



Video Game Villains: Mario's Mortal Enemies Jump
v1.0
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Mario Mario is the most famous video game character of all time. His adventures, dating back to the early 1980s, have made him go toe to toe with all sorts of amazing adversaries, ranging from the fairly ordinary, such as boos, chain chomps, and koopas, to the incredibly deadly, such as Bowser, Wario, and the various antagonists of the Mario RPGs.

There is a range of jumps that allow intrepid jumpers to join Mario on his adventures and to deal righteous retribution to the perilous powerhouses that seek to take over the Mushroom Kingdom and the rest of the world. This jump does not count itself among the ranks of those illustrious journeys into the Mario-verse. No... This jump is for those who see the Koopa Clown Car and say "That's a ride, right there!" or who think that going across the world and hunting for treasure is more fun than rescuing princesses.

If you want to explore Mr. Mario's homeland without adventuring alongside the red-hatted parkourist and plumber, this is one viable way of doing just that. Whether you want to show the Mushroom Kingdom and its neighbors what a REAL villain looks like or you just want to see what a villainous territory would look like if it were run effectively, this decade-long adventure promises to give you what you need and indeed, what you deserve.

Take 1000 Mighty Points to fund your adventures.

Author's Note: *Hi friends! This is not a joke jump despite that introduction. Or rather, it's not INTENDED to be a joke jump; it plays its premise straight. If you want to use this as a joke jump, that's completely fine with me, but I DID write this with the intention of it being a legitimate way of gaining the powers of some Mario villains and adding their stuff to your jumper's list of capabilities.*

I like villains. That's... Yeah, that's as deep as this goes for me. I like villains, and I want to create jumps for jumpers who either WANT to be villains or who like the idea of importing into a setting as a villain and then playing it real weird, like going on a

redemption-seeking journey, befriending heroes, or just wholly fucking off and going and doing something else but with a villain's kit. It's, potentially, a very fun time.

Starting Location

A multitude of locations throughout the Mushroom Kingdom and beyond exist that are perfect for the beginning of a jump. Where you begin is up to you. You could begin your adventure vacationing on Yoshi's Island, or in the depths of Luigi's Mansion. You could initiate this jump in Princess Daisy's Kingdom of Sarasaland or in the forgotten landscape of Mario Land. It's up to you!

Age and Gender

The funny thing about a villain's jump is that your age and gender don't really matter. Each origin makes you a specific character with their memories and the like. Enjoy! If you would rather be a drop-in attaining just your items and perks rather than also attaining the identity of your origin, there's a drawback for that down below. In that case your age and gender are chosen by you.

Origins

Wario [Free]

Wario is a rival adventurer to Mario who is characterized by his greed, his opportunism, and his ability to diligently pursue his goals in a multitude of ways. This human, a rarity among Mario villains, first appears in *Super Mario Land 2 - 6 Golden Coins*, having taken advantage of Mario leaving his home unprotected during the events of *Super Mario Land* (a game which, despite its name, does not take place in Mario Land but rather in Sarasaland) to invade Mario Land and use magic to take it over; hypnotizing the citizens of the place to turn them against Mario. There's... a lot to unpack there.

Wario is a skilled adventurer and Renaissance Man, who owns at least one castle, has rescued princesses and queens all on his own, and is a businessman who runs shops and owns a game company; WarioWare, Inc.

Tatanga [Free]

Tatanga is an alien invader and the principal antagonist of *Super Mario Land* (the game, not the series). He also reappears in *Super Mario Land 2 - 6 Golden Coins* as a boss! Tatanga wields technology along with hypnotic abilities, and synergizes the two in a dastardly plot to endanger Princess Daisy and seize control of Sarasaland. He is, as it turns out, the emperor of a species (the *Tatanga-seijin*) who wield technology powerful enough to cross vast interstellar distances and challenge Mario (but also that Wario can somehow replicate, as in *SML2-6GC* Wario has canonically replaced the spaceship Tatanga loses at the climax of *SML1*). By selecting this origin you become Tatanga and get the chance to twist the wills of the people of Sarasaland to your whims.

Bowser [Free]

Bowser is *The* foe of Mario Mario. First appearing as the villain of *Super Mario Bros* and the head, and king, of the black magic wielding tribe of koopa turtles, whose people invaded the Mushroom Kingdom, Bowser is now in the upper echelons of the most famous video game villains of all time. Throughout his dozens of appearances, he has repeatedly and deftly wielded everything from powerful power-ups to strange technology and dark magic in a dogged effort to marry Princess Peach and take over the Mushroom Kingdom. This origin allows you to step into his enormous shoes.

Perks

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

General [Undiscounted]

Powered Up Physiology [200/400 MP]

Throughout the world that houses Mario Land, Sarasaland, the Mushroom Kingdom, the Koopa Kingdom, and other storied locales power ups are a dime a dozen. These power ups, ranging from spicy flowers that give those who absorb their energy the ability to lob fireballs at their foes to stony fungi that let you turn into a bigger rock and roll over foes, are powerful things. Mario is a frequent fan of them and uses them to defeat his foes, though some enemies such as both Wario and Bowser are fond of using Mario's own tricks against him.

You are now the equal of Mario, Wario, and Bowser when it comes to using these kinds of local power ups, giving you a staggering amount of skill when it comes to adapting to special items you can find in a setting, with you gaining the ability to give yourself a temporary powerup from this setting once per day (Any powerup from any Mario game with the exceptions of any sort of 1-up and any sort of invincibility) which will last until you get hit in a fight/take damage or for up to an hour before wearing off, ensuring you can always access the powerups native to this reality going forward.

If you spend an additional **200 MP** on this perk you gain the ability to infuse powerups into items so long as you can reasonably be said to be controlling said items (driving a car, swinging a sword, holding a gun, etc.), such as infusing a Cape Feather into a car to grant it the ability to fly. An infusion like this also lasts an hour (and persists if the item is damaged, though if it breaks the effect wears off prematurely) and this infusion counts separately from the personal use meaning you can use this skill once per day on an item and on yourself.

Wario

Warring Wario [Free & Mandatory for this jump if the Wario origin is chosen]

The *Wario Physiology* perk. Wario is a human so his physiology is in line with that of a human being though he does have a respectable degree of cartoon physics with him able to survive (and recover from) things like being smashed flat, being turned into a bat, being set on fire and turning to ash, and he has an affinity with money that manifests in a very strange way. You are still injured by these things, but the actual damage is minimal, and the transformations made available to you via these feats are invariably handy for navigating the world.

Wario can consume money, literally inhaling money (be it gold coins, dollar bills, or other, stranger currencies) and still access it for purchases and the like. You have this same ability, though you can teleport money into an appropriate place such as your warehouse or a bank account.

Your physique is comparable to that of Mario himself with you possessing the athleticism needed to perform an array of parkour feats. Like Mario you don't suffer from fall damage barring truly extreme leaps such as you falling thousands of feet in the air, and you have one small advantage that Mario himself doesn't have: you can store gas inside of yourself and release it to propel yourself or attack enemies (or both). The longer you go without using this ability the more explosive it becomes!

Fortune Finder [100 MP | Free for Wario]

Wario has truly astounding luck when it comes to finding treasure. Sometimes he'll just be living life and adventures that end with him accumulating vast wealth will occur to him. You now have the same curious, treasure-based luck. This luck will manifest with you discovering places where the call of adventure is reaching out to you, presenting you with opportunities to accrue wealth (such as you seeing a newspaper article on a place in the wilderness that is begging to be plundered). This also enhances your ability to get wealth even in your day to day life, though to a lesser extent.

Surprising Sorcerer [200 MP | Discounted for Wario]

Wario can use magic. That's a rarely employed part of his arsenal but it dates back to his very first appearance and has appeared, in small ways, from time to time throughout his adventures. And now, like Wario, you can both use mind control magic and there's a pleasant buff to your ability to use magic that will surely scare and doom your foes: when people don't know, or even forget, you can use magic (or any other supernatural/out of context feats) the effectiveness of your magic skyrockets. This is a comprehensive booster that enhances everything about your magic, including the scale on which it operates and the ease with which it can be used. Maybe this is how he magically hypnotized the population of a whole "Land"...

Your ability to mind control people, by taking this perk, is potent enough that like Wario does your evil aura can subtly influence people and subtly push them in directions that align with your morality. The more time you spend with someone without fighting them the more they fall under your influence. This takes time to overcome the hearts of good people but it's potent enough to turn even heroes like Princess Daisy into your allies.

Wicked Wealth [400 MP | Discounted for Wario]

Wealth in your hands has a lot of uses. Primarily the more wealth you accumulate the stronger you become, though this is a slow improvement that requires significant wealth to really kick into gear (although that's countered by there being no upper limit on how strong this can make you), and you being able to expend ridiculous amounts of wealth to instantly heal from damage with the expended wealth disappearing the second this ability is used. This can even allow you to overcome death, though using this power even once that way will require basically all of your wealth. Finally, with this when you defeat foes you get wealth proportionate to their level of power. This can manifest in a number of ways, such as foes dropping wealth or you getting a bounty from a defeated enemy even if said enemy wasn't actually wanted for any crimes. You can't stop winning, jumper!

Ridiculous Rival [600 MP | Discounted for Wario]

Wario's first ever appearance really hammered home the idea that he is Mario's rival. At the climax of their fight he fought Mario using Mario's toolkit! While Wario was still defeated, you'll find that if you do this you fare better than he did.

You can designate one person per jump/per decade (whichever happens sooner) a rival. When you designate someone a rival you begin to get better at fighting them, able to copy some of their moves. The longer they are your rival the more moves of theirs you can pull off, though only so long as they are your rival. You are also incredibly adept at fighting your rival, though this doesn't scale to match the rival in question so if you're just a guy in Metropolis and you dub Superman your rival you won't be able to go toe to toe with the Man of Steel, but you'll find that when you mimic him doing what both of you can do, such as throwing punches, your punch hits wildly above its weight class relative to what it should do. If you're naming someone similar to you (be it in terms of overall power or species) your rival you'll find that you are incredibly able to keep up with them and can pull off what they do with impressive ease. As far as becoming better able to mimic them, circumstances and opportunities fall into your lap to follow in their footsteps and get closer, and closer, to what they do, such as picking up powerups that allow you to mimic them or getting training that parallels theirs.

Tatanga

Extreme Extraterrestrial [Free and Mandatory for this jump if the Tatanga origin is chosen]

Tatanga is an alien, a member of a species named after him. The main thing he has going for him, physiology-wise, is a dangerous hypnotic ability that can be deployed against many foes and can be used to keep entire kingdoms under hypnotic control simultaneously. It is an impressive skill that, at the height of its usage and Tatanga's power, kept all four kingdoms in Sarasaland under his control at the same time. For the duration of this jump your base form will be that of a small purple alien. In future jumps you can decide if you want this form to remain an alt-form or otherwise how to handle it.

A secondary trait of yours that this perk allows you to exploit is a rather unpleasant ability to infuse things you eat with some strange necromancy. Like Tatanga you can consume living creatures and select parts of their corpses to spare before infusing those remaining bits with necromancy. This is how Tatanga creates the fierce Hoenen; undead Torions that are just the leftover bits from when Tatanga has a snack and proceeds to reanimate what is left behind while infusing said bits with a dark will to hunt down his foes. What a ghastly ability.

Alien Sciences [100 MP | Free for Tatanga]

The Tatanga-Seijin are a distinctive species, one that is named after their emperor. Their sciences include the creation of spaceships that can travel the vastness of interstellar space. You know the sciences they employ to achieve this, and you can create spaceships that are, at least in terms of speed, on par with Pagosu, allowing you to venture across the void of space and reach different solar systems in months (Tatanga embarks from Tatanga-sei, reaches Sarasaland, loses, and returns home to Tatanga-sei in the span of four years). Your sciences can also allow you to design the planes used by Roketon attack pilots.

Emperor's Charisma [200 MP | Discounted for Tatanga]

Tatanga is an emperor. Curiously he's also quite beloved by his people, respected and taken seriously by them. Using the influence he has over his subjects he lives in his homeworld for a time and they retain their respect and admiration for him even as he allows misfortune to befall them. Those who accept your leadership are incredibly vulnerable to your charisma, with this effect scaling higher the more leadership they view you as deserving over them. Much like Tatanga himself, possessing this unusual trait does not actually give you leadership skills.

Solitary Nightmare [400 MP | Discounted for Tatanga]

Love the man or hate him, it's not unfair to view Tatanga with a touch of respect. The man is an emperor and yet he comes to Sarasaland alone and with his main power he manages to take over a region that consists of four separate kingdoms. His final showing at the end of *Super Mario Land* is less impressive than his aura happens to be at the start of the story, but when he first invades and single-handedly conquers a kingdom... That's a feat.

The more alone you are the stronger everything about you becomes (though this strength fades whenever a given instance of you being alone fades). If you're one person facing down fifteen people you become stronger. If you're the only member of your species in the world you're all the mightier for it. With the courage to face down armies and take over kingdoms singlehandedly... You'll be a true monster, jumper.

Magnificent Mind Controller [600 MP | Discounted for Tatanga]

Tatanga's plan is to have Princess Daisy, the princess of Sarasaland, marry him. In the manga *Super Mario Kodansha* a group of Torion make fun of the alien emperor and say that the only way the princess would agree to marry him is if she were being mind-controlled. Many forms of mind control do not allow for something this sophisticated, and indeed plenty of times it is said that even if such an event were to come to pass it wouldn't be legally binding. Which is good for your foes... Until you came around.

Mind control you exert is cranked up to a truly absurd degree. The longer you keep people under mind control the more powerful it becomes, with it becoming harder to break free from and any decisions someone makes while under its sway are considered legally and supernaturally binding such that you can use it to marry someone and get their stuff or even make them sign their souls over to you, which makes mind control a legitimately nightmarish tool in your arsenal. All of these effects remain relevant so long as you are the source of the mind control, be it through a biological power, technology, magic, etc.

Bowser

Killer Koopa [Free and Mandatory for this jump if the Bowser origin is chosen]

What a koopa! You, jumper, are a phenomenally powerful koopa with a hulking build, a fiercely spiky shell, the ability to breathe fire, use dark magic, and a body built for bullying. You are the king of the koopas and the world will learn to fear your power. For the duration of this jump your koopa form is your default form. In future jumps it is up to you to decide how to square what to do with your ability to enter some version of the form of the koopa king.

Monster King [100 MP | Free for Bowser]

Bowser is a king of kings and the king of monsters. It is laughably easy for him to recruit both regular monsters such as untold legions of chain-chomps, piranha plants, cheap cheeps, and royal monstrosities such as King Lakitu, King Bob-omb, and King Boo. Like Bowser you have a truly remarkable ability to recruit monsters and to get royalty roped into your schemes. Such figures are also incredibly easy for you to both scare and influence with genuine charisma. If someone is BOTH a king and a monster (or any other sort of non-human royalty) they'll practically be putty in your hands.

This dramatic charisma enhancing power also works on members of your own species. Somehow people who are the same kind of people as you (whatever that means for you presently; as in this is keyed to your equipped form) will sense that they are in the presence of someone meant to be in charge.

A Frightening Affair [200 MP | Discounted for Bowser]

One of Bowser's most common motivations across his appearances throughout the totality of Mario and Peach's lives is to find a way to take control of the Mushroom Kingdom and to get Peach to marry him. Whichever of the two objectives drives him more depends on the day, but normally trying to usurp a princess and steal her monarchy from her would be a less than foolproof plan to court her... But somehow you find a way to make romantic strategies like this work.

If you entangle a romantic subplot into your more dastardly schemes both the scheme and the subplot become easier. Somehow even when you're bad you're finding ways to charm people and sweep them off their feet. Maybe you make being bad look good? Perhaps during your nefarious activities your victims realize that you've got a soft spot for them and that makes them amenable to having a soft spot for you? It... It just works, okay? With enough time and effort maybe you'll genuinely sweep a prince or princess off their feet... Or at least they'll come to not hate it if you conquer their kingdom through marrying them at swordpoint.

A secondary effect of this is that when you're not actually doing evil your foes are more chill with you. Your archnemesis can invite you to go go-karting, play golf, or even participate in the Olympics! And it should go without saying that your parties are just legendary. Maybe those you romance talk to their friends about you and make it clear that just because you're a bad guy doesn't mean you're a bad guy. Who knows?

A True King [400 MP | Discounted for Bowser]

Bowser is a king who is served loyally and respectfully by the vast majority of his underlings. He himself treats those who respect him surprisingly well despite his ability, and at times willingness, to bully or berate those in his ranks. Bowser is clearly a skillful leader, and even though he suffers defeats and setbacks repeatedly his minions continue to loyally obey him without the need for deception, hypnotism, or other supernatural means of control.

Much like Bowser you are an impressively talented leader who understands what your underlings and subjects both need and want, and when you exercise your skills effectively your effort is repaid with loyalty by those who serve you. You can rely on your underlings, with their competency experiencing surprising boosts that scale with how effectively you've led them, allowing them to reveal moments of real power and have crowning moments that can allow you to win the day even against foes as skilled and heroic as Mario. This also rewards your subjects if you elect to trust them, such as empowering a Bob-omb if you give her a power star, or allowing a piranha plant with a shine sprite to become incredibly powerful even if they were perfectly ordinary before you empowered them. And of course the more you empower an ally and/or lieutenant the more loyal to you they'll become.

Anti-Plot Armor [600 MP | Discounted for Bowser]

There's just something about Mario... It drives Bowser mad! And also fills the Koopa King with a grudging respect for the Italian plumber. Sadly, such relationships are a dangerous thing for jumpers, as a villain's mortal enemy is often imbued with a potent sort of plot armor that ensures that they will rise to challenge each other time and time again. This is a very common thing in Mario games, with Mario and Bowser facing off multiple times in *Mario 64*, *Super Mario Odyssey*, *Paper Mario*, *Bowser's Fury*, and more.

Thankfully foes fighting you do not have replenishing stores of plot armor. An enemy with an impressive amount of plot armor (or some other narrative protection) may survive an encounter with you at the start of the story but such an event will drain all of their plot armor or what have you. The next time you blow them off a building they won't come back. What's worse is that your lieutenants and the like do better against them the less plot armor they have, meaning that they may actually fall to one of your minions. This also comes with a number of more subtle, but real, benefits such as aid your hostages offering your foes not actually arriving in the mail, or your foes failing to assemble a coalition of diverse allies with a range of views and abilities in an effort to take you down. The more plot armor your foes rely on the harder it'll be for them to even get to you, much less actually fight you.

Items

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

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 MP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General

Power Up Party Platter [200 MP]

There are truly so many power ups in the *Mario* series. This item lets you pick three, any three (including 1-ups and power stars) and find a small supply of them in your warehouse. The more common the power ups you pick happen to be the rarer the supply will be, such that you only get one power star a week and you only get a single 1-up a jump/every decade (whichever happens sooner). Common items like Fire Flowers are common enough that you can pick up multiple a day and all of them will reappear in your warehouse a day later.

You can purchase this item more than once and each time you get three more items.

Wario

Garlic Supply [100 MP | Free for Wario]

Wario is built different. Some would argue he's built worse, but no one would argue that he's built the same as other people. This item is a free dispenser of Wario's favorite food: Garlic and it dispenses as much garlic as anyone could possibly want, for free. Eating this garlic heals you but also makes you stink. Is your health worth the same price your reputation may take due to you walking around smelling like garlic?

Wheels [200 MP | Discounted for Wario]

One of Wario's handiest items, the *Wario Bike* is now yours. This remarkable invention is a motorcycle.

But wait, there's more! You can pay a small fee each time you want to do this to scale your bike so that it's faster and more durable than you, allowing you to use it as both a handy means of travel and as a weapon in case you need one though the potency of this effect and how long it lasts both scale with how much you pay (the more you pay the faster it becomes and the longer it stays fast). Beyond that it comes with a few handy fiat-backed features: if destroyed it'll repair itself and reappear in your warehouse a day later, it has unlimited gas, and will do any sort of necessary maintenance and the like on its own.

Warioware, Inc [400 MP | Discounted for Wario]

Create the world's FUNNEST GAMES and make the world's RICHEST GUY!

The quote above is the official slogan of the company you now own. This is a remarkably successful gaming company that continually produces absolute bangers of games, both original ones and ones that seem *inspired* by video games you've encountered in past jumps. This impressive company is shockingly successful, continually producing profit for you and for your employees (and those who work for this company get paid without it coming out of your bottom line, somehow). This comes with a company headquarters (which is a safe place wherein you can rest with fully stocked living quarters for you and any "Employees" you happen to recruit). In this and future jumps this company produces games, gaming consoles, and more to facilitate gaming in every reality and to continue to produce profits for you and wages for its employees.

Tatanga

Pagosu [100 MP | Free for Tatanga]

Tatanga's spaceship. You are now the proud owner of a vessel that can cross an interstellar distance in, at worst, months. More than that this vessel is sturdy, taking 25 full hits to take down, while also possessing potent weaponry with which to fight off attackers. With unlimited fuel, life support to keep you alive even if you go from one side of the universe to another (during which your remaining time in a jump won't go down unless you'd want it to), and self-repairing abilities this is a mean means with which to explore the universe. If destroyed you get a new space ship in a day.

Boss [200 MP | Discounted for Tatanga]

The hypnotized leaders of Sarasaland include King Totomesu; an agile sphinx who can lob fireballs and has impressive hops, Dragonzamasu; a sea-horse like monster that can swim around and spit fireballs, Hiyoioi; a statue-like lobster that throws rocky baddies at its foes, and Biokinton: a cloud monster that bounces around wherever it is located, releasing chickens at its enemies. This item lets you turn one of these monsters into a skilled, protective bodyguard. You can switch which boss you have following you around at the start of every jump but it takes more than one purchase of this item to get more than one boss at a time. Future purchases are not discounted.

Tatanga-Sei [400 MP | Discounted for Tatanga]

The homeworld of Tatanga, complete with a planetary population of eager, loyal, patriotic Tatanga-seijins who will happily do your bidding. This item is a planet that follows you around, importing appropriately (read: however you wish) and defeated Tatanga-seijins respawn, unharmed, the next day. This item comes with a capital city decorated in a style you like, and the planet retains changes but is the size of an unusually large kingdom.

Bowser

Magic Wand [100 MP | Free for Bowser]

This impressive weapon is Bowser's magic wand: the same wand he uses to turn Toads into stones, bricks, plants, and to nearly topple the Mushroom Kingdom over and over. This wand dramatically skyrockets the potency of dark magic used through it, with the darker the spell's effects the more effective the enhancement. The magic on the wand is also keyed to transformational effects, making it remarkably capable as far as polymorphing people and objects go.

Grand Collectible [200 MP | Discounted for Bowser]

Mario games love their collectibles. What sort of adventure would Mario go on if he wasn't collecting some sort of celestial body or spiritual body with a nice adjective in front of it? And there's always tiers to it too. Power Stars are nice, but Grand Stars are better. Power Moons are great, but Multi Moons are the best.

This item isn't a regular collectible. It's some juiced up variant! These objects are tremendous power sources and you can draw real power from the one you have here, more than enough to power some colossal inventions or tremendous warmachines. This also comes with the infrastructure needed to make it able to power something, be it a spell that rewrites reality or a machine that can crunch planetoids.

Superior Army [400 MP | Discounted for Bowser]

Bowser's might isn't just in his fists or in the dark sorceries he wields against his foes. This item represents Bowser's terrifying military, consisting of generals, admirals, and other high ranking officers in the form of the various kings who have flocked to his banner, and armies consisting of regular troops. This also includes the accompanying infrastructure such as Bowser's airships, Bullet Bill cannons, factories for producing both weaponry and certain types of troops and other vital military equipment that allows Bowser to be a world-class tyrant who fills entire galaxies with fear. These troops are loyal, and how long it takes them to respawn scales with their rarity and power, such that kings will need a year while regular troops will respawn within the day. This item also comes with one colossal *Jumper Castle* which is your version of *Bowser's Castle*: a boobytrapped labyrinth wherein your foes will need to face your minions, empowered in the confines of the castle, before they stand face to face with you.

Companions & Followers

Companion Import/Companion Creation [50-200]

With this, you can spend MP to import companions into this jump, giving them 600 MP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 MP per person you do this for, or you can spend 200 MP and create or import 8 such individuals.

New Friend [50]

This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 MP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 MP]

This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Leave When The Plot Ends [0 MP]

This toggle allows a jumper to end their time in a setting when the events of the setting's plot are resolved. This can be via the jumper playing a part and achieving a canon ending, or in some other way, significantly resolving the plot and conflicts of the series.

Extended Stay [Varies]

For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]

You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 MP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Nemesis Attractor [100 MP]

Well they certainly call themselves your nemesis... Somehow you've attracted the attention of a group of unskilled but doggedly persistent adversaries. They'll die but they'll come back a day, a week, a month, a year, and so on and so forth, later. They aren't very effective at stymieing you, but they'll put their heart into stopping you from reaching your goals and it can, easily, become a problem if they appear at exactly the right time.

Minion Madness [100 MP]

All of your efforts to control your minions are significantly less effective. Whether you have magic that SHOULD strip them of their free will, or were previously a really good boss, your minions just don't vibe with it and keeping control of them will be a lot harder. Maybe invest in multiple ways of handling minions?

Drop-In Dangers [200 MP]

This is the drop-in option. With this you can drop-in into the jump but in exchange the character of the origin you picked is also independently in the jump and has all of their powers and abilities. You can take this drawback for zero points if you'd rather just be a regular drop-in, or you can make it worth **600 points** if you give them all of their perks and items as well.

Power [200 MP]

You are fascinated by and obsessed with power. It is incredibly easy for you to get infatuated with princesses or princes, and if you do develop such a crush you'll become obsessed with getting such feelings reciprocated in a rather unhealthy way. Be careful with this one, it can easily spiral into you writing a whole song about the object of your affections.

Original Impulses [400 MP]

With this drawback you are continually plagued by impulses, instincts, and thoughts that correspond to the character behind your origin. This will make being neutral much harder, and in time may make being heroic nearly impossible. I hope you have truly legendary impulse control if you want to be anything other than villainous here. That said if you're evil then this may just be free points...

Game Challenge [400 MP]

This drawback forces you to play through the events of the first time your origin appears in a Mario game... And win. How difficult that is depends on a lot of factors, but until you've decisively won you cannot leave this jump.

Foul Foes [600 MP]

All of the remaining baddies are coming together to form one stable empire of evil. This is, unsurprisingly, really bad news for everyone as all of your foes are operating at their peak and have all of their canon abilities. If you really want to make this worse, for some reason, you can tack on an extra 400 points and cause the characters whose origins you did not pick to get the full loadouts of their origins: all of their perks and items. This is going to be an incredible challenge to overcome.

Mario Rising [600 MP]

Mario is on the warpath... For good! He's rallying allies, creating alliances, and he fully plans to defeat evildoers. He's not out to kill evildoers, but if he captures you (and he will absolutely try, while leveraging every tool at his disposal) and you are imprisoned at the end of the jump then you fail this jump. Mario is aided by princesses and by a coalition consisting of members of every sapient species, all of whom are in it for the long haul.

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

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.

Notes

-Changelog: I started this jump on September 15th, 2026. Part of the intention here is for me to see if I can start and finish a jump in a whole day. Somehow, after months of not successfully making a jump (aside from the one jump where I only did a single origin), I was able to do this in a single day. Wild.

-Both times a Villains jump has happened, people have asked, "Why didn't you include villain xyz in the jump?" which is a fair question. I have a pronounced habit of making jumps with three origins because that's enough for there to be some decent diversity in terms of design, builds, and drawbacks. And every Villains jump is an installment in a series rather than a one-off, end-all, be-all. I always have plans for more Villains jumps in the back of my mind.

-The *Free and Mandatory for this origin* perks are perks that detail the broad basics of the form that will be your default form for this jump. You can decide how they manifest in future jumps yourself (even a specific perk that counts here doesn't say you can).

Whichever one you get is determined by your origin and they are mutually exclusive.

-The transformation part of *Warring Wario* comes from the *Wario Land* games and their *Reaction* system though with the caveat that the transformations do inflict SOME damage, and the ability to inhale money comes from *Wario World*.

-A weird amount of this draws on stuff from *Super Mario* the Kodansha manga, due in part to both Wario and Tatanga being significant characters therein.

-Have a meme that feels appropriate.

