

SMG4

As you arrive you notice a person who appears to be Mario but different



What the Hell? Okay Jumper are you sure about this? Look I know that this may seem like Mario but it isn't. Look over there! There might be another jump for you to check out. You better go Check it out! BYE!

...
...
...
...
...

You're still here huh? Alright...fine but it's your funeral. First let me introduce myself. My name is SMG4 or Super Mario Glitchy 4. And this is the Mushroom Kingdom that I know it. Now you may think "SMG4

what so bad about it". In this world Mario is well... not all there. He's not the sharpest tool in the shed. He's...

I AM THE SMART!

You suddenly see Mario run by... Naked



Okay yeah, he's an idiot! And that's only the tip of the ice berg of the freaky things that happen here but I'm pretty sure Jump chan will fill you in!



Yeah...Well Jumper you brought this upon yourself. You have no one else to blame. Welcome to the world of SMG4! Home to the Super Mario bloopers, Retarded 64, and other oddities. And you're gonna be spending 10 years here..... It's not too late to turn back. But if you are serious about this then here:

1000 Spaghetti Points



What the?! What happened to the Choice Points?

Oh those! Yeah, I replaced with the much better Spaghetti Points! Enjoy!

Mario I am going to ask you once: What you did with the Choice Points?

I used it to buy spaghetti! :D

GOD DAMN IT MARIO! Sigh. Look just go to the next section we'll have a chat later right now I've got an Italian to punish.

YOU'LL NEVER TAKE ME ALIVE! AAAAAAAAAAAAAAAAAAAAAAAAAAAAH!

Good luck SMG4. As for you jumper I can adjust the option to accept these Spaghetti points instead of Choice Points.

Location:



You know the drill roll a 1d8 to determine where you start, or pay 50 SP to decide for yourself.

1. **Mushroom Kingdom:** You are in the mushroom kingdom...Yeah nothing much else to say about that except there are few important changes in areas.
2. **Koopa Kingdom:** Bowser's domain
3. **The Port:** Access to the ocean and is where Boopkins and his father reside.
4. **The City:** A Giant Metropolis
5. **Shroomy Camp:** A camp where Shroomy teaches others to be excellent campers
6. **Bob's Junkyard:** A junkyard where Bob lives.
7. **Inkopolis:** Hometown of the Inklings and Splatfest
8. **Free Choice:** Take your pick from above

Origins:



Well, we know you are here so these are just roles you fill. Oh, and things like age and Gender don't really matter here. Slapstick knows no gender or age. Please be reasonable; don't come in as a fetus even for this setting that is too far. Unless you are doing a Dr. Fetus thing.

Plumber: Like Mario you are plumber. That is to say a human that normally is in charge of handling most of the problems that occur in the mushroom Kingdom. AKA The Mario and SMG4 origin

Mushroom Royalty: Pretty Princess

Koopa Kingdom Royalty: Capturer of Princess

Minecrafter: People Like Steve

Human: Anyone who is a human but not a plumber. Think Tari

Inkling/Octoling: WOOMY!

Former Inkling: Woomy but Human

Anime Girl: Nani

Other: Melony, Bob, Axol basically ones that don't fit the above.

Perks:



Well now that you have your...Spaghetti Points let's get to spending them to get perks, shall we? Also discounted perks cost 50%

General

Woomy (100 SP, Free for Inkling/Octoling and Former Inkling): The Native language of Inklings and Octolings are no longer gibberish to you. You can understand it perfectly.

Music Skills (Free for the jump, 100 SP to keep): You would think that a comedy web series based on a idiotic Mario wouldn't have any musical number in it. But it does and now you know how to sing with this perk. You get this for free for the duration of the jump. Pay 100 SP to keep. This also include the ability to start your own musical number at will.

Marksman (100 SP, Free for Inkling/Octoling and Former Inkling): Pistol, Shotgun, Assault Rifle, Sniper Rifle, Minigun, Flintlock. You know how to use them all and more. Add to it you have a good aim.

Otaku (100 SP SP): You know a lot about anime.

Sonic Speed (200 SP): You move as fast as Sonic the Hedgehog. In fact, you can do everything that Sonic can.

Crime Senses (200 SP): Somehow, some way, you can tell when a crime is being committed. And even get a rough idea where the crime is being committed. Obviously, you can turn this on and off at your leisure.

Demon Slayer (200 SP): You have this other side to you. When anger you unlock this other side of you that is 50% more stronger, faster, more ruthless, and scarier. As for the name well, this ability makes the increased stats doubled if the object of your rage at the time is a demon.

Camper Skills (300 SP): Sure, a bit expensive but remember this the world SMG4. So why would camping skills be 300 SP? Rocket Launcher. Let me be a bit clearer this perk not only gives you the usual survival skill that a camper should have. With the added bonus of knowing how to make a bazooka with a rock and a stick. I am not kidding.

Rejection power (300 SP): The more people hate you the stronger you become. There's more to it though. As more people hate you gain new powers. Shoot Lightning, Flight, majorly enhanced Strength and durability. However this power goes away if someone genuinely proclaims their love for you. However, seeing you are paying for this you can turn this ability on and off at will. Also the increase in power comes from the amount of hatred or rejection to you and not the amount of people that hate or reject you.

Super Meme Guardian (400 SP): Think of this as being a chosen one. First you have plot armor that can give a nudge in the right direction to bring you victory in major battles. Second You can conjure objects to be used as projectiles. You also have a knack finding memes and using them as weapons.

Plumber

Plumbing Skills (100 SP, Free for Plumber): You know how to be a plumber. Fixing Pipes, how to use wrenches and plungers. Might not seem like much but hey you may find a use for this perk later.

Jump man Package (200 SP, Discount for Plumber): Well, you are like Mario, might as well have skills that he has. This translates to being able to jump high, wall jumping, and acts of acrobatics. This can be seen as parkour in some ways.

Improvised Combat (400 SP, Discount for Plumber): Not your typical way of fighting. I mean you stomp on enemies by jumping on them. You send foes flying by hip thrusting. You can toss foes around by grabbing them, spinning around and then letting go. Your way of fighting is very improvise coming up wacky method of attacking on the fly and you have mastered this way of fighting making you hard to read in a fight.

Meme Durability (600 SP, Discount for Plumber): Durable for the sake of jokes. Being blow up, Head Chopped off, shot up, punched into the stratosphere, or heck being thrown to space? Eh, you will walk it off. You can survive nearly any damage and recover pretty quickly as long as the injury can be used as a punchline to a joke. In other words, Toon Physics



Mushroom Royalty

HELP ME! (100 SP, Free for Mushroom Royalty): For some reason when you call for help someone will help you...unless you have angered or annoyed everyone into thinking you are not worth it. Peach of this setting learned this the hard way.

Chef (200 SP, Discount for Mushroom Royalty): You can cook, really good. That's it, let's make delicious cake to celebrate the purchase of this perk.

Sports Combat (400 SP, Discount for Mushroom Royalty): Tennis, Baseball, Soccer, Golf, Basketball? Who said those can't be used for combat? Not you that's for sure. Not only are you an expert at the aforementioned sports but you also know how to integrate those sport expertise into fighting. And yes, this will include boxing as well, just don't get to ahead of yourself champ.

Scary When Angry (600 SP, Discount for Mushroom Royalty): You know just because you tend to be the damsel in distress doesn't mean you're a push over. You can remind people this when you use this ability. Temporarily you enter an enraged state and become a behemoth. You can shrug off tank shots and punch through castle walls. Oh, did you win?



Koopa Kingdom Royalty

Scary (100 SP, Free for Koopa Kingdom Royalty): You're intimidating. Sometimes just showing up will make others shake in their boots. Granted this not always work, if people too brave, stupid, or both to be afraid.

Leadership skills (200 SP, Discount for Koopa Kingdom Royalty): Unlike the mushroom kingdom royalty you actually know how to lead a country. You understand the importance of economics, laws, and politics.

Pilot (400 SP, Discount for Koopa Kingdom Royalty): Uhh you are good at handling air vehicles. Planes, helicopters, that clown car that Bowser and Junior have. You can handle them all with no problems

A Turtle Dragon (600 SP, Discount for Koopa Kingdom Royalty): Um. You know there is something different about you when compare to other Koopas. Oh yeah. YOU'RE A DRAGON! Your durability is on par with Bowser. In fact, you can do everything that Bowser can and are just as durable as him. Let others tremble in fear when you come stomping by.



Minecrafter

Hi Guys! (100 SP, Free for Minecrafter): You have this air about you. You are easily recognizable by the sound of your voice. This obviously can be turned on and off.

Expert Craftsman (200 SP, Discount for Minecrafter): Minecraft is a strange game isn't it. But some of thing that can be done are pretty amazing. Take this ability for example, do you know how long it takes to actually make a sword, a cake, a suit of armor? Pretty long. But with this no longer a problem. Just have the material needed be near a stove, oven, anvil, etc. and then just visualize what are you trying to make and boom; item made. Can be turned on and off.

Inventory System (400 SP, Discount for Minecrafter): Another very useful ability from Minecraft. Instead of lugging everything inside of a bag just toss it into the pocket dimension known as the Inventory system. At will you can bring up a menu to store things in your inventory pocket dimension. Makes carrying things easy.

Jumper Brine mode (600 SP, Discount for Minecrafter): They have angered you huh? Well now there going to pay. All of your abilities have been increased to crazy levels. On top of that you have obtained a strange form of flight that looks like that you are just standing on air and floating around.



Human

Nice Hair (100 SP, Free for Human): You have good hair. Kind of Anime styled but looks good.

Gamer (200 SP, Discount for Human): You are good at play video games.

Video game Combat Skills (400 SP, Discount for Human): If you are good at video games you can use those gaming skills to improve your combat skills. From now on your fighting skills can be improved based on your gaming skills. Who says Video Games can't be useful in the real world.

Oh, I didn't know I could do that (600 SP, Discount for Human): For some reason you don't really know what you can do. This perk allows you to find more abilities and skill that you can do. With enough time, practice and patience you can replicate moves that are used by others. Currently you can discover new features with any piece of technology you own.



Inkling/Octoling

Staying Fresh (100 SP, Free for Inkling/Octoling): You know what is cool and what is trending. You are able to keep up with the changing trend and times. Thus, you are always fresh.

Squid/Octopus Form (200 SP, Discount for Inkling/Octoling): When it comes to Inklings and Octolings the same question is asked: Are they kids or Squids/Octopi? The answer is both. This perk grants you a squid/octopus form that allows you to swim ink that is the same color of your tentacle hair. Also your squid/octopus form is the same color as your tentacle hair.

Ink Based Powers (400 SP, Discount for Inkling/Octoling): All your powers are based off of your ink. You can launch yourself into the air by using your ink propel yourself up like a rocket. You can even recover injuries just by being in ink that is the same color as your tentacle hair, this however does NOT bring you back to life. In addition, any weapons that use will use your ink as ammo. Thus, you can swim around in ink to reload/recharge your weapons. SPLAT THEM JUMPER!

Kraken Form (600 SP, Discount for Inkling/Octoling): If you thought your squid form was cool. Get a load of this! This is an improved version of Squid form. Called Kraken. It can only activate when you are in battle and when you are in an angry enough state. You'll be strong enough to break walls and durable enough to take a tank shot to the face. Once the fight is over, you'll revert back to normal and can't use this ability for another week.



Former Inkling

I can get used to this (100 SP, Free for Former Inkling): Whenever you're suddenly changed into a completely new form, you are not hindered by it for long. Heck you don't get depressed about it for long. So, you're a human now, so what? You are still fresh as ever!

Can Swim (200, Discount for Former Inkling): You were an Inkling but not anymore. You have lost your ink powers but you don't have to worry about the water hurting you. As a result of this new found freedom you can swim really well. Not only that you don't have the same weakness to water that Inklings have. Seriously water is like Acid to them.

Competent Fighter (400 SP, Discount for Former Inkling): While the ink-based weaponry is good for splatfest. In actual fight? No. With this in mind wouldn't it make sense to learn how to fight? Well, you seemed to think so. Pick a Martial Art, you now have mastery in that form of Martial Art. This can purchase multiple times.

Misery leads to improvement (600 SP, Discount for Former Inkling): You have been through a lot. But you're still here. You learned from the experience and came out stronger. This perk will guarantee it! Whenever you are put through any trauma, you will get stronger from it and even develop a sort of anti-phobia against what caused the trauma. Learn new skill, get a boost in stats, whatever it is it will be useful for you. You will face many trials in you chain Jumper, might as well take something so that you will come out of it stronger.



Anime

Moe (100 SP, Free for Anime): You are picture representation of the word Moe.

Awesome Guitarist (200 SP, Discount for Anime): X Now the perk at the top of the Perk Section only grants you good singing skill. This perk gives you good instrument play skills. This perk isn't restricted to guitars it really means any instrument. So go ahead jumper, jam to your heart's contents.

Shonen Fighting Skills (400 SP, Discount for Anime): You are an anime character. They you fight reflect this fact. You fighting style reflects the rule of cool. This perks basically makes sure your way of fighting looks flashy and stylish.

Power of Anime (600 SP, Discount for Anime): You know the meme "I have the power of God and Anime on my side!"? This perk covers the I have the power of anime part of it. You now have the ability that the protagonist from Naruto, Dragon Ball Z, and Bleach. Just the basic stuff though! No super Transformations or end series stuff. In order to get the advance abilities, you have to train for it. With enough training you can do ALL the things that those protagonists can do. Show them what you can do Jumper.



Other

Anime Artist (100 SP, Free for Other): You are good at drawing sometimes it will look like your creation are coming to life. It isn't though.

Stealthy (200 SP, Discount for Other): You are sneaky son of a gun aren't you. You have this innate ability to appear out of nowhere when no when is looking. You are good enough at stealth that you can trailing someone in broad daylight and not be seen by anyone unless the person you are trailing turns around and sees. Or if you turn this ability off.

Good with Sword (400 SP, Discount for Other): You are good with swords. Like really good with swords. Any sword.

Fierce Deity Powers (600 SP, Discount for Other): Somehow you have inherited the powers of the Fierce Deity Mask. With this comes some impressive abilities. First you have a melon form that you can transform into for camouflage. Second you are very strong. Strong enough to lift a truck and its 2-ton cargo. Fourth you can shoot sword beams every time you swing a sword. And for a bonus you look like a Husbando or Waifu depending on your gender.



Items:

General

Signature Outfit (Free): Clothing that fits your personality and origin.

Spaghetti (100 CP): Here its spaghetti and only cost 100 CP. Wait a minute. Oh yeah Mario spent all the CP so you can't get any sorry.

Plumber

Signature Cap (100 SP, Free for Plumber): Your very own iconic hat.

House (200 SP, Discount for Plumber): Nice cozy humble home. That's bigger on the inside and if you want to you can make it look like a mansion if you want.

Hammer (400 SP, Discount for Plumber): An unbreakable hammer. With what makes this hammer so expensive is that it can send a person flying into the stratosphere with enough of a wind up. It can be hidden on your person and pulled out at any time. But if you concentrate enough, you can make this hammer golden, causing it to deal even more damage than before. If thrown it will return to you like a boomerang.



Mushroom Kingdom Royalty

Frying Pan and Umbrella (100 SP, Free for Mushroom Kingdom Royalty): Princess Peaches main weapons. Both are unbreakable and give you a regal air to you.

Castle (200 SP, Discount for Mushroom Kingdom Royalty): A large castle with multiple rooms, a basement, and paintings that will take you to other parts to the Mushroom Kingdom.

Strange Scepter (400 SP, Discount for Mushroom Kingdom Royalty): This strange scepter is called the Vibe Scepter. In the normal Mario Canon, Vibe Scepter's power and ability to control characters' emotions. This one does that and cast magic spells.



Koopa Kingdom Royalty

Bombs (100 SP, Free for Koopa Kingdom Royalty): To make things go boom.

Lair (200 SP, Discount for Koopa Kingdom Royalty): A big castle that is similar to the “Castle” item. However this one looks more sinister and have loads of booby traps.

Clown Car (400 SP, Discount for Koopa Kingdom Royalty): Or The Koopa Clown Car as its also called is Bowser’s main mode of Transportation and now you have one to.



Human

Rubber Ducky (100 SP, Free for Human): Plush Rubber Ducky. Its cute and gives you comfort.

Collection of Gaming Systems, Games and Gaming Accessories (200 SP, Discount for Human): From the earliest Atari Game to most Recent gaming system. You have a collection system and their games. In addition, you have the accessories that have been made for that game system. This also includes a super gaming computer. Enjoy!

Cybernetic Gaming Arm (400 SP,Discount for Human): Now this arm is special it enhances your gaming skills. However, this isn't limited to just video games. This also includes board games, festival games, even carnival games. Splattfest also counts to. Though some may see this as cheating



Inkling/Octoling

Inkling Arsenal (100 SP, Free for Inkling/Octoling): Splattergun, Chrager, Paintroller, and other weapons that are used for Splattfest. It uses ink to use.

Agent Outfit (200 SP, Discount for Inkling/Octoling): This outfit is used by Inkling Agents who are fighting against Octolings in their war for dominance. It grants protection against ink-based attacks.

Rainmaker (400 SP, Discount for Inkling/Octoling): A powerful weapon that fires a tornado of Ink. Unlike the other weapons that are used for Splattfest, this one can be very dangerous when used outside Splattfest. BECAUSE IT SHOOTS TORNADOS! So please be careful with this Jumper.



Former Inkling

Inkling Arsenal (100 SP, Free for Former Inkling): Splattergun, Chrager, Paintroller, and other weapons that are used for splatfest. It uses ink to use.

Ink Board (200 SP, Discount for Former Inkling): A special type of board that allows you to swim in ink that Inkling can, well more surf in it the idea still applies.

Actual Weaponry (400 SP, Discount for Former Inkling): Guns. Lots of guns. These include but are not limited to Glock, NES Zapper, TF2's pistol, Silver Colt 1911 type pistol, Thompson gun, Uzi, Super Scope, Ithaca 37, Mossberg 590, AK-47, M4 Carbine, Beretta Model 38. Any guns that is used in the real world.



Anime

Hair Products (100 SP, Free for Anime): All items that you need to take care of your hair.

Guitar (200 SP, Discount for Anime): An unbreakable guitar that when you use it. It doesn't need to be plug in to work. It has two modes Acoustic and Electric. Rock on

Anime Weapons (400 SP, Discount for Anime): Big Swords, Giant Hammer, Paper Fan, Katana. Anything and everything that has been used as weapon in anime. Embrace your inner Shonen Hero!



Other

Anime Artist Housing (100 SP, Free for Other): An apartment that contains the essentials for living and for drawing.

Ink Weaver (200 SP, Discount for Other): A powerful pen that enhances your drawing skills, and can bring your drawings to life but there is a limit. You could summon characters like Goku and Shaggy...but they will be at a fraction of their strength.

Helix Sword (400 SP, Discount for Other): Also called the Fierce Deity sword, this blade has the same lethality as the Great Fairy, with all of its perks to. It can shoot laser beams (This effect is enhanced if you have purchased the perk "Fierce Deity Powers") and can harm foes that can only be harmed by "Evil's bane". A good weapon to have indeed



Companions

Import (50 SP – 200 SP): You might need some help to survive this place so why not buy some! Spend some of that CP to get some companions to help you. Pay 50 CP to import or create a companion or pay 200 CP to import or create 8 companions. They get a background of their choice and 600 CP to spend on perks, powers and items. You can pay more to give your companions more CP.

WhAt uP (+100 SP): Uuhhh are you sure about this? Cause this is Bob...and he's kind of annoying . You know if you still want him, we will give 100 SP for doing this.

Uhh Anime!! (Free): Fishy Boopkins

Let's do this! (100 SP): SMG4

Woo hoo Mario Time (100 SP): Mario

O-okey-dokey (100 SP): Luigi

Did I win (100 SP): Peach

ROAR!! (100 SP): Bowser

I like Spaghetti (100 SP): Toad

Wario number 1 (100 SP): Wario

Waluigi Time (100 SP): Waluigi

Let's go Red (100 SP): Meggy

NOTICE ME! (100 SP): Saiko

Running (100 SP): Shroomy

Play some Games (100 SP): Tari

HI GUYS! (100 SP): Steve

Melon Waifu (100 SP): Melony

Other people (50 SP): This option is for anyone that has not been listed. Except Axol and Desti

Arc (Scenario)

Well, this is the Scenario but there is only one that comes up

Save Axol

In the actual canon of War of the Fat Italians (Yes this is a thing) SMGO is defeated but Axol is killed. You have to prevent Axol's death somehow. Easier said than done. SMGO bounds with him and keeps his body attached to him. The only way to undo this is to somehow unfuse the two and kill SMGO. Your reward for succeeding this will be an ability to rescue anyone trapped within another person's body. Be it their soul or their actual body you can at will remove them if you can grab a hold of the person that is imprisoning people in their body. We'll call this perk **SMGO Slayer**. Also, you can take Axol as a companion.

Drawbacks

Toggle of Era (Free!): Choose what Era of SMG4 you want to enter the modern era or the Classic Era

Butt of the Joke (+100 SP): You are always the victim of a punchline

Simp (+100 SP): You will do anything for a certain female character that is found in this setting. You might even spend all your cash on them.

Wimp (+100 SP): You are a doormat. You have trouble standing up for yourself

Scaredy Cat (+200 SP): You are quick to run away and are easily scared. Basically, you are like Luigi.

A Bob (+200 SP): You're annoying and egotistical. People know this and have a tendency to remind you. Also, you'll do anything to be successful, things that if your friends find out about will do something to get back at you.

Food Obsession (+400 SP): Pick a favorite food. Now all you'll eat is that food. You will waste your money to get more of this food. This obsession might get some looks towards your direction. This obsession might get you in trouble at times. Such as falling for an obvious trap simply because your favorite food is the bait.

Trauma Magnet (+400 SP): Despite SMG4 is a comedy series, there are some dark moments. Character will come out of it scarred. You tend to experience these scars the most. Your stay will cause you to experience all sort of Trauma.

An Idiot (+400 SP): Well, you are as dumb as this world's Mario. You rarely think things through. You also get into all sorts of trouble and tend to make things worse.

Enemy of the Mushroom Kingdom (+600 SP): The Mushroom Kingdom has seen you as a problem. You will be facing the best that Peach has to offer. Remember this isn't the canon Peach. This Peach has access to an army that is armed with guns, tanks, and other weapons. So don't get cocky.

Enemy of the Koopa Kingdom (+600 SP): The Koopa Kingdom has marked you as Enemy # 1. Expect to face a member of the Koopa Kingdom once every month for the duration of your stay. This will be trickier than you think.

Wrath of SMG0 (+800 SP): SMG0 was the first Super Meme Guardian. And He wants to remake this setting to his liking. However, he will only show up much later. Not anymore. Your arrival will make his return much sooner. Instead of focusing on just remaking the universe, he also wants to make you suffer. He'll try to attack you mentally and physically. Even might try to use you as a puppet to carry out his plans. Good News you can defeat him but he is a powerful foe. So, with all that said. Are you sure you still want to take this drawback? If so, I wish you the best of luck.

End

Go Home: End your chain and Go Home. I don't blame ya.

Stay Here: End your chain and Stay Here.... I don't know why you would stay here though

Continue Onward: Well, it's been fun but time for the next jump

Notes

By Sonic Cody 12