Presented By: stupid_dog

Yoshi's Island

pictured above: Yoshi

Story

Yoshi's Island has no shortage of troubles. It begins when Kamek uses his crystal ball and sees the danger Mario and Luigi will pose to the Koopa King in the future. Kamek attacks the stork delivering the babies and kidnaps Luigi, but not before the Yoshi Clan finds Mario. The fate of the Mushroom Kingdom depends on what happens here, and there are many more adventures to be had!

Budget

Though a good story can sometimes sneak up on you when you're unprepared, this time you'll have the advantage of a little help. Whether you use this points to help define your place in the world, gain new skills, or just make things a little easier is up to you.

+100CP

Choice Points

Location

Yoshi's Island is home not only to the happy Yoshi Clan, but the nefarious Koopa Troop are well established and better fortified here as well. Where on the island do you begin?

Roll 1d8

or pay 100cp to choose

World 1

A place of grassy plains that seems locked in a period of perpetual sproingtime. It sometimes sees high winds, but this is great for the Yoshi Clan as it keeps away pesky Fly Guys and Toadies. Many Shy Guys and Fuzzies are found here. Both Burt the Bashful and Salvo the Slime make their homes here.

World 2

A mountainous zone with several pine woodlands. Two formidable forts are found among the forests: Bigger Boo's Fort and The Potted Ghost's Castle. This part of the island is littered with small caves in both the low and high areas. Lakitu and Koopa Paratroopa keep a close watch on the air here.

World 3

A place of thick jungles, deep murky pools of water, and steep falls. It has its share of caves as well. Mischievous monkeys are a problem here, as are the tribal Spear Guys. Those seeking shelter from the elements should avoid the Fort of the villainous Prince Froggy and Naval Piranha's Castle.

World 4

A section of the island with pleasant scenery that makes it resemble autumn throughout the year. The terrain here is a bit uneven with ravines that might seem difficult to navigate, but there are always robes and bridges somewhere that can lead you to other parts of the island. Marching Milde and Hookbill the Koopa have castles in the area.

World 5

The snowy peaks and beyond might seem cold at a glance, but on the whole the weather in the clouds remains quite comfortable. Sluggy the Unshaven and Raphael the Raven live here, guardian the peaks and cloud territories against intrusion by Yoshis. Skiing is a popular pastime in the area.

World 6

A barren landscape, with ash spewing from the nearby volcano keeping this part of the island cloaked in darkness. There are many dangerous obstacles here; things like lava, spikes, and rockslides can all appear at a moment's notice. The Spiky Tap-Taps live here, led by gigantic baddie Tap-Tap the Red Nose.

Free Choice 7

Should you make this lucky roll can begin anywhere you might want on Yoshi's Island. The choice is yours.

Bowser's Castle 8

Flight is the only way in or out of this monument to Baby Bowser's glory. The future king is a rather spoiled child, prone to throwing tantrums until his minions let him have his way. Even at this young age he's greedy and lacking in empathy. The path to his private rooms are perilous, with many deadly traps.

Race

Most of the race options below come with some history and familiarity with the world. These will give you a little bit of experience, but be aware that your personality and reactions to events may be altered by these memories and newfound instincts.

CHOOSE ONE

pictured below: Yoshi weilding egg

Note: Not all Yoshi carry babies

Human

- No memories of the world or new experiences, only friends are the one that find you.
- No new instincts interfering with your thought process.

Humans are quite uncommon on the island, more often found in the nearby Mushroom Kingdom. A stork has mistakenly delivered you here, and being that this is a danger island and you're an infant... good luck.

Yoshi

- Very gluttonous [drawback] but thankfully you live on an island of plenty.
- Able to eat a massive variety of foods thanks to prehensile tongue and giant mouth.

Able to understand the languages of other races in the kingdom and fluent in the uncomplicated Yoshi language. Though your people live simple lives you can count on the clan to be helpful if you need it.

Toadie

- A stylish robe in a colour of your choice, complete with flight-enabling propeller.
- A strict boss, sometimes even mean, but are nonetheless loyal to the Troop. [drawback]

These koopas, not quite big or strong enough to work as foot soldiers of the Koopa Troop, instead make up for their smallness with quickness and opportunism. You answer directly to Magikoopa Kamek.

Dirty Kidnappers

Shy Guys doing shy things

Shy Guy

- You live up to your races' reputation, easily startled and extremely shy. [drawback]
- The most common resident of the island, you'll find others wherever you go!

A crafty people, Shy Guys are one of the few groups that use tools or make new thing on the island. Most varieties try to keep to themselves and run at strangers, but others still find a place working with Kamek.

Age

Humans are 2 year-old. Others arrive in this world as a 9 + 1d8 year-old member of their chosen race, more than enough time for Yoshi, Shy Guys, and Toadies to act maturely. You may spend 50CP to begin at any realistic human age.

Gender

Gender has no bearing on whether or not a Yoshi can lay eggs and save the day. If you really wand to change it though, you may do so for50CP.

Drawbacks

Yoshi, Toadies, and Shy Guys all have their own racial drawbacks to overcome. By paying 50CP you can negate the affect of the drawback and enter the world without its influence.

Perks

At last we're past the tutorial stages and you can start gaining some useful new skills! This first page includes abilities intended for Yoshis and Humans, but anyone can purchase the perks! Racial discounts reduce costs by fifty percent. Racial freebies come free for the chosen race.

Prehensile Tongue

Your tongue is just another muscle, and you can perfectly control it to grasp things or manipulate objects. If a Yoshi, your mouth can open wide enough to swallow creatures up to your own size without much issue.

Yoshi freebie — 100CP

Cry

When you complain, other people hear it. The volume of your voice increases, and others will have a hard time ignoring you. This doesn't mean they'll like you forcing them to pay attention to you though.

Human freebie — 100CP

Swallow

Whenever you've eaten an enemy whole, you can entrap them within an egg-like shell. Small, weaker enemies may be completely transformed into an egg by this, with such eggs following you around on their own. Stronger foes resist and can break out of the shell.

Yoshi discount — 200CP

Safety Bubble

You can encase yourself in a protective bubble that stops others from grabbing you and lets you float around with the wind. The barrier can be broken if force is applied, but until then others can't get a hold of you. Unfortunately this can't be used if you're already in enemy hands.

Human discount — 200CP

Throw

You have an exceptional ability to aim any objects you throw. When your tossed items reaches the point/target you aimed at, you may choose for them to explode like small fireworks in addition to their normal damage.

Yoshi discount — 200CP

Riding

You're very good at staying on something even during a bumpy ride. Unless something unexpectedly hits you or your mount, there is no chance of you falling off even during rapid movement or complicated aerial acrobatics. Your mounts are able to move faster.

Human discount — 200CP

Flutter Jump

You can kick at the air and struggle against gravity itself to propel you to new heights. You also gain the ability of ground pound: bringing your bottom downward forcefully you can crush any targets your size or smaller for surprising damage. Just watch for spikes!

Yoshi discount — 200CP

Upper Body Strength

Even as a baby you were strong enough to carry something as heavy as a Yoshi while simultaneously climbing vines or chains. This provides you with a truly impressive increase to your strength.

Human discount — 400CP

Egg Shield

Instead of just entrapping enemies, you can now hide yourself in sturdy protective shell. For Yoshi, this will take the appearance and colour-scheme of their eggs. Though great for an added layer of defense, it can also be used offensively for rolling attacks at targets.

Yoshi discount — 400CP

Star Child

You possess an extraordinary amount of power, able to put more force behind many of the things you do. Your words, your magic, even your stamina is strengthened . If you could collect the stars of the other 7 children, you could rule this world. Naturally, this makes you a prime target for kidnapping too.

Human discount — 600CP

Perks

Not everyone is content sleeping in the jungle or going around like a naked barbarian. These special abilities are offered with Toadies and Shy Guys in mind, truly the more civilized of the races. Anyone can take advantage of the skills listed below for the right price.

Swipe

You're much better at taking things that don't belong to you. You can quickly grab something and place yourself a few extra meters distance away from the owner. Escaping the rest of the way before that owner notices is up to you however.

Toadie freebie 100CP

Weapon Guy

Whether it's a flail or a spear, you can quickly understand the basics of using new simple weapons. It will be somewhat easier to understand advanced techniques too. This also provides you with a mace or spear to use.

Shy Guy freebie 100CP

Cargo Chopper

It can be difficult enough to fly on your own power. Now, your ability to carry weight while staying airborne has increased. You can carry double of what was possible for you previously.

Toadie discount 200CP

Mega Guy

Huge! You're twice the size of regular member of your species. This size bonus extends to other forms you might possess if desired, but is not quite as pronounced there, only functioning as a 20% increase from average racial height.

Shy Guy discount 200CP

Geometric Blast

Even without a magic wand, you can toss magical blasts at your foes. These mysterious attacks take the form of a square, circle, and triangle. Regardless of the target, it inflicts exactly an eighth of their maximum health in damage to them. A slow-moving ranged attack.

Toadie discount 200CP

Pyro Guy

Even beneath a mask and stylish coat you can sometimes feel exposed. But no more! Now you can engulf yourself in a coat of flames. Used sparingly this fire doesn't do you harm but makes it very difficult for enemies to get close to you without being burned.

Shy Guy discount 200CP

Abductor

If you manage to steal from someone and completely escape, they will simply give in to misery rather than pursue you or actively seek vengeance. Those with strong wills are unaffected by this ability. You are better at keeping out of sight and knowing the moment to strike.

Toadie discount 400CP

Metal Guy

Your body is tough like steel. Even the clothes you're wearing when you arrive take on this quality. You are incredibly resistant to damage, able to withstand people jumping on your head and even might ground pounds.

Shy Guy discount 400CP

Magikoopa

Energy blasts, transforming inanimate objects into common monsters, making your minions grow, and more! You've been taught the skills of a magikoopa. This will give you a much higher standing in Koopa societies and a more favourable starting relationship with Kamek.

Toadie discount 600CP

Under the Mask

To look upon your face is to know true fear. The cowardly who look upon you will be paralyzed with terror, and even the strong willed will be frightened by what they see. The specifics of your new appearance are up to you, but try to be considerate and wear a mask.

Shy Guy discount 600CP

Items

Equipment is hard to come by on the island, whenever something exciting and new shows up it's likely to be snatched away by the Toadies. Most of the best toys are all under heavy guard and kept by Baby Bowser. If you really want something, this will be your best chance to be sure you can have it.

Diaper

Yoshi doesn't have time to deal with any dirty diapers. This magic garment will clear up any waste that babies are liable to produce. however.

Human freebie 50CP

Happy Flower

When planted in the ground, this will sprout into a cheerful, smiling plant quickly. Eating it's sweet petals will improve natural healing and help quickly mend minor injuries. The petals regrow fairly quickly in sunlight, as long as it has a lot of soil to get nutrients from.

Human discount 100CP

Coin

It doesn't do you much good here, but these one-hundred golden coins are certainly pretty to look at. Perhaps if you make a trip to the Mushroom Kingdom you could find something to spend them on.

100CP

Comfy Nest

A spacious, comfortable area of dry grass that is soft as a cloud. Even when out and exposed to the elements it's easy to feel cozy and drift off to sleep on here.

Yoshi freebie 50CP

Rainbow Shell

Eating this shell temporarily transforms one into a Super Dragon. Though this might sound very impressive, it simply gives you magnificent feathered wings, a powerful fireball breath, and creates minor local earthquakes. A replacement shell will arrive at dawn.

Yoshi discount 600CP

Cookies

A refilling box of six types of yummy cookies made on the island including: heart cookies, sunflower cookies, green cookies, checkered cookies, donuts, and Yoshi-shaped cookies. They are truly delicious, but may entice a certain Koopa King to try and take the box.

100CP

Stylin Specs

Popular among all toadies and magikoopa, these glasses feature a swirling design on the lenses that does not impede vision. They help keep the wind out of your eyes when flying through the air.

Toadie freebie 50CP

Magic Scepter

Though it doesn't provide any ability to use magic on its own, this handy wand makes sure you can properly aim your spells and get the full power out of them. No magical energy will be wasted.

Toadie discount 100CP

Storytime

When your adventure here concludes, you're offered a book. It can come in any form you'd like, from a pop-up book to a literary annual. Regardless, it include stories on the highlights of your adventure here. For an additional cost, you can gain books of previous jumps.

One Free 50CP

Mask

This can keep your face hidden and let you blend in with all the other shy guys. The expression on the mask is capable of changing to convey your mood. If you're not actually a shy guy, the mask alone won't do much good to hide this from others.

Shy Guy freebie 50CP

Stilts

A stylish item to be sure, these stilts will make it harder for others to jump on your head. They are strong enough to support you at any size, themselves enlarging appropriately if you do.

Shy Guy discount 100CP

Skis

A great pair of skis that are always in perfect condition to hit the slopes. They can be worn and removed in a moment, detaching from your feet the moment desired. Regardless of size, they'll match to fit you.

World 5 discount 100CP

Fruit

An unlimited supply of a single mundane fruit of your choice. Apples, grapes, melons, or bananas, whatever delicious treat you want can be yours forever. This item takes the form of a tree that immediately regrows any fruit picked. Yes, it's always a tree.

100CP

Beanstalk Seeds

A modest satchel containing six seeds. They erupt into a powerful beanstalk when planted individually, capable of supporting a lot of weight. The stalks easily reach the cloud tops, and have large leaves you can ride up as the plant is growing. Refills each jump.

100CP

Clan/Troop

You can import a previous ally to assist you in this world. You may give them any race, they can take advantage of that race's freebies and discounts, and they gain 100cp of their own to spend on perks.

50CP

Complications

Perhaps you need more points to get everything you want? In this section you can take on drawbacks to gain additional points. Certain races begin with a specific drawback for no points, but you may pay 50CP to negate it.

MAX TWO
Excluding race drawbacks

Gluttonous

You just love to eat. Fruit, cookies, enemies, it doesn't matter (except for peppers and certain inedible foes). You'll strongly desire to eat everything you can fit in your mouth. This won't make you eat friends, but you'll have trouble saving any stored food for later.

Yoshi extra 100CP

Minion

You're part of the Koopa Troop, taking orders from Kamek and Baby Bowser. You feel a sense of belonging and loyalty to the group, though this could change if you are to suffer enough abuse.

Toadie extra 100CP

Shy

You can't bear to let anyone see your face, and feel the need to dress like others in your area so that no one will pay attention to you. Being put in situations where attention is on you or you need to speak will make you deeply uneasy.

Shy Guy extra 100CP

Fruity

The Yoshi Clan is celebrating your arrival on the island, because you're their favourite food. Every Yoshi you meet will have the singular goal of eating you, because you taste just that great to them. It's recommended you don't take Yoshi allies along with this complication.

200CP

Boss Bass

Choosing this creates a round fish large enough to swallow you whole. It cannot be harmed. Whenever you approach large bodies of water it will be there and attempt to eat you. It can spray water to knock you out of the air and jump very effectively. Should it swallow you, you will die.

200CP

Topsy Turvy

You have trouble keeping your balance, in no small part due to the sudden shifts in gravity you experience. The peculiar fluxes seem to only affect you personally. You should take care to ensure there is always something above you, lest the world decide to make you fall upwards.

200CP

Babysitter

Due to a paperwork mix up with the storks, you've been tasked with taking care of a baby for 10 years. You'll want to do your best to care for it, and it will be the regular target for kidnapping. When separated from you, it cries in a horrible way. Losing the baby for a week counts as death.

300CP

Nemesis

Just as Yoshi has an enemy in Kamek and Mario is has animosity with Bowser, you too will find yourself making a bitter enemy in this world. They won't necessarily have the same abilities as you, but what they do have will put them on equal footing and they will oppose your goals.

300CP

Only Tears Now

You can't speak, write, purposefully use body language, or any other means to communicate your desires to others. The only way you can show people that you want something is by crying. They'll need to figure out the rest.

300CP

The End

You need not leave if you truly want to stay. There are three final options in this world. You maintain gathered perks and items even if you want to move on.

Go Home

Has this world brough back old memories? If you're ready to end the journey you can travel back home. The only thing that has changed since you left is you.

Yoshi

This island is your new home. You can stay forever, and there are endless adventures to expect in the coming years, both on the island and across the Mushroom Kingdom.

Next World

If you're not ready to stop travelling the multiverse choose this option. There are more worlds to visit, but you may never be able to visit this place again. Time remains stopped back home.

The Babysitter drawback gives you a baby version of a canon character from Mario. Once you complete the jump they may join you as a companion and begin to grow up normally.