



Paper Mario Jumpchain

Welcome, Jumpers, to the Mushroom Kingdom! What's that? Things are looking a little strange? That's because this is the Paper Mario Mushroom Kingdom. You will arrive 1 year before the events of the first game. The Mushroom Kingdom is at peace, ruled by Princess Peach. The Heroes of the land, Mario and Luigi, are enjoying the down time while Bowser plots his move to steal the Star Rod. Soon trouble will brew time and time again as Bowser, his minions, and other foes will attempt to gain power for themselves.

Here's +1000cp to help you for your ten years here.

Location

Roll 1d8 or pay 100cp to choose

1. Toad Town

The capital castle town of the Mushroom Kingdom, Toad Town is a peaceful city home to the Toads. It is located around the exterior of Princess Peach's Castle. It is home to many important locations including Club 64, the Capitol Post Office, as well as the Toad Town docks and train station.

2. Rogueport

Built by generations of poor folk following the battle between the four heroes and the shadow queen, after which the area was barren and in ruins. Thus the people

built Rogueport over the remains of the old city. The town is divided into five sections, the north side, the west side, the main plaza, the docks, and the east side. Despite its distance, Rogueport remains a part of the Mushroom Kingdom.

3. Flipside

An interdimensional town built by the ancients, Flipside is odd and irregular compared to most other places in this world. There is a mirrored version of Flipside called Flopside, which exists as a dark version of Flipside as light cannot exist without dark.

4. Decalburg

Home of the Sticker Festival, Decalburg is a bright and energetic locale.

5. Port Prisma

Split into four districts, Port Prisma is a locale known for its famous Prism Fountain that produces rainbows.

6. Bowser's Castle

Secretly built underground, Bowser's Castle is a huge stone structure capable of flight. It is filled with traps and lava flows, and is well guarded by members of Bowser's army.

7-8. Free Choice

Background

Drop-in

The usual, you awaken in your rolled location with nothing new except your purchases here, no new memories or connections linking you to this world. Go forth and adventure at your will, though I make no promises that plot won't come for you if you're too obvious with your actions.

Hero

Like Mario or the four heroes of the past you are a Hero of this world. You have spent your life battling the forces of evil, primarily Bowser's army. You are likely known to people like Mario, Luigi, Peach, and Bowser.

Sidekick

A hero can not always do it on their own, sometimes they need a little help. That is where a Sidekick comes in. Working to support the more major heroes, your role is no less important than theirs.

Villain

It's not all about saving the day. Sometimes you just want to conquer the lands and kidnap the princess for yourself. Whether a subordinate of Bowser or an unrelated threat, you are one of those who oppose the heroes of this land.

Races

Human

The baseline you are likely used to, Humans are a rarer breed in these lands. The nobility and many heroes of this land are Human, oddly enough. Otherwise they are just plain old humans.

Toad

A peaceful race of mushroom-like humanoid beings that are the dominant species of the Mushroom Kingdom. They live as loyal citizens under the rule of Princess Peach.

Goomba

Under the rule of the Goomboss, many goombas serve in Bowser's army. Goombas are mostly small, brown, mushroom-like beings.

Shy Guy

Timid troublemakers known for their iconic masks, no one knows what a Shy Guy truly looks like. Shy Guys are also one of the only races of the Mushroom Kingdom to possess a language of their own.

Bumpty

Small penguin-like creatures native to the colder regions of the Mushroom Kingdom known for their bouncy, rubbery feathers.

Koopa

Koopas are turtle-like creatures that primarily operate in a hierarchy based system under Bowser. Koopas make up the bulk of Bowser's forces. Of course not all Koopas live under Bowser's banner. Koopas are known for their extremely durable shells.

Mouser

Small, mouse-like beings who wear bandannas to hide their faces. They are known across the Mushroom kingdom for their reputation as thieves.

Boo

Ghost-like beings found throughout the Mushroom kingdom. They levitate slightly above the ground but do not possess true flight. There are several colourations of Boo, including white, green and beige.

Bomb-Omb

Living, moving mechanical bombs with eyes, feet, and a wind-up key in the back. They are capable of exploding and surviving. Bomb-Omb's have abandoned Bowser's army recently.

Lil' Sparky

Small orbs of energy, Lil' Sparkies are the larval stage of several larger varieties of energetic orb creatures. They emit bright light from their bodies.

Cheep Cheep

Sentient fish capable of travelling on land, Cheep Cheeps of all varieties and demeanours are found all across the Mushroom Kingdom. They can be recognised by their mowhawk like dorsal fin and wing like fins.

Blooper

Squid-like creatures found in waters across the mushroom kingdom, they come in all shapes, sizes, and tentacles lengths. Much like Cheep Cheeps they can survive both in water and on land.

Yoshi

Yoshis are a race of sentient dinosaurs, yoshis are characterized by their production and use of eggs as offensive tools. A yoshi's colouration is often reflective of their physical attributes.

Shadow

Shadows are purple, humanoid creatures, who possess capabilities based around shadows. They are a race near extinction with few lefts across the entirety of this world. They may not possess eyes.

Perks

Both 100cp perks are free and the rest 50% off for respective backgrounds

General

Paper People (Free for All, Mandatory)

Paper Mario is a world in two dimensional space. As such your form here will be restricted to a 2-d “paper” form for your ten years here. This means while you can walk in all directions you can only turn to “face” two directions. This somehow does not effect your ability to perceive things around you. All of your alt-forms are affected by this for the length of this jump. Post-jump this ability can be used to turn into paper versions of any of your alt-forms, and you receive both a paper and normal version of your form in this jump as alt-forms.

Thank My Lucky Star (Free for All)

Infused with the power of the lucky star, allowing you to use the art of “Action Commands”. When performing an attack if you strike with perfect timing the attack deals significantly more damage. This also applies to defensive maneuvers, allowing them to absorb more damage than they otherwise would. If you want you can have ephemeral words such as “Nice!” appear when you successfully use an action command.

Put on a Good Show (100cp)

Combat in this world is usually seen like a stage play, complete with an audience. Where this audience comes from we can't be sure, but if you wish they can gather during any combat you take part in. Audience members aren't merely there to watch, however; some will interact with the combatants or other members. The audience can throw objects at the combatants, to either help or injure them. As well by performing a “stylish move”, an advanced form of an action command, the applause of the audience will restore some of your energy pools. The size of the audience is relative to your power level. The bigger the crowd the more energy they can restore, and the more varied the audience participation effects become. These range from “stage props” from the environment to fall onto the combatants, to fire breathing statues of the combatants being brought out.

Card Catcher (200cp)

You now possess the ability to prepare and use special cards known as Catch Cards to absorb the soul of a defeated enemy. Once a catch card has absorbed a soul it will contain an image of the souls owner and a description of them and their abilities. By collecting multiple “like” catch cards (such as two catch cards of generic goomba minions) you your damage against targets of that type increases proportional to the amount of duplicate cards you have.

Drop-in

A Humble Mushroom Farmer (100cp)

The Mushroom Kingdom is a land of many strange and mysterious items. Healing mushrooms, small snowmen that call up blizzards, blocks labelled POW that shake the earth. These items have to come from somewhere, and now you are a source of these objects. You know the arts behind the creation of the various usable items from the paper mario series. Some of these must be grown, others built, and still others prepared through more esoteric means. You also know how to create lil' oink eggs and use them to produce certain items. The ingredients for many of these are rather common in this world, but rarer elsewhere. I'd stock up if I were you.

Papercraft (100cp)

This world appears as though it was made from paper. This apparently inspired you because now you are an expert at various forms of papercraft. Everything from origami to paper models to kirigami to even embossing. Not all that impressive, but we all need a hobby, eh?

Tayce T. Cook (200cp)

Sometimes ordinary items in their base states aren't enough. To overcome the flaws or simply improve upon regular items you are going to have to learn how to cook. This is not ordinary cooking, this is a technique from this world for blending multiple items together into a new item. This also allows you to fuse items from other

worlds with those from this world to create entirely new creations. Also you are now a rather proficient chef.

Warp Pipe Plumber (200cp)

Many locations across the Mushroom Kingdom are linked via Warp Pipes. Warp Pipes are capable of quickly transporting things between places, both near and far. You are now trained in the art of creating, maintaining, and linking warp pipes. Making a warp pipe does not take much in the way of resources, but greater amounts of time will be required to link pipes that are further away from one another. You are also capable of modifying existing pipes, locking them, and how to cultivate piranha plants in them. You also gain a moderate amount of skill in actual plumbing.

Badgesmith (400cp)

There are objects in this world called badges, which when worn are capable of granting new capabilities or modifying existing ones. How these come into being has been a mystery, but not to you. You know how to create badges, although you will only be able to recreate existing ones at first. With time and practice I'm certain you will be able to design new badges all your own.

Fortune Teller (400cp)

You possess the skills of a wizard, able to look to the stars in order to perform a variety of auguries. Through the reading of stars you are capable of divining the location of treasure, find the next step towards a goal you possess, call upon a number of buffs that can be placed on yourself or others, or call upon the power of star roulette. The first two powers give rather vague answers but are never wrong, the buffs can range from finding more money to dealing more damage, but the last one is a bit more complicated. Star roulette is a blessing you can place upon yourself or others, that will cause a mystical roulette wheel to appear after a certain amount of enemies are defeated. Any result from the roulette wheel will grant the spinner an item (such as a life shroom or POW block), the item differing based on the result. Longer lasting buffs or recurring versions of star roulette require more time and effort to perform.

Origami World (600cp)

It seems you are enjoying the way this world of paper functions, and decided you want to bring it with you wherever you go. You are now capable of transforming a non-paper world into a 2-d paper one. This requires an immense amount of focus and a lengthy ritual, but once a world has been turned to paper it can be changed back and forth with only a thought. This alters the physics of any reality altered this way to function the same as the physics present here. This also converts all individuals in the world into paper people, much like the park of the same name. No one will notice the shift except for you, your companions, and any other extra-dimensional entities present.

Hero

Jumpman (100cp)

If you wanna be recognised as a hero in these parts there are a few skills you will require first. You gain a boost to your jump height and a skill with landing on an opponents head as a potent form of attack. You also are skilled in the use of hammers as weapons, both in direct melee combat and as throwing weapons. Lastly you can take a moment in combat to focus to slightly refill one of your energy pools, this cannot be used to restore star energy.

Paperize (100cp)

Much like the sticker fairy Kersti, you are capable of using the paperize technique. With a moment of thought you are capable of “flattening” reality around you, although unlike Kersti time does not freeze when this is used and you are still vulnerable to attacks. Once a landscape has been paperized, no actions can be taken with it. The first is the use of mystical stickers to produce a variety of effects. Secondly, “loose” objects (those not bound to the ground by a hard physical connector) can be moved freely as if by a powerful telekinesis. Objects manipulated in this way can be stored as “thing” stickers. This effects only your immediate surroundings when activated. This is merely a mystical perception required to use stickers effectively, you are not actually turning the world into paper like in the Origami World perk.

Flip! (200cp)

This world exists on a 2-d plane, and nearly all beings here abide by this physical law. Notice I said nearly. It is possible to use the power of the ancients to “flip”, bringing yourself into the 3rd dimension. This grants you an incredible boon when navigating this environment and a leg up on many of those who would oppose you. As well it allows you to be a real threat to other beings in this world that are 3-d or capable of performing a “flip” on their own. A “flip” can only be maintained for a matter of 20 seconds or so, although this time can be increased with effort and training. This timer refills with disuse, and can also be restored by healing items.

Calling Colours (200cp)

The art of restoring colour to that which has become colourless. You possess the ability to generate mystical “paint” capable of painting reality, often through the use of a weapon such as a hammer. You generate the three primary colours, but those can be mixed together on your chosen “brush”. This “paint” can also be used to modify badges, stickers, and especially battle cards in order to increase their effectiveness. This paint is also what allows battle cards to be painted into reality. Battle cards cover various forms of attack, defence, and healing. There are also enemy and thing cards which can be painted into reality in order to summon a creature to assist or or conjure the represented object respectively.

Pixl Shaman (400cp)

Nearly three thousand years ago, a powerful magician among the Ancients created the first Pixls. He accomplished this by transferring a spirit into a vessel that he created for a specific purpose, that purpose determining the powers of the Pixl created. You have learned this ancient art and are now capable of creating Pixls of your own. Pixls are small fairy-like creatures each of which possess a unique power that could be found useful by a Hero in this world.

Origami Curse (400cp)

You have been laid low by a terrible curse! You have the ability to origami yourself into a paper airplane, a paper boat, turn sideways, and roll into a tube. Naturally turning into a paper airplane allows you to glide, a paper boat to move across water with ease, turning sideways allows you to pass through narrow passages by becoming as thin as paper, and lastly tube mode allows you to roll through low passages. Once you have enough experience with these techniques you may be able to develop your own.

Personal Constellation (600cp)

Far above the Mushroom Kingdom, in Star Haven, the Seven Star Spirits look over the land and protect it. Down here on the ground, the blessed can channel star spirits to perform special techniques. You do not have a connection to the seven canon star spirits, instead you are blessed by a new constellation. Gain 1000 Star Points to design your constellation in the Constellation Customization section.

Sidekick

Tattle (100cp)

Heroes usually aren't the smartest lot, so this means it will be up to you to handle strategic information. You possess encyclopedic knowledge of the various races and factions of the land. Besides that you now have the ability to look at an opponent and gain a numerical understanding of their health.

Shine Brighter (100cp)

Many heroes have power granted to them, while most sidekicks have to work for it. Luckily there are a few shortcuts out there. There are Shine Sprites, golden entities formed in the sun's image, and you know the method to improve the racial abilities of yourself and others by channelling their power. This upgrade can be applied twice, each time doubling the powers of the trait effected. Your presence will cause shine sprites to spawn in later worlds you visit, regardless of that you will have to search and collect shine sprites before you can use them.

Rally (200cp)

Sometimes a hero can get down in the dumps, and seven stars help you if you wind up paired to one of those angsty types. So it falls to the sidekicks to get them back in fighting form. You are able to easily talk heroes through personal woes and

hangups, helping them walk down the path they must. You can also temporarily buff a hero's abilities through various inspiring words or actions (like a kiss if they find you attractive).

Stampede (200cp)

This world is made up of many disparate factions and races. Within these groups or otherwise it can sometimes be hard to make people work together. Now you are an expert at convincing others to work together, even across faction and race. Of course, the closer the people are in those two categories it is easier to convince them. You also have a “stampede” special ability where you conjure a “swarm” of your race to trample a target.

Seek Secret (400cp)

There are many hidden treasures and locations across this world. You have developed the ability to “smell” out for hidden paths, shallowly buried treasure, and invisible objects or individuals. There is a second part to this sense: it grants you the ability to sniff out an opponents weaknesses. This is not the most acute sense, but it gives you a good starting point. This also allows you to track the locations of “sources of power”, such as captured stars of all kinds, royal stickers, etc. This tracking is much more vague, you could track one down to the area of a small town but no more specific.

Ultra Rank (400cp)

You have been infused with the power of the ultra stone. This allows you to overcome the limitations the Shine Brighter perk, allowing one to use shine sprites to enhance racial abilities even further. These enhancements can effectively be used infinitely, but they quickly began to produced diminished returns. Regardless, an individual from this world who relies solely on this path to power could keep up with many of the heroes and villains in this realm.

Raise to new Heights (600cp)

Some might say that you are nothing without your hero, but you know the truth: that your hero is nothing without you. Standing by their side, it is you that drives to reach new heights. Where before you knew how to deal with their morale problems, you now know even more about guiding a hero. How to direct them in the proper direction, what kind of situations to throw them in to help them grow, and how to get your words through the skull of even the most hard-headed shounen heroes. As well just your presence is enough to improve the willpower of your allies. Your sage words now make you more unto a mentor than just a sidekick.

Villain

Proper Villain (100cp)

Being a villain is not just about loose morals, it's about style! You are an expert at designing intimidating aesthetics, speaking in an intimidating manner, coming up with proper threats, and knowing the best time to make an entrance for effect. Don't forget the most important part: you now have a wonderful evil laugh you can perform at will. Note that this does not make you more intimidating in and of itself.

Kidnapper Extraordinaire (100cp)

Of course, style is nothing without substance. You are going to need proper villainous skills. The most important of which is how to pull off a proper kidnapping. That means infiltration, breaking and entering, restraining, and of course knot tying. Planning and executing a kidnapping of an ordinary person is child's play to you, and a noble (say, a princess) could be taken with minimal planning. Of course the actual capturing and holding onto them is something else.

Dupplibody (200cp)

Villains around here tend to sit on the monstrous side of the appearance spectrum, which can make it a bit hard to blend in. Even if this is not true for you, a disguise technique may come in handy. With this you can become a copy of another individual. To use this you must see an individual and "memorize" their body, and only one form can be memorized at a time. You can then bodily transform into them, disguising both your appearance and voice. There are flaws to this technique however, you gain none of their memories and your mimicked form is mirrored. Meaning, for instance, if they have a mole on their left cheek it will appear on your right cheek.

To Me, Minions! (200cp)

What kind of villain doesn't have minions of their own? A bad one, that kind. So you now have what we'll call "villainous charisma", basically you are exceptional at attracting weaker individuals and hangers on with via strength and intimidation. The more powerful you show yourself to be, and the more intimidating you are, you will attract more numerous and powerful minions. As long as you can keep them cowed with fear they will serve faithfully. As well you gain the ability to summon up to four people that can be called your minions to assist you in a battle.

Kammy's Apprentice (400cp)

The dark arts of this world's magic. These are magical techniques that draw upon your stores of mana to create a variety of effects. The techniques you know by purchasing this perk are: a raw energy blast, a dispell spell, a growth and buffing spell, a clone spell, a sleep spell, and a transmutation spell. The energy blast, dispell, clone, and sleep spells are the simplest and do as they appear to. The spell that grows and buffs a target works by increasing the target's size by up to 4 times turning them more monstrous. The buff portion of that spell includes new capabilities granted by the monstrous transformation. Unfortunately that spell can only last as long as the

mana you put into the spell when it was first cast. The transmutation spell is a unique version that transmutes a target who fails to resist it into “living scenery”. Why do you think those weird candy cane things, bushes, hills, and blocks in this world have eyes? This spell is permanent unless dispelled by you or another form of dispelling.

Heartless (400cp)

You have undergone a magical procedure, removing your own heart. Doing this your consciousness now rests in your heart, puppeteering your body from afar. In this state the destruction of your body means nothing to you, you shall remain alive as long as your heart exists. You still have full control and awareness of your body, and, the fact that your body is being magically animated from afar means it functions as though undead, ignoring wounds and generally being able to continue to go much longer than it could before. Your heart is unfortunately rather vulnerable, being unable to move on it's own as well as the fact that your powers remain with your body. Despite this your heart is quite durable, easily matching some of the highest hp creatures in this world. It does have it's own means of defence, sending out swarms of large blood cells capable of constricting foes with incredible force. This requires a moment to charge up before it can be used. You can re-asorb your heart and extract it again at will. While your heart is absorbed you function exactly as you did before.

Dark Form (600cp)

Infused with incredible power, you are capable of assuming an empowered form when injured. This gives a small general buff to all your capabilities when active and transforms you into your dark form. Take 1000 dark points to use in the dark form customization section.

Racial Perks

Racial perks listed under a race can only be purchased by that race.

Sidekicks receive 200cp extra to use in this section.

General

Para (100cp)

I Who hasn't dreamt of flying? Now you can make those dreams come true with your very own pair of wings. You now possess a pair of feathery wings that allow you to fly at speed equal to your regular walking speed.

Big (200cp, Incompatible with Micro)

They say bigger is better, and now you are quite a bit larger yourself. Your size has been nearly tripled, improving your durability and strength to match your new size.

Micro (100cp, Incompatible with Big)

Or you could go the other way and become tiny. You are now no larger than a foot tall, possibly being even smaller, maxing out at around 4 inches. As a result you

have become quicker, but less durable in exchange.

Dry (200cp)

You are now dry, and I mean bone dry. You have become a skeletal version of whatever race you are. This does improve your durability a bit and allows you to fall apart and pull yourself back together.

Hyper (200cp)

Infused with the power of hyper, your colouration has shifted to a “radioactive” green. This allows you to supercharge yourself temporarily, improving your damage output immensely.

Gloom (200cp)

Adapted to living underground and in the dark, the power of gloom has altered you. Your ability to see in low-light conditions has improved exponentially, to where you could wear sunglasses in a tunnel deep underground with only slivers of light getting through and still be able to see properly. As well your attacks are now capable of inflicting the dizzy status on opponents, causing them to lose balance and have highly reduced accuracy. Your colouration has been dulled as well, or shifted to a dark blue or purple.

Human

Noble Stature (200cp)

Blessed with a noble stature, your appearance and charisma has been boosted. You are so beautiful and charismatic, in fact, many who gaze upon you would assume you must be some kind of royalty.

Float like a Princess (100cp)

Much like the Mushroom Kingdom's princess, you can now float for a few seconds in the air. While floating you can move around as if you were on solid ground.

Green Leaper (100cp)

Like a certain green hero/sidekick your ability to jump has been improved immensely. Your jumping height has been doubled, stacking with boosts like the one from the Jumpman perk.

Moustachioed (100cp)

Just like the famous Mario brothers, you have been gifted with a magnificent moustache. This incredible piece of facial hair improves your appearance and will convince many people in this world that you are a hero of some sort.

Toad

Dryites (100cp)

Dryites, a desert dwelling ethnicity of toads. As such, you are much more accustomed to the high temperatures that come with desert life. You are also rather skilled at navigating and manoeuvring across the sands.

Toad House Keeper (100cp)

Established to assist heroes, the Toad Houses serve as waypoints on one's journey. You have been trained in the preparation of a Toad House and the care of those under your care. You are capable of preparing a room so that those who sleep in it find rest easy and have their natural healing boosted.

Master (100cp)

Not all toads are comfortable with a life of servitude or living in fear of attacks from villainous forces. As such toads have developed a martial art of their own. You are now a student of this style, possessing skill equal to a second degree practitioner. This style is based around quick movements, rapid combos, and slide kicks. Your training has also improved your health, strength and durability somewhat.

Goomba

University of Goom Graduate (100cp)

The University of Goom, a prestigious academy attended by many adventurers and treasure seekers. In your time studying at U Goom, as it is sometimes called, you were educated in the history of the mushroom kingdom (both contemporary and ancient) as well as archaeology and anthropology. This training and education makes you the perfect candidate to head out into forgotten ruins in search of treasure.

Red/Blue Goomba (100cp)

As rare as red and blue goombas are, these variants don't generally have much going for them. They do possess a slight boost to size, durability, and health. Other goombas, however, are superstitious about red and blue ones and will generally be more fearful of you. This also grants a minor boost to intimidation in general.

King (200cp)

A king goomba or "goomboss" is a much larger and more capable form of goomba. You are easily 8 feet in height, much stronger and durable than an ordinary goomba, and have a pair of "tusks" jutting from your lower jaw. A king goomba is an extreme rarity, and most goombas will respect you as if you were a king.

Koopa

Shelled Combat (100cp)

While it's obvious how a shell can be used for defence, it's offensive uses are just as potent. You are now capable of retreating into your shell and then spinning up in order to “fire” yourself at a target. While you can only go a few yards in this manner gravity does not seem to effect you when using this technique, as well you are able to snap back to your starting location once you hit the peak of your shot.

Jr. (100cp)

An oddity among koopa kind, a jr. is a koopa who never left their egg and has no shell. In place of your shell you have a egg shell split between your lower half and upper half. Strangely enough this egg shell seems even more durable than a regular koopa shell. Even further you seem to have more raw power than an average koopa.

Magi (100cp)

The spellcasters among koopa kind, magikoopas are rather potent spellcasters. You have been granted a moderately sized pool of mana (or your mana pool that already exists has been increased) and you can select from one of the magikoopa spells: Electrify, Invisibility, Defence Up, or Attack up.

Kamek (100cp, Requires Magi)

Closer to a true magikoopa, you now possess all 4 magikoopa spells and a teleportation spell. As well your pool of mana granted from being a magi has been increased to nearly double it's size (or an increase to your already existing mana pool equal to what double the increase from the last would be).

Lakitu (100cp)

A breed of koopa that has entered into a symbiotic relationship with a cloud-like being, allowing them to fly and hover at will.

Spiny Spawner (100cp, Requires Lakitu)

Strangely enough lakitu are capable of generating spiny eggs, red orbs covered in spikes. Once a spiny egg hits the ground it generates a spiny, a small koopa-like creature with a spiky shell. Many lakitu use this as their primary form of attack. More can be spawned simultaneously by expending flower points.

Clubba (100cp)

A burlier breed of koopa, often unaffiliated with Bowser, clubbas are larger and heavier koopas known for their skill with maces/clubs. Their raw strength is much higher than any other breed of koopa, besides koopaling, however this comes with an increased appetite and an increased need for sleep. Their skin is green and their shell smaller than average.

White (100cp, Requires Clubba)

White clubbas are a stronger and more durable kind of clubba that has acclimated to freezing temperatures. A white clubba has no problem surviving on a mountaintop during a blizzard. Their skin is white and they still retain the smaller shell.

Tubba (200cp, Requires Clubba)

A tubba is to the clubbas what a koopaling is to most koopas. Tubbas are much larger clubbas with spiked shells and clawed hands and feet. Tubbas however are not much more powerful than a clubba in direct combat, but they do possess a special ability. Tubbas are capable of eating a being they subdue whole, even immaterial beings such as ghosts. The beings you devour remain trapped within your body and can be spit up later, although a sufficiently powerful individual could escape.

Patrol (100cp)

Elites of Bowser's army, members of the koopatrol have been enhanced with metal plates and spikes attached to their bodies and shells improving their durability and defence by quite a bit.

Koopaling (300cp)

Members of Bowser's tribe, koopalings are the elite of koopa kind. They possess spiked shells and clawed hands and feet. Your raw strength, speed, agility, and durability are much higher than the average koopa, and you possess a potent pool of mana on par with a kamek. Koopas in Bowser's service will defer to you, assuming you outrank them even if this is not true.

Super Bowser Bros. (200cp, requires Koopaling)

Not just an ordinary koopaling, you are less a turtle and more a dragon. Standing about 8 feet tall, with the regular traits of a koopaling scaled up to match. The small tail all koopas have has grown to several feet on you, lined with spikes. You also can survive in lava for some odd reason. Noticeably, due to your monstrous appearance, even Bowser will believe you to be a close relative of his and assume you to be an ally until proven otherwise. Koopas in Bowser's service are incredibly frightened of you.

Shy Guy

Toy Worlder (200cp)

Originating in the shy guy's secret base, you have access to the techniques needed in order to link a toybox or other chest like container to the toybox world. Once the link is made one simply has to jump into the container to shrink down and enter this realm. Depending on where you create the link the container will link to different shy guy bases all across the world. If you attempt to use this in another world you will find a shy guy base much like the ones you will find here, and while

no shy guys can follow you out you can talk with them and find/shop for items the shy guys within have stolen.

Pyro (100cp)

Pyro guys are shy guys who have been permanently lit on fire. Twice as fast as a normal shy guy, pyro guys are much more dangerous due to, well, being on fire.

Snifit (100cp)

Snifits are special shy guys who have specially modified masks that allow them to fire projectiles made from nightmares. These bullets can be fired one at a time or in a barrage of three, and yes they are made of nightmares. I guess that means if you had a method of storing nightmares you could use them to create stronger projectiles or ones with special properties. Channeling nightmares into bullets requires the expenditure of flower points.

Bandit (100cp)

While some shy guys are upstanding members of society, there are those who enjoy a bit of larceny. Bandits generally have more face-like masks than normal shy guys and are capable of stealing currency as part of any other form of attack.

Jungle (100cp)

Jungle guys are shy guys who dwell in isolated reaches of this world's jungles. As such they wear war paint on their masks and have become quite adept at the use of spears and shields in combat. Jungle guys often wear grass skirts with feather in the band of their mask.

Anti (300cp)

Anti guys, also called deadly guys, are a special kind of shy guy unlike any other. With dark grey robes and grey masks, anti guys are incredibly powerful with defensive and offensive strength unmatched by most beings in this world. An anti guy is a serious threat even to veteran heroes of this land.

Bumpty

Like Rubber (100cp)

A bumpty's feathers are incredibly rubbery and bouncy, now your feathers have become even more than an ordinary bumpty. Mundane concussive attacks will nearly always bounce off your feathers, and fall damage is a thing of the past as you can now bounce like a ball.

Pendril (100cp)

Your beak is good for more than talking and eating, and is in fact capable of functioning as a drill! You are able to tunnel through dirt and soft ground with ease on par with swimming, leaving a tunnel behind if you wish. Your drill beak can also be used as a decent weapon, able to at least penetrate weaker stone.

Mouser

Master Thief (100cp)

The art of being a gentleman or honourable thief is something associated with mousers in this world. Your skill at sneak-thievery is quite respectable, as is your charisma and sense of style. With this, why, you could be a true Arsène Lupin.

Nomadimouse (100cp)

Out in the less hospitable regions dwell a group of nomadic mousers known as Nomadimouse. They are shrewd traders and experts at navigating and surviving the harsh desert, much like a Dryite.

Boo

Invisibility (100cp)

While technically all boos are naturally capable of turning transparent, it requires a bit of proper training to become truly invisible. By taking this perk you have received the proper training and you can become perfectly invisible, but only when standing still.

Intangibility (100cp)

You would be surprised at how many boos cannot actually become immaterial. Having undergone the proper training you can now become intangible for a few moments at a time, enough to pass through a wall or evade an attack. The length this can be maintained can be increased with flower points.

Super Spooky (100cp)

Being all ghostly is no fun if you can't scare people right? You are now an expert at scaring people, finding just the right times to pop out and get them with a jump scare, or any other method of terrifying others. This perk makes you capable of being genuinely frightening regardless of form.

Bomb-Omb

Safety Boom (100cp)

Being a living bomb, you are already able to explode without harming yourself, but now you are capable of excluding anyone who is caught in your blast from being damaged.

Bob-Ulk (100cp)

A stronger, larger, and heavily armoured form of bomb-omb, bob-ulks are capable of releasing an incredibly destructive explosion. Bob-ulks takes some time to detonate, but when they do the results are often catastrophic.

Lil' Sparky

So Bright (100cp)

Being a lil' sparky or one of it's more developed forms you are a being that produces light as a byproduct of your energy. With this technique you are capable of focusing your energy on producing light, allowing you to illuminate a large radius or temporarily blind others.

Super Charge (100cp)

All that energy you have, wouldn't it be nice if you could lend it to an ally? Well now you can, using flower points as a catalyst you can use your energy to charge the offensive abilities of others improving their damage output.

Spark (100cp, incompatible with hothead)

The fully developed form of a lil' sparky, a spark is much larger and in possession of much more energy. The amount of electrical energy you can output for attacking or other uses is improved greatly.

Hothead (100cp, incompatible with spark)

A strange mutation among spark kind, a hothead is a lil' sparky who has developed into a being of flame instead of electricity. This change is much like the one from lil' sparky to spark, but with electrical energy being replaced with fire and combustion energy.

Cheep Cheep

Tidal Wave (200cp)

A power belonging to the more powerful of cheep cheep kind, with this one can channel flower points to call forth a tidal wave from the ground below them regardless of their location.

Chaptain (100cp)

Many Cheep Cheeps love the sea, which strangely enough often leads to them becoming captains of ships despite being naturally aquatic. You too have become a skilled sailor, able to work on or captain both sea and sky worthy vessels with incredible skill.

Blooper

Electro (100cp)

Slightly larger and more powerful than a normal blooper, and electro blooper has been infused with an electric charge allowing it to shock enemies on contact.

Gooper (200cp)

A gooper blooper is a blooper who has been corrupted by poison. It can secrete a potent poison that can be used as a part of a melee attack or can be sprayed out from one's tentacles. This poison can also be used to pollute bodies of water, spreading out like an oil spill.

Super (200cp)

A giant form of blooper, possessing a much higher strength and durability than other bloopers. Super bloopers are also capable of spawning blooper babies that can be used as disposable minions.

Yoshi

Ground Pound (100cp)

A signature move of yoshi kind, the ground pound is a technique where one jumps in the air and then slams down hard on the earth causing damage and producing a shockwave capable of knocking foes down.

Egg Shield (100cp)

All yoshis can generate eggs, but with this technique one can use flower points to generate an egg around themselves as a defensive measure. This egg, while far from unbreakable, is still quite durable.

Flutter (100cp)

Oddly enough, yoshis can somehow flutter their legs fast enough in the air to get a few extra second of hang time and few steps worth of extra distance.

Shadow

Shadow Meld (100cp)

The veil technique, which allows a shadow to merge with a ordinary show in order to hide and move unnoticed. Normally this cannot be maintained all that long, but this can be extended by the use of flower points.

Shadow Trap (100cp)

Much like a certain compatriot of Mario's, you skilfully blend the line between genders. Your shadow form is what can only be described as a “trap” (or “reverse-trap”). You know how to talk and act as either gender and disguise yourself across genders in any of your forms.

Items

Game Collection (100cp, free for Drop-Ins)

Here we have every single mainline paper mario game and systems required to play them. It also come with paper mario versions of all mario character amiibos.

Mailbox SP (100cp, free for sidekicks)

A small device resembling a gameboy sp. It can be used to send messages to either digital devices or it can generate a letter that can be sent the old fashioned way. After this jump you will still receive the occasional letter from those you left behind in this world, typically words of advice or encouragement.

Jumping Boots (100cp, free for Heroes)

A pair of low cut brown boots. These shoes give a minor enhancement to jump height and increases the damage output of attacks using your feet when worn. If you jump on an opponents head wearing these boots you are capable of bouncing off their head with a properly performed action command. They are incredibly comfy and will not wear down from use.

Super boots (100cp, requires jumping boots)

Much like the regular jumping boots, these green and yellow boots increase your jump height by a impressive amount and increase the damage output of foot based attacks similarly when worn. If you jump on an opponents head wearing these boots you are capable of bouncing off their head with a properly performed action command. They are incredibly comfy and will not wear down from use.

Wooden Hammer (100cp)

A simple wooden mallet that can be used as a weapon. It's damage leaves much to be desired, but is capable of destroying yellow blocks.

Super Hammer (100cp, requires wooden hammer)

Similar to the wooden hammer, this metal mallet is a much more effective weapon. Strikes from this hammer can easily shatter stone.

Spiked Bracers (100cp, free for villains)

A pair of very intimidating spiked bracers. Silver rings with yellow spikes, they improve the damage of your natural attacks when worn.

Building Blocks (100p)

A collection of mushroom kingdom brick blocks, yellow blocks, stone blocks, metal blocks, and empty ? blocks that can be filled with whatever you wish. You receive a large stockpile of each, and they replenish once a month. Feel free to use them however you wish.

Sticker Album(200cp)

This book resembles the ones used by stamp collectors across the multiverse. This one is full of all kinds of stickers from the sticker comet. The stickers within can be pulled out with ease and used with the paperize technique to generate all kinds of effects. It's pages refill weekly, but the stickers within are always random. Sometimes you may only have weak stickers, whereas other times you will have plenty of the more powerful kinds. Unique stickers, such as the royal stickers, will not be generated by this album but can be stored within.

Card Book (200cp)

Like a trading card collector's book of cards, the sleeves of this book are filled with a variety of battle cards. These battle cards can be painted into reality to cause various effects using the calling colours ability. This book refills weekly, but the cards within are always random, much like the sticker album.

Gem Rod (200cp)

A gold rod tipped with a gemstone, this rod is an excellent focus for magical energies. It makes aiming spells easier, as well as slightly reducing the mana required to cast them.

Koopaling Rod (100cp, required gem rod)

An enhanced magical rod, this one is topped with a high quality crystal. Besides giving spells cast through it a moderate buff, and somewhat reducing the mana required, a rod like this can generate a special projectile of your design. It will not deal a ton of damage, but they can move in strange patterns making them hard to dodge. These projectiles take a small bit of mana to cast, even when using this rod.

Magical Bean Satchel (200cp)

A small satchel that contains six beans. When a bean is planted it immediately sprouts into a giant beanstalk that reached up into the clouds. This can be used to reach places that rest at that height (like a city in the clouds). The beans replenish monthly.

Crafty Frying Pan (200cp)

A toad crafted frying pan, this tool is great for mixing items in. Items crafted or meals cooked using this frying pan have their effects enhanced. This frying pan also makes the crafting of items from this world faster and more stable, even when being mixed with items from elsewhere in the multiverse.

Toy Vehicle (200cp)

This vehicle (which can be anything from a car, to a train, to a tank), was crafted by shy guys. It appears to be a small toy, and in fact looks very childish. It can grow to full size and return to toy size at will. Whether toy sized or full sized it functions perfectly for whatever vehicle it is supposed to be., requiring no fuel or regular maintenance.

Quick Change Badge Plus (300cp)

An enhanced version of the regular quick change badge. It requires no dedicated badge points to use and allows you to remotely swap out companions. While this still takes a moment, the utility is undeniable.

Pulse Stone (300cp)

This strange pinkish stone feels slightly warm to the touch, and pulses with a small vibration and glow at slow intervals. This stone is capable of “scanning” for hidden locations. As you near a hidden location (like a temple buried beneath the sands) the glowing, vibrating pulses will get faster and stronger.

Floro Sprout Seeds (300cp)

A small bag of seeds, about a dozen of them, that are infused with the energies of chaos. When one of these seeds is “planted” in someone's head, it will grow into a floro sprout. Individual's who have floro sprouts growing from their heads are under your mental control, until such a time as the sprout is removed. The seeds replenish monthly.

Castle (300cp)

You have a full sized castle, along the lines of Peach's or Bowser's. The exact aesthetics are up to you, but you much choose whether it is a noble castle (like Peach's) or a villain castle (like Bowser's). Your choice will determine whether it will be a nice safe place with or an evil place filled with traps and lava. Post jump this castle and it's immediate grounds can follow you from jump to jump or become a warehouse attachment.

Companions

Your Own Troupe (400cp)

How about some paper partners of your own? Purchasing this allows you to create or import up to 8 companions who each get a background and 600cp to spend on perks. You can purchase less than 8 companions for 50cp a piece.

Canon Companion (200cp)

Or how about a friend from this world already? With this option you can purchase any character from the Paper Mario series as a companion, with the exception of star spirits or beings of unchecked power like Super Dimentio.

Personal Constellation

There are many stars of power that exist in this realm, now you have your own. You receive 1000 star points customize you stars in the following section. To channel the power of a star requires the expenditure of star energy, which you begin with two pips of. Each option costs both an amount of star points and adds to the star energy cost of using that star. Star energy restores incredibly slowly over time, and can be refilled using "Put on a Good Show". Each power purchased must be distributed to a star, and each power can be purchased multiple times to give to different stars. You can spread out your purchases in this section across up to 7 stars.

These following options are general and are not distributed to different stars:

More Star Points (100cp)

You can exchange 100cp for 100 more star points. This can be purchased as many times as you wish.

Extra Pips (100sp)

Blessed by the heavens, you have an extra pip of star energy! This can be purchased as many times as you wish.

Faster Recharge (100sp)

You are better at absorbing stellar energy, as such your star energy pips recharge at a much fast rate. This can be purchased twice.

Stellar Focus (200sp)

This ability allows you to charge up a single pip of star energy by focusing for a single minute. This requires you to remain perfectly still for the full 60 seconds. This ability cannot be used repeatedly, requiring a few hours between uses.

Crystal Star (Free)

These fist-sized gems are the manifestation of your personal constellation. They must be protected and held on your person. They can appear as any form of gemstone you wish, but must remain star shaped. If you do not have access to a crystal star, you will be unable to utilize the power of that specific star.

Star Spirit (300sp)

Or, perhaps, your stars have a life of their own. Rather than being inanimate crystals, your constellation is made up of living star spirits. While using their special powers still requires you to channel them using star energy, they are capable of flying around on their own, talking, and other basic action. Your full constellation counts as a single companion. Much like crystal stars, a star spirit must be in your presence for you to use it's power. If the star spirit is sealed away or kidnapped you will be unable to use it's specific power.

True Constellation (200sp)

What's the point of a constellation if you cannot view it's form in the night sky? Now in this world and every world you visit a constellation will rest in the night sky that reflects your personal constellation. This constellation takes whatever shape you wish. When under this light of your constellation, any ability that requires or is enhanced by a celestial body acts as if it were being affected by that body. As well, your star energy recovers faster when under the light of your constellation.

Star Bright (100sp) or (150sp)

By purchasing this whenever you channel the power of a star spirit, you will emit an incredibly bright light. This light is bright enough to stun someone looking directly at you for a moment. The aesthetics of this light, such as colour or if it take a shape around you, are freely customizable but cannot be changed later. For an additional 50sp, the aesthetics of this light can be altered at will.

These following options are specific and must be distributed to stars.

Refresh (100sp, 1 pip) or (150sp, 1.5 pips)

By channelling star energy you are able to restore a small but useful amount of health and one of your energy pools other than star energy. For 150sp, and using 1.5 pips, this can become an area of effect power instead.

Heal (100sp, 1 pip) or (150sp, 1.5 pips)

By channelling star energy you are capable of restoring a moderate amount of health. For 150sp, and using 1.5 pips, this can become an area of effect power instead.

Energize (100sp, 1 pip) or (150sp, 1.5 pips)

By channelling star energy you are capable of restoring a moderate amount of one of your energy pools other than star energy. For 150sp, and using 1.5 pips, this can become an area of effect power instead.

Damage (100sp per level, 1 pip per level) or (150sp/level, 1.5 pips/level)

You can channel star energy into raw damage. The first rank of this does low damage, the second moderate, and the third high. For 150sp, and using 1.5 pips, each level this can become an area of effect power instead.

“Element” (+100sp, +1 pip)

This alters your damage to become an elemental attack other than just raw damage. The selectable elements are fire, electricity, ice, water, poison, or shrinking. These are capable of inflicting status effects related to the element. This can be purchased once for each time you purchase a separate damage.

Armour Pierce (+50sp/level, +0.5 pips/level)

Your attack is now capable of ignoring an enemies armour, each level

being capable of ignoring higher levels of armour.

Debuff (100sp, 1 pip) or (150sp, 1.5 pips)

This power is capable of lowering a single attribute of an opponent. This can reduce an opponent's strength, defence, or speed. For 150sp, and using 1.5 pips, this can become an area of effect power instead.

Buff (100sp, 1 pip) or (150sp, 1.5 pips)

The inverse of debuff, this power is capable of increasing a single one of your attributes. This can increase your strength, defence, or speed. For 150sp, and using 1.5 pips, this can become an area of effect power instead.

Lullaby (100sp, 1 pip)

This ability is an area of effect ability, which induces an unconscious state in those effected. This is the same as regular unconsciousness, and targets can awaken as they normally would.

Immobilize (200sp, 2 pips)

This ability fully immobilizes enemies in a moderate radius, rendering them incapable of attacking, defending, moving, or taking any action really. This effect lasts for about 5 minutes.

Transmutation (200sp, 2 pips)

By channelling star energy, this ability turns minor enemies and generic mooks into stars sprites, removing them from battle. This power does not work on “boss” type enemies.

Dark Form

The true power of a villain, upon reaching a certain threshold of damage you can assume your dark form. The dark form improves the capabilities you already possess and can be further customized in the following section. Once you assume your dark form you can cancel it at any time. You have 1000 dark points to spend here as you wish.

More Dark Points

You can exchange 100cp for 100 more dark points. This can be purchased as many times as you wish.

Peril Threshold (Free)

The basic activation point of a dark form. Your dark form activates when you are at 1% of your maximum health.

Danger Threshold (100dp)

The second level of dark form activation, with this your dark form activates at 5% of your maximum health instead of 1%.

Injured Threshold (200dp)

The third level of dark form activation, with this your dark form activates at 15% instead of 1% or 5%. This does not require you to purchase danger threshold, nor does it stack with it.

Wounded Threshold (300dp)

The final level of dark form activation, with this your dark form activates at 25% in place of any other percentage. This does not require you to purchase danger threshold or injured threshold, nor does it stack with either.

Restoration (100dp/level)

With this power your dark form is now able to last longer. When your dark form activates, you generate a number of “temporary health points” based on the level of this you purchase. The first level increases you to 25% of your health (50% if wounded threshold has been purchased), 50% at the second level (75% with wounded) and 75% at the third and final level (100% with wounded).

Dry Dry Pharaoh (200dp)

Like Tutankooa you are imbued with the power of the desert sands. This allows you to mystically hover, fire weak bolts of magic, and bring an image of a chain chomp to life. These chain chomps are made of whatever material their image is engraved upon. This can apply an Egyptian aesthetic to your dark form if you wish.

Fire Stream (100dp)

One of the basic abilities possessed by many who assume dark forms, you are capable of generating a powerful jet of flame from your mouth while in your dark

form. This also allows you to generate a much weaker flame when untransformed.

Bud (100dp per tentacle)

With this ability you are capable of calling forth large “tentacles” from the ground that you can control as if they were one of your natural limbs while in your dark form. These tentacles can be thorned if you wish, and you can apply a plant aesthetic to your dark form if you so choose.

Minion Spawning (100dp/level)

You are now capable of generating minions while in your dark form. You can generate 2 minions per each level of this you buy. These minions are not all that powerful but can become incredibly annoying to your opponents. Once these minions are destroyed you are immediately capable of generating more. These minions take the form of whatever race you are in this jump, and can have up to 200cp in racial perks applied to them. You can choose which racial perks they possess before you summon them.

Duplicate (200dp per clone)

With this power you are capable of generating a duplicate of yourself while in your dark form. These duplicates are weaker than you and only possess a fraction of the health you possessed when you entered your dark form. This can be purchased as many times as you wish. Duplicates can only be generated once each time you enter your dark form.

Painted Black (300dp)

You have gained the powers of the black paint while in your dark form. Now, while in dark form, you can drain the colour from your environment or weak enough beings. Drained colour can be used to buff your strength, defence, speed, or to heal yourself. Someone who has had their colour drained becomes lethargic and has their emotions and senses dulled. If you have any mind control or similar abilities, these colour drained individuals are especially susceptible to them. You can apply black paint aesthetics to your dark form if you wish.

Possession (200dp)

Now you can possess the body of a weakened individual while in your dark form. The individual you possess must be in your immediate presence. Once the individual is possessed you have access to their memories and abilities, and the possessed individual takes on the aesthetics of your dark form. This possession can be maintained indefinitely but you can be exorcised. You can apply a purple and/or ghostly aesthetic to your dark form.

Macho (100dp)

With this power your dark form's physical attributes have been increased much by a large amount. This also comes with a boost to combat skill in general, and the ability switch between a mode with further improved damage output or further

improved damage resistance. You can apply a wrestling aesthetic to your dark form if you want.

Immense Size (100dp per level)

With this the size of your dark form is doubled, with further purchases being additive (x2, x4, x6, etc). This can be purchased up to five times, meaning this has a maximum of ten times your base size.

Chaos Touched Heart (200dp)

Infused with the power of the Chaos Heart, your dark form is capable of opening up a rift to the void. While you cannot open a true rift, this black hole like manifestation draws those around you into it, damaging them with raw chaos energy. This requires focus to maintain, and if maintained long enough it can fully devour a person. Once you are no longer maintaining focus the rift quickly blinks out of existence. You can apply a clown and/or noble vampire aesthetic to your dark form if you wish.

Drawbacks

+1000cp Drawback cap

It Ain't Easy Being Green +100cp

Much like a certain green garbed plumber, what was his name again? Lewis? Eh, that sounds about right. The point is you will never be recognized for your accomplishments here, forever relegated to a position beneath the heroes of this land.

Too Many Goombas +100cp

It seems no matter where you go, a group of generic minions from the area will pester you constantly. Random battles will be a real problem, popping up all the time. The enemies probably will not be all that threatening, but their numbers will really make this annoying.

Kidnapping Magnet +200cp

It appears those in your close company, such as companions or the like, will be in constant threat of being kidnapped. There will be an attempt every couple of months, and at least once per year someone will actually succeed. However powerful the kidnapping victim may be, they will be unable to escape without your assistance.

Flower Power +200cp

With some notable exceptions, like koopa sorcery, many abilities in this land draw their power from flower points. Now for your ten years here all of your abilities that require an energy pool (such as magic that needs mana, or ki based techniques) now can only draw from you flower points. Good news though, if you suffer through ten years with this perk you will be able to use you flower points interchangeably with those energy pools from now on. Don't say I never did anything for ya.

Badge Link +300cp

So you know all those fancy abilities you have from other worlds? Well now you've lost them and have been reduced to body mod plus whatever you purchased in this jump. All is not lost, however, as badges containing your powers have been scattered about the mushroom kingdom and some of it's neighbours. If you find them you can use them like a badge to be able to access whatever power the badge represents. Post-jump you get all your powers back, even if you didn't find all of them. And sorry, but you don't get to keep the badges. Although if you have the badgesmith perk you may be able to recreate them with a lot of work.

Dooped +300cp

Well it appears a certain duplighost has stolen your name and convinced all of your companions that he is you. You are stuck in a shadow-like appearance that cannot be shapechanged out of. So until you discover the duplighosts real name and fight through your companions to reach him and undo the curse, you are effectively without identity. Everyone in this world will believe the duplighost to be you. Have fun. Oh, and if you do not recover your identity by the end of your ten years here it will count as if you had died.

Flopsided +300cp

It seems you come from a literally parallel dimension. The realm known as flopside, which exists parallel to flipside, is a land with people identical to flipside but opposite in personality and morals. And now for your ten years here your personality and morals are flipped as if you were a resident of flopside.

Colour Drained +300cp

You have been rendered colourless by a being of black paint. You will feel lethargic and slow, as well as having your senses and emotions dulled for your ten years here. This also has weakened many of your powers by quite a bit, and rendered you vulnerable to mind control techniques. Neither you, Mario, or any others who possess the ability to restore colour will be able to fix you for the next ten years.

Corruption Vulnerable +400cp

There are many things in this world that may wish to corrupt you: Black paint, the chaos heart, royal stickers, the shadow queen, and who knows what else. Now you have become rendered to all forms of corruption and possession that exists in this world, and any villain who could benefit from corrupting you now knows of your existence. If you are not under your own control at the end of your ten years here, you will fail the chain.

Super Flag Victory +400cp

There are artefacts in this world called super flags. They can be obtained by performing amazing feats, like killing one million goombas or collecting every badge that exists. You will need to acquire twelve super flags by the end of your tenth year or you will fail the chain.

The Void Cometh +600cp

Well it appears something went wrong before you arrived. The Chaos Heart has awakened very early and the void has consumed nearly the entirety of this world, all that remains is the capital of the mushroom kingdom. Monsters unlike any this world has faced before have appeared as a result of the void's corruption and this world's heroes have already fallen. It is up to you to save this entire world from being absorbed by the void.

A Paper Hero's Journey +600cp

First off, your powers from those previous worlds? Gone, you have been reduced to your body mod and any purchases here.. Secondly, those companions of yours? Same thing, no powers from previous jumps. Thirdly, no warehouse access. And lastly, Mario and Luigi? Also gone. It is now up to you to complete the plot of all five games (Paper Mario, The Thousand Year Door, Super, Sticker Star, and Colour Splash) by the end of your ten years here. Oh and if you take badge link with this, then your powers purchased in this jump are now turned to badges and scattered across the land.

Notes

Flower Points: The use of special abilities in this world often cost flower points. They are a energy pool much like mana or ki. By coming here you have been granted a pool of flower points of your own, and although it starts small it can be grown through experience and use, once again much like mana or ki.

Badge Points: In game the number of badges you could use was based on your badge points. The more you grew in power the more badge points you had, and the more powerful the badge the more badge points it would take up when equipped. I'm not going to give hard numbers, but the number of badges you can wear is a result of your power and the power of the badges you wear.

Mushroom Farmer: Crafting and growing items only apply to base items, those not unique or gained through item mixing.

Tayce T. Cook: While your method of creating these new items is cooking, the ingredients you are using do not need to be "cookables". The resultant product is usually a new item of the same category of one of it's parent items or an enhanced or otherwise modified version of one of it's parent items.

Heartless: If your body is completely destroyed your conciousness remains in your heart until your body regenerates. If your body does not already regenerate it will instead slowly re-form around your heart. This is an extremely slow process, but re-forming your body in either fashion can be sped up with the expenditure of flower points.

Flip!: When you attempt to use the flip ability in a world that is already three dimensional you force yourself into non-euclidian space temporarily. This allows you to avoid three dimensional threats the same way you would 2-d threats by flipping to 3-d. This also allows you to navigate places with non-euclidian architecture as you would any normal location for as long as you are capable of maintaining the flip. When flipped in such a manner you can perceive beings with greater than three dimensions more clearly, which could be either better or worse for your sanity.

Star Spirits as Companions: Since all of your star spirits count as a single companion, if you were to import them in a later jump, any purchases would be spread out evenly across all of the stars. If you wish you can break up your star spirits into separate companions, but remember that without the presence of a star their specific powers cannot be channelled.