Welcome to Super Mario. Have 1000 points.

Backgrounds: There's no backgrounds here. You get a discount on any 3 perks and/or items of your choice.

Races: You can pick any race or species that appears in Mario or a spin-off. Any races that aren't Bowser's are free. Being the same species as Bowser costs 100 points, unless you choose to be the same age as Bowser Junior. You can change your sex too, it doesn't cost anything to do so.

Locations: Pick some place in the Mario world. You can choose to go to a specific time period or universe if you want.

Companion Import: For 100 points, you can import all your companions and give them 600 points to spend in this jump. It's free to recruit anyone in this world who agrees to join you.

Perks:

Platformer Basics (free): You can jump roughly three times your height, run very quickly, and perform all of Mario's tricks, including the triple jump and the ground pound. If it's something Mario is capable of doing, you can do it or learn to do it. This also makes you immune to fall damage and gives you infinite stamina.

Princess Powers (200): You've gained the ability to glide in the air and greatly slow your descent. Also, each emotion you're capable of experiencing provides you with a suite of superpowers relating to that feeling. It'll be up to you to discover and develop these abilities.

Luigi Time (200): By attaching yourself to someone, you'll always remain in that person's shadow, but your capabilities and skills will rapidly expand until you're able to do all the sorts of things they can do, and you're of comparable strength to them. They'll always be seen as greater, but you'll always be Player two.

Reset (300): You can treat your death or misfortune as a non-canonical error. By initiating a "reset" you can throw yourself back in time, at the cost of one of your lives or a 1-up. This enables you to have a second, third, forth, and so on number of tries until you eventually win. As long as you have enough lives to spend. You get 1 of these for free every jump.

Items:

Power Ups:(100 points) It's all the power ups from the Mario franchise in a box. Just reach in and you'll get one. They respawn very quickly.

1 Up Mushrooms: (200 points): This is a ? mark box that spawns 1-up mushrooms when you hit it. If you touch one, you'll absorb it and gain an extra life, being resurrected instantly if you die. The one caveat is that a person can only contain 99 lives, and any extra they get are wasted. You can share these with other people if you want.

Level Editor (300 points): You know Super Mario Maker? This lets you alter the environment, just like in that game. You can build your own levels and spawn enemies and stuff. You need to be able to clear your own level by reaching the flag pole or objective you set for your level to come into existence, though. Likewise, you can create your own worlds of linked together levels.

Star-Man (300 points): This is a reusable Super Star. Star-Man will grant you 30 seconds of invulnerability, and then will require 90 seconds of charging before he can be used again. You become strong enough to defeat foes such as Bowser just by walking into them.

Drawbacks:

You're the Princess: (+400 points) Bowser enjoys kidnapping you in the hopes that you'll marry him. He's decided that he wants both you and Peach. His magic enables him to abduct you and unless you want to wait to be rescued, you have to escape by going through a series of challenging levels he built to keep you in. What if you want to marry Bowser and would enjoy being his spouse? I guess you win, then. He's still going to want to kidnap Peach, though.

You're small: (+200 points): You're 4 feet tall now. If you're usually smaller than that, then you grow to be 4 feet. You can grow taller if you eat a red mushroom, but you'll be small again if you take a hit.

Ending options: Stay Here? Go Home? Continue your Jumpchain game? Pick one.