Version 1.1

Welcome to the 3D Mario World! This takes place shortly before Odyssey, but you will be crossing over into a few stages representative of that world near the end of the journey! For this adventure you will be taking the place of one of our two brave Toad Brigade Members, they called in sick, chose who you'll be subbing for this adventure:

Captain Toad or Toadette

You now get 1000 Golden Star Points (GSP) to help you during this journey... are those feathers?

Well there went the budget for this adventure, your powers outside of body-mod, warehouse access, and your partner… welp time to throw down the Gauntlet.

+0000 GSP

Background

Toad Brigade:
You'll be taking the form of a Toad for this adventure, which will become an alt-form if you successfully complete the jump, and you'll be joining the illustrious Toad Brigade, a noble group of Toads who typically help find Power Stars to assist Mario and Luigi on their adventures and treasures to line their own pockets when not helping the brothers. For this adventure in addition to the task of finding the Power Stars scattered throughout stages you must seek out and defeat the antagonist, Wingo the "lover of all things shiny", who has kidnapped your partner, Captain Toad/Toadette, as they were trying to save your GSP. Though be warned it is a tenacious bird and one thrashing might not be enough to end its thievery. Gender/age are a free choicel.

Location and Timeframe

You start at Plucky Pass Beginnings shortly after your partner was kidnapped, instead of the usual ten years, you'll be completing 79 stages, which are some of the more interesting and treasure filled segments of the Mario World, you may elect to take a short rest after each stage and be directed to the next stage via a map and a short, but uneventful, journey or teleport directly to the next stage upon completion of the prior stage. You start with two 1-UP Mushrooms, listed in items, that can stave off a knockout/fatal blow or can be used to redo a stage if you hit a fail condition, see drawbacks. Also, these stages have been modified to slightly shuffle the environment, to prevent any cheesing by those who have played the game.

Perks

Pick one from each tier to discount, 100 GSP Perks and Items are free on discount

Free For Jump, 100 to keep
Turnip Tosser - You've got a lot of muscle packed into such a small body, with a little effort you could pick up a turnip thrice your weight and toss it like a basketball, even if it is larger than you

Super Form - When you get hit with a blow that would fatal or debilitating you may choose to shrink to a smaller more childlike form, losing access to any perk or ability that could be considered above body mod and/or the base racial characteristics for your species in its younger form, this may be reversed with a Super Mushroom, healing magics, a good meal, or via a six hours rest

Power Slam - When you fall on enemies or perform a jump attack you may deal extra damage scaling with your weight and the weight of what you're carrying, with the basic gear for this jump you can crush most foes found here flat. In addition as long as you have a foe to fall on you'll suffer no damage.

200
Good Timing - Like Toadette you have amazing luck when it comes to timing you escapades, such as sneaking into the villain's tower when they are out searching for treasure

Monster Tickler - You have an unerring sense for what's ticklish, even if it shouldn't make sense you can tickle someone, with this power you can escape grapples and holds via tickling and either they'll be too busy laughing to notice they let go or the sensation causes them to release you

Strong Stomach - You sure have a strong stomach even if you were to swallow a giant explosive veggie, the size of your head, you could survive with just some gas and bloating

300
Stars Lead The Way! - On your journey you may spot a Green Star, of the cartoon Mario variant, flying across the sky, visible only to you unless pointed out, following this can lead you to new adventures, interesting sights, or new lands.

Treasure Tracker - You have an innate sense of what treasure, according to the jumpers definition, there is to be found in the local area, within an hour travel, you may expand or shrink this area depending on what you are seeking, something specific like a rare magic item will give you a greater search area, within a days travel, or that something broad like shiny treasure would give you a minor increase, within two hours travel.

Magic and Special Powers! The powers in the 400 and 600 tiers have a small condition for their use, they are unlocked upon the completion of all stages and defeat of the final boss, surely such power is worth a minor inconvenience jumper?

400
Magical Ball Teleport - You are now able to transform into a ball of magical energy ball, half your current size, and use this form teleport short-range distances

Gust Blitz - You can also summon up strong winds with the strength that can fling a Toad carrying a heavy load.

Veggie Toss - You can conjure massive veggies, turnips are traditional but since you're paying the premium you can summon any veggie or fruit you wish. These can be used to crush your foes if dropped from sufficient height, do note if dodged the veggies will be stuck on the ground and can be used against you if your foe has an inclination to toss giant veggies.

Thunder Clacking - You can use this power to summon lightning and strike it down at your foes, it take a few seconds to charge and the strike zone is choreographed with a faint pink light before the lighting strikes

600
Dragon Power - Like Draggadon you may breathe fire, release a draconic roar with can shatter stone, and have an immunity to lava, being able to swim in it without any issues

Double Trouble - You are able to summon an invulnerable clone that is capable of performing all of your attacks, this clone is distinguishable from you by a minor change such as a different colored piece of jewelry or magical effect color and must remain within 100 meters of you, your foes must be able to strike you in order to banish your clone, which you'll be able to bring back with a minutes concentration

Draggadon Rampage - You may summon Draggadon, a gigantic red or gold fire breathing dragon, once per jump or ten year, whichever comes sooner, for an hour or a single battle

Items

Freebies
1-Up Mushroom - Two free, additional can be acquired in-jump or purchased for 100 GSP Each Equivalent to a senzu bean if taken to another universe, purchased 1-Up Mushrooms replenish each jump, additional 1-Up Mushrooms can be either found on stages or by collecting 100 coins per stage.

Toad Brigade Gear - Safari Outfit, Headlamp, Backpack, Tent, and Bedroll

100
Pluck Patch - Can spot pluck patches in future worlds, distinct four leaf design that only you will notice unless pointed out, provides local currency, simple weapons, or restoratives

Infinite Veggies - You are able to pull out an unlimited number of turnips, or some other kind of veggie or fruit if you choose, that can be pulled from any container or out of thin air. Additional veggies can be purchased for 50 GSP Each

200
Mine Cart - With this purchase you are granted a series of minecarts and track tunnels connecting your properties, even if it wouldn't make sense, cannot be used to travel in between jumps without a spark, but travel within the local multiverse is fine. With the Super Pickaxe you will be able to add new stops to the grid as they are carved out.

Super Pickaxe - The Super Pickaxe is like a regular pickaxe but better in every way, in addition to being one of the best mining tools in the multiverse it can be used as a rather handy weapon and if used to dig minecart tunnels it will create the necessary track and other equipment needed to run minecarts.

300
Double Cherry - When consuming these sweet cherries you create a clone which mirrors your actions for about 30 minutes, you receive a new set of cherries the next dawn after consuming your current set

Potted Piranha Plant - You have collected a new friend it seems, this pocket sized Piranha Plant can be used as both a weapon and as a grabber, at your command it will reach out taking a bite out of enemies or grab an item and return it to you

400
A Stage of Your Own - With this you will receive a slightly scaled up version of any stage you wish, minus any treasure or enemies, so if you were to purchase Plucky Pass Beginnings you would receive a scaled up fort in addition to a hectare of land surrounding it or if you purchase Fright Train Flight you would receive a full sized train in addition to a depot for it.

Wingo's Watch Tower - If you really don't care about all the additional bits and just want to maximize your treasure collecting then this is for you! This is a single tower, hollowed out and filled with treasure, Scrooge McDuck style, the only entrance is from the top, but this includes a pipe cannon to launch to there.

Companions

50 Per Slot
If you are able to convince anyone to join you on your adventures then they may become a companion or follower at you discretion

Drawbacks

Mandatory Drawback:
Heavy Backpack: Which contents include The Unabridged Encyclopedia of Goombas, a Super Gem display case, a steam iron for a neckerchief, a larger headlamp for big caves, and silverware and fine china settings for five, which due to weigh, poor packing, and cumbersome design makes you unable to jump or fly and it reduces mobility until all stages are complete and no amount of repacking will fix this issue. The backpack may be removed if you elect to take a rest after a stage, but must be equipped before you are able to move on to the next stage. These items are yours to keep once the jump is completed.

Collection Challenges 100 Each or 500 for All

Super Gem Seeker: Each stage contains three Super Gem which must be found in order to move on

Coin Collector: Collect all coins on each stage to be able to move on

Wanted Poster Pursuer: Every stage has a wanted poster hidden in a discrete location which must be found to move on

Pixel Toad Tracker: Every maze has a small pixel toad hidden in an out of the way location and you must locate him to move on

100
Additional Stages - 79 Stages not enough for you? You can add an additional 25 stages per purchase of this drawback, which always includes at least one boss battle and tend to get harder the more stages that are added

From the Grasp of Victory - On each stage there is a five percent chance that you will have the power star stolen away by Wingo and have to repeat the stage, this does not cost a 1-Up Mushroom

Mummy-Me Issues - There are always a least one of these creepy Captain Toad lookalikes on each stage who will be hot on your heels if they spot you.

200
Crown Challenge - Each stage has a special challenge that must be completed in order to advance to the next stage, which may range from finding a hidden golden mushroom to minimizing the number of cannon shots needed to pass the mission, if selected with a Collection Challenge such a Coin Collector you will not receive a challenge to collect a certain number of coins, but something thematically appropriate for the stage.

Toad Brigade Escort - There are three members of the Toad Brigade lost on each stage, please escort your fellow brigade members to the conveniently located 3-Person Multi-Vator conveniently located by the power star on each stage, be careful if they are hit it will cost you a 1-Up Mushroom to revive them

Hidden Coins - All coins in the stage cannot be perceived until you are within a meter of them or shine your headlamp upon them

Ending

So you've completed all the Stages or failed miserably, Do note that if you fail the gauntlet, all of your purchases are revoked and nothing but memories will remain of your time and that you cannot select Ten More Years as an Ending and that if you succeeded then proceed to the next page for your rewards! I hope you've had a blast regardless, the choice of what happens next is yours, thank you for playing!

Stay - You've fallen in love with the lands of the Mushroom Kingdom and beyond, they would be more than glad to have you as a new resident and don't worry any loose ends at home will be taken care of.

Go Home - Have you had enough of all journeys, all the trials and tribulations, it's okay to go home, it has been a pleasure.

Move On - Does the journey never end and the next world beckon you, well I wouldn't want to keep them waiting, hopefully we'll get to see you again someday.

Ten More Years - Perhaps this little escapade has enticed you to explore the wider world, there is a lot more to this land than the stages can show, so how about ten years with your powers back to explore this land, then you can make a decision on what to do next!

Gauntlet Rewards

All the treasure you've collected so far on the adventure and your partner is willing to follow you along your adventures as a companion.

If you've completed the Crown Challenge and all the Collection Challenges to unlock the ultimate reward…

The Super Crown

For this you are granted two options:

Option One - You receive the power to grant Super Crown transformations to those you can touch and you receive a supply of decorative crowns for all your needs, please note these have no value as anything other than a cute hat

Option Two - You receive a legitimate copy of the Super Crown that can duplicate as more crowns are needed.

More on its powers and the interpretation of such can be found in the notes on the next page.

Notes

In regards to the Super Crown reward the following are in regards to my rulings on it:

By Jump-chan fiat lthe crown/the powers granted by it work on any being that are exposed to its powers either willingly or unwillingly, if that being is able to be overpowered by the jumper.

The alt-form granted is able to be transformed into at will by those who took the power willingly and for those forced into that form the transformation is at the jumpers discretion.

The advantages bestowed by the crown are humanoid forms which may be full human, Gijinka, Anthro, or become a member of one of the races that you have encountered on your journey.

The size of the creature is up to whoever controls the transformation and may range from the beings original size to any size possible, within the natural range for the form it takes, take note that the size change does not affect the beings strength. This may lead to either a kijau sized human or a kijau in human form, both equal strength but one significantly larger than the other, the what happens to excess mass is at your discretion to either compress it or disregard it entirely.

The final advantage is a human level intellect, if not already applicable. Those who are affected by this power may become companions or followers, at your discretion.

Finally the last ruling is to fanwank responsibly, if not Jump-chan will hit you with a fiat enforced brick, they leave bruises no matter the power-level.

Change Log

1.0 - Jump Completed
1.1 - Clarified timeline, reworded Heavy Backpack drawback to account for the flight-capable jumpers, noted that you receive a Toad Alt-form if you complete the jump, clarified how stages work and added a chance for the jumper to rest between stages, and reduced cost of companions to 50GSP!

Jump By Mr. Black, special thanks to the anon who helped with the first draft!