? (+0 CP/+200 CP):** You may choose to make any biologically/technologically designated female characters in this jump into futanari. Giving them large balls and cocks, along with retaining their pussies. They can both be bred and breed others. For the 200 CP option, this applies to all characters it could apply to (even you, if applicable) and they will expect you to show their cock attention in sexual situations.
- **The Fourth Option!? (+0 CP/+200 CP):** You may choose to make any biologically/technologically designated male character in this jump into a breedable sissy. Shrinking their cocks, and giving them anal wombs. They can be bred, but would find breeding other difficult without intervention. For the 200 CP option, this applies to all characters it could apply to (even you, if applicable), plus they are completely unable to get hard or breed others.

Time Sensitive: The following drawbacks relate to the length of time you will spend in this jump and what you are expected to get complete in that time.

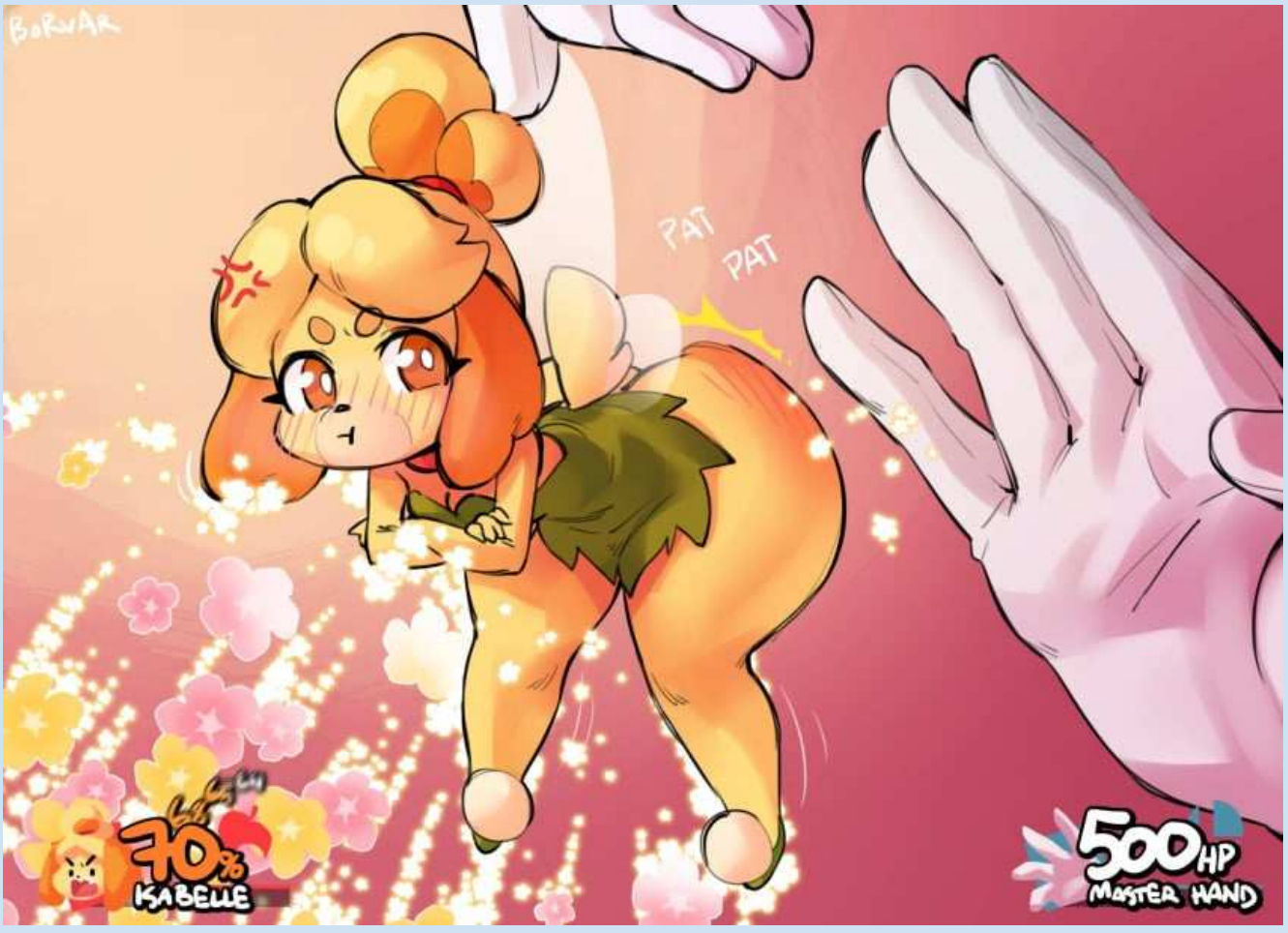
- **Speedrunning (+200 CP/+400 CP, incompatible with Completionist):** For 200 CP, your time in this jump is reduced to 5 years, you can only take up to 2 scenarios, if you do you must complete them prior to the end of your five years or you fail your jump. For an additional 200 CP, you can further reduce your time to only 1 year in this jump, if you do you may only take one scenario and must complete it if you do.

- **Completionist (+300 CP/+600 CP, incompatible with Speedrunning):** For 300 CP your time in this jump is extended to 20 years, additionally you

must take every scenario that you meet the requirements for. You must complete all but two of those scenarios during your time or otherwise fail your jump. For an additional 300 CP, your time is increased to 30 years, and failing more than one scenario you meet the requirements for will end your jump.

Jump Restrictions: The following drawbacks relate to restrictions on your other jump abilities and possessions. If this is your first jump you cannot take these drawbacks. Instead you gain a consolatory 100 CP.

- **Powerless (+300 CP):** For 300 CP you gain none of your perks or powers from previous jumps. You also arrive in this jump feeling tired until you have rested.
- **Poverty (+300 CP):** For 300 CP you have no items, bases or the warehouse. You also arrive with no valuables.
- **Private (+300 CP/+150 CP):** For 300 CP you cannot import companions or followers into this jump. You can still create or purchase companions from this jump, however if you do this drawback only provides 150 CP.



Scenario: A Handsy Situation

Requirements: You must have the Plot Beacon drawback.

Speedrunning: You start your jump directly in combat. You must defeat ten stages of opponents, some of which have modifiers. You are healed between each stage and can retry a stage if defeated. After defeating all the stages you will face off against Master Hand. You gain an extra reward if you defeat all stages and Master Hand without failing any and having to continue. For the 400 CP version of this drawback, failure is no longer an option. You must defeat every stage without being defeated, then when fighting Master Hand after enough damage is dealt Crazy Hand will join the battle against you as well. Succeeding to defeat both hands will give an extra reward, plus the reward for being all stages without any failures.

Completionist: Instead of being forced into combat immediately, you are instead expected to hunt down Master Hand of your own accord. This may require many fights against other combatants along the way, but unlike with the Speedrunning drawback they are unlikely to be back to back. The first time you defeat Master Hand he will escape, you must then hunt him down again. The second time Crazy Hand will join the fight half way through. Defeating Master and Crazy Hand a second time will grant an extra reward. For the 600 CP version of this drawback, Master Hand must be hunted down a third time, after his third defeat Master Core and the Swarm will be released and must be defeated. Defeating Master Core will grant another additional reward.

Create Trophy: Simply defeating Master Hand is no longer your goal. You must instead defeat them by using a trophy stand. Falling Items is suggested if in Speedrunning mode to guarantee having access to a trophy stand. If you are required to defeat Crazy Hand and Master Core, they must also be turned into trophies. This means Master Hand must be dealt enough damage to spawn Crazy Hand first and then made into a trophy. Master Core will spawn as normal upon Master Hand being turned into a trophy as if Master Hand was defeated. If you have the Giga Bowser Gigantamax scenario, you may also take this option there. This requires that you make a trophy of both Bowser and Giga Bowser when you face off against them.

Rewards: You may pick two of the following rewards, plus any additional rewards from the Speedrunning or Completionist Modifiers.

- You gain Master Hand as a free companion. If you created a Master Hand Trophy, you may import Master Hand into future jumps without using a companion slot. If you do, the trophy just allows you to teleport them to you.

This can be taken twice, the second time it refers to Crazy Hand instead of Master Hand.

- **Here Comes A New Challenger:** You gain the Here Comes A New Challenger perk as a free perk. If you already possess that perk that acts as a capstone booster, and causes it to trigger it upon completing this scenario, even if it was not your current perk challenge for it. Each additional reward spent on this option will trigger the perk an additional time.
- **Nintendo Bedroom Key:** You gain the Nintendo Bedroom Key as a free item. If you already possessed that perk, instead you may now designate one person other than yourself. They may enter the bedroom with you. Each additional reward spent on this option will allow another person to enter the Nintendo Bedroom.
- **Master Core (Master Core Must Have Been Defeated):** You gain the Master Core. It can be implanted into you, or a companion at the start of each jump. If the containing person would die they instead explode and release the Master Core. A destructive force similar to a transformation with the Smashing Metamorphosis perk. In this state they are a threat to friend and foe alike, however if not defeated in this state, they eventually return to the original person. They return in a stable but near death state. They will not immediately die but do require medical attention to survive.



Scenario: Giga Bowser Gigantamax

Requirements: You CANNOT possess the Smashing Metamorphosis perk and You must have Speedrunning or the Completionist drawback options.

Speedrunning: This functions the same as the A Handy Situation Speedrunning option with the following changes. Firstly your final opponent before the boss will always be Giant Bowser. You must reach and defeat this opponent within 18 minutes. With the 200 CP version of this perk failures will reset you all the way back to the first stage to try again. With the 400 CP version of this perk you must do so first time without failure. If Giant Bowser is beaten in time, then instead of Master Hand, Giga Bowser will spawn and must be defeated. If you have this option and the Speedrunning option for A Handsy Situation you may perform two runs in a row to complete both options. This is possible even with the upgraded Speedrunning drawback as an exception to the 1 Scenario only restriction.

Completionist + Here Comes A New Challenger: Instead of directly facing Giga Bowser after a speed running gauntlet, you can do so after a grind fest. You are given a list of challenge fights similar to the list of fights in Super Smash Bros. Melee's event mode. These become your challengers for the Here Comes A New Challenger perk, except it triggers after each 5 completed. After defeating 50 of these events Giga Bowser will act as the last 51 Event, however unlike the speedrunning version will appear with the assistance of a two powerful fighter (Ganondorf and Mewtwo unless unavailable).

Rewards: You may pick two of the following rewards, plus any additional rewards from the Speedrunning or Completionist Modifiers.

- You gain Bowser as a free companion. If you created a Bowser Trophy, you may import Bowser into future jumps without using a companion slot. If you do, the trophy just allows you to teleport them to you.
- If Bowser is your companion he gains the ability to turn into Giga Bowser as if using the Smashing Metamorphosis perk. A Giga Bowser Trophy acts as a Smash Ball for boosting and triggering that perk for Bowser.
- **Smashing Metamorphosis:** You gain the Smashing Metamorphosis perk. You may spend an additional reward to capstone boost it as well. If Bowser is not your companion, you may have this transformation take on the form of Giga Bowser instead of one based on your normal form. This can be boosted and triggered by a Giga Bowser Trophy as if you were Bowser in the previous option. If capstone is boosted twice this way, you can use either a Giga Bowser form or one based on yourself.
- **Voracious Versions:** You gain the Voracious Versions perk as a free perk. If you already had that perk, it is capstone boosted. You may spend additional rewards on this perk, every time you do the number of copied fighters you can create doubles and their durability increases slightly.

Scenario: The Subspace Emissary

Requirements: You must have the Sega Can What Nintendon't drawback.

The subspace army has appeared, and the villains of the world have been working alongside it for some reason. They are unaware that the one pulling the strings behind the army is not Master Hand as they believe but the strange mystical entity known as Tabuu. You must travel across the land unfreezing the trophies that Wario/Bowser/Ganondorf have created and get enough allies on your side to be able to face the interdimensional threat of Tabuu



Speedrunning + Private: You cannot have any companions in this jump even created or purchased companions are unavailable while this scenario is taking place. Additionally you must face the army mostly alone. Instead of freeing others before facing Tabuu, you may only free one fighter to be your ally during this scenario, this provides one additional reward. For the 400 CP version of the Speedrunning drawback, no ally can be freed at all, this provides another additional reward.

Completionist: You not only have to free enough allies to help you, but must now free every member of the roster that would appear in the original Subspace Emissary mode to assist you, this provides an additional reward. For the 600 CP version of this drawback, you must also convince all of the villains that helped freeze the other fighters and convince them to turn on Tabuu and assist you in defeating them; this provides another additional reward.

Smash Ball: While any allies that join you can assist you in facing Tabuu and the subspace army. If you possess a Smash Ball, you are the only one who is capable of delivering the finishing blow. You must wear down Tabuu and finish them off by using your Smash Ball attack or a Transformation triggered by using your Smash Ball. Failing to deliver the finishing blow this way will have Tabuu escape and return at a later date to start the whole Subspace war over again. Though you may not have to free anyone a second time if the villains know about Tabuu enough to know that freezing the other again is a foolish endeavour. This provides an additional reward.

Rewards: You get two rewards plus any extra from the Speedrunning, Completetionist or Smash Ball Modifiers.

- You can take Tabuu as a free companion.
- **Create Trophy:** You gain the create trophy as a free perk. If you already possess that perk, this acts as a capstone booster and you may make a copy assist trophy of any character you freed while completing this scenario. If you are in Speedrunning mode, you can touch a frozen fighter to make a trophy of them without unfrezzing them. You may take this reward twice to unlock the perk and the extra effect options.
- **Smash Ball:** You gain the Smash Ball item as a free item. You may purchase this multiple times, each time you do you unlock another one of the modifiers for the Smash Ball.
- ***Super Recharge Rate***: The recharge time is a day instead of a week. Requires Recharge Rate.
- ***Upgraded Transformation***: You can Smash a Smash Ball when already transformed by some other means, this boosts that transformation to an even greater degree. That transformation is capstone boosted if it has one, and otherwise increases in strengths or eliminates some of the forms weakness. Requires Diverse Transformation.
- ***Balls Only***: This acts as the Falling Items perk to meet the requirement to unlock the Exclusive Smasher upgrade. Doing so makes it so only Smash Balls will fall, additionally Fake Smash Balls may spawn. Any opponent that falls for these can be exploited sexually as if they had been an ally using a real smash ball you own. You will never be misled by a Fake Smash Ball only your foes will.

Scenario: The World of Light or Dark



Requirements: You must have the Plot Beacon and Private drawbacks. To combine facing Galeem with Dharkon you must also have the Poverty drawback.

Starting in the world of light, you must clear multiple battles. These battles are made up of copies of the main roster of Super Smash Bros. Ultimate representing different characters. These fights have modifiers based on the spirit/character the fight is representing. Some may be very hard to beat.

Requirements: You must have the Plot Beacon and Poverty drawbacks. To combine facing Dharkon with Galeem you must also have the Private drawback.

Starting in the world of dark, you must clear multiple battles. These battles are made up of copies of the main roster of Super Smash Bros. Ultimate representing different characters. These fights have modifiers based on the spirit/character the fight is representing. Some may be very hard to beat.



Scenario: A World of Light and Dark: If you meet and take both options to face Galeem and Dharkon. This scenario is changed from the World of Light or World of Dark into The World of Light and Dark. You first must beat Galeem in the light world, then Dharkon in the Dark World and Lastly you must complete the world being fused together and both of Galeem and Dharkon at the same time. During this battle against both of them, other bosses you have faced and defeated to reach them must also be redefeated to make them vulnerable. If you are in this version of the scenario, your companions from prior jumps using your items from priors jump as weapons can appear as fights you must beat to reach Galeem and Dharkon. Letting you earn them back, even though you have Private and Poverty.

Speedrunning (Conflict with A World of Light and Dark): You cannot take the option to face both Galeem and Dharkon if you have the Speedrunning drawback. You must choose only one and defeat their world and them as fast as you can, you must ignore option fights and only go after those required to reach your chosen boss. This option provides one additional reward, regardless of which level of this drawback you have.

Completionist + A World of Light and Dark: You must take the option to face both Galeem and Dharkon if you have the Completionist Drawback. You must clear at least 75% of all optional fights that aren't necessary to reach Galeem and Dharkon. This provides an additional reward. If you have the 600 CP Version of the completionist drawback, you must instead complete all 100% of optional fights and challenges not required in reaching Galeem and Dharkon.

Courageous Combatant: Having this perk reveals a hidden truth about Galeem/Dharkon. They are forces of nature designed to be in balance with each other and the universe. This means you will always be able to sense fear of them, as their strength is comparable to the strongest being in the Smash Universe. Meaning that even if you are incredibly powerful they are still potential threats to you but if you are weak they are also as weak as the strongest character in the Super Smash Bros. Ultimate character roster.

Rewards: Defeating Galeem gives two rewards and Defeating Dhakon gives two rewards for a total of four if both are defeated together, plus any extra from Speedrunning and Completionist modes.

- If you defeated Galeem you may take Galeem as a free companion. You may choose to humanize/anthropomorphize them, if you do you may decide their gender and sexual characteristics. They may retake their normal genderless form at any time you wish.

- If you defeated Dharkon, you may take Dharkon as a free companion. You may choose to humanize/anthropomorphize them, if you do you may decide their gender and sexual characteristics. They may retake their normal genderless form at any time you wish.

- You may gain the **Spiritual Services, Smash Runner, or Stage Hazard** perk as a free perk. You may take this option multiple times to gain another one of those perks. In the case of Smash Runner and Stage Hazards selecting that perk if you already have it acts as a capstone booster instead.

- **Spirit Smash Runner (Requires Smash Runner + Spiritual Services)**: Your Smash Runner perk now affects your spirits. Those spirits you have equipped grow the more stat boosts you collect. They are also limited to ten times their original strength unless they have the cap removed by Smash Runner's capstone boosted effect.

- **Spiritual Hazards (Requires Stage Hazards + Spiritual Services):** You can modify your Stage Hazards perk based on the fights of certain equipped spirits. Inducing the conditions of the fight you claimed them from. This includes options such as the floor being lava from the Blaze the Cat spirit or high winds from the Salamence spirit.

Move Set - Capstone Booster List

Smash Runner	Mario, Donkey Kong, Link, Meta Knight, Marth, Roy, Ike, Pit, Villager, Wii Fit Trainer, Little Mac, Ryu, Mii Brawler, Mii Swordfighter, Mii Gunner, Min Min, Kazuya
Here Comes A New Challenger	Luigi, Diddy Kong, Young Link, Zero Suit Samus, Falco, Lucina, Dark Pit, Wario, Isabelle, Shulk, Snake, Cloud, Daisy, Dark Samus, Chrom, Byleth, Ken, Terry
Create Trophy	Peach, Zelda, Toon Link, Robin, Palutena, Olimar, Bayonetta,+ All Pokemon and Pokemon Trainer,
Stage Hazards	Dr. Mario, Bowser Jr., Samus, Fox, Captain Falcon, Ness, Lucas, Ice Climbers, R.O.B., Inkling, Simon, Richter, Hero, Steve, Sora
Smashing Metamorphosis	Bowser, Sheik, Ganondorf, King Dedede, Wolf, Corrin, Sonic, King K. Rool, Ridley, Pyra/Mythra, Sephiroth, Joker
Voracious Versions	Rosalina & Luma, Yoshi, Kirby, Mr. Game & Watch, Duck Hunt, Mega Man, Pac-Man, Piranha Plant, Banjo & Kazooie

Artist Credits

Hand Drawn Curves	**Witchking00**	**Squishcap**
Akairiot	**Aomokoka**	**Neronova**
Prywinko	**Coffeeslice**	**Stelladraco**
Zelda Hunter	**Adjatha**	**Datskelebutt**
Omega Haunter	**Minus8**	**Royaloppai**
Rngsucks	**Hiyo Teagreen**	**Mashed (Youtube)**
Roah	**Nawka**	**Borvar**
Meryo 2	**Sssonic2**	**Tiotiored**
Chocoraptor	**Tohilewd**	**Yoshimister**
Schizoid	**Turk128**	**Yoshimister**
Picturd	**Plaguetyranno**	**Yoshimister**
Collegehumor	**Lapatte**	
Nitwittwit	**Mr.russo**	