



Super Princess Peach Jump
Ver. 1.5
Made by Tri-Sevon

Quite a different thing to see around these parts, but perhaps it is why you got sent here. Either of your own accord, someone else's accord, or perhaps there never was an justifiable accord to consider...

...Oh, sorry. Where are my manners? Welcome Jumper, to the isolated land that a certain blond Princess will be arriving to on a quest that is in many ways, is the exact opposite situation she finds herself in past and future...

...Welcome to Super Princess Peach. And since you are already here, let's get you set up with **1000 Umbrella Points** to help you out in your 10 years or decade in the mysterious world of Super Mario.

Starting Locations: Vibe Island

You got two options with this section:

Either you can freely pick any location you wish to start in.

*OR you can roll a **1d8** to determine where you start, otherwise pay 50 UP to choose your Starting Location.*



Vibe Island

1: Ladida Plains

A rather pleasant place to start one's journey on the island. Plenty of the iconic green hills with eyes, alongside flowers and grass in almost every step you take. However, there seems to be a rather notorious plant in the area that was originally seen in Isle Delfino keeping watch on something.

2: Hoo's Woods

An entire forest with a wide variety of trees and other plantlife on the south-east portion of the island. There is also some water and other things to find, like you may even see some mushrooms around here as part of the trees. However, the namesake owner is currently protecting something of note deep into the forest.

3: Shriek Mansion

This isolated mansion on the south-west side of the island is very large and very much haunted. Expect to find a lot of ghosts and other figures roaming the various rooms of the place. It also strangely seems to be making a lot more people inside feel the emotion of sadness more strongly. Also, be cautious of the 'King' of ghosts guarding something vital to its task.

4: Fury Volcano

Taking up the most Eastern portion of the island is the volcanic landscape filled with rocks, flowing lava, and plenty of hot air that may also be poisonous. An more environmentally troublesome area for those not well-versed in traversing, but still doable if a certain segmented creature is of any indication. Perhaps due to the heat of the lava, individuals may find themselves feeling the emotion of anger more strongly.

5: Wavy Beach

On the most Western side overall, an entire spot dedicated to cool water, sand, and everything else one may want in a beach. Yes, even the spears shooting out of the walls and the coconuts that fall out of the trees. Though it may also be best to also keep an eye out for the Chain Chomps and a very large notorious squid around in the area as well...

6: Gleam Glacier

The opposite to Fury Volcano, both in its north-west position and the massive difference in temperature. A rather chilly environment that seems to both make people feel more sadness or anger strongly for some reason. And there also seems to be a mysterious creature in a shield of ice watching over something.

7: Giddy Sky

Arguably the other only location to be considered in the center of the island, albeit except this one lacks more familiar terra firma (ground) than the other places. In fact, its all in the air, sky, and clouds. The local environment seems to make people more joyful or calm, perhaps due to the wonders inside of it. Though there doesn't seem to be any joy in the blue coated magician watching over an trapped figure in green.

8: Bower's Villa

The most dangerous place of all on the island, especially for those being enemies of the King Of Koopas. An entire castle takes up the area, with its insides full of many traps, minions, and a very, very, chaotic air making the emotions of joy, anger, sadness, and calmness stronger. The aforementioned Koopa King and one of his most loyal soldiers wait as the man in red remains trapped inside...

Age and Gender

You have two choices:

Either you can:

*Roll for your age with a **1d20 + 1d4**.*

Or just figure it out what seems reasonable. Same goes for gender.

Origins

Drop-In [Free]

Did you happen to jump into a wall and then after falling for so long, end up in a world where dinosaurs-Wait, wrong assumption.

Somehow and somehow, you found yourself here at Vibe Island. But with nothing tying you to the island or world at all as far as this point goes. So what will you end up doing?

Prince/Princess [Free]

My apologies. You're clearly a member of the royal family. Who's family? Not important, except you still got the association of being such royalty regardless. You may be here due to possibly joining in the adventure with the blond princess

Or you may be here to possibly work for the side opposing her. Either which way, good luck.

Race

Human [Free]

Even in the Mushroom Kingdom and beyond, humans do exist if the Mario Bros and other related friends and foes are any indication. Not much to say on being outrageously special, but one thing is for sure that even humans out here can run and jump decently.

Mushroom/Bowser Kingdom Resident [Free/Various UP]

The question of what exactly you are is a tough one. You could be, for example, one of those small guys known as Toads, or you could be the other small mushroom guys known as Goombas.

You could also possibly be a Koopa, Boo, Cheep Cheep, Piranha Plant, Bullet Bill, Chain Chomp, Bob-omb, Pokey, Podoboo, Lil' Sparky, Fang, or a Rex.

In recognition of the various forms you can pick as being a resident of either Kingdom, the pricing for them is on a range depending on a few factors both good and bad. (Also, any concerns about lacking traditional limbs you may have gotten used to will be addressed later on.)

Toads and Goombas are the free options, while Koopas, Cheep Cheeps, Piranha Plants, Bullet Bills, Bom-ombs, and Pokies all cost 100 up.

As for Chain Chomps, Podoboos, Boos, Lil' Sparkies, Fangs, or Rexes... They will all cost around 200up.

Either way, in case *you* don't want to be stuck as these 24/7 for the rest of your time here... You can have them be made into an Alt-Form you can shift into, assuming of course you are *actually personally* able to do so.

Perks

Origins get their 100up perks for free and the rest are discounted to 50%.

General

Musical Talent [Free]

Quite simply, you know how to play an instrument well-enough that if you can get probably 3-4 other individuals together, you can probably start a band. Alternatively, you can forgo the instrument and be a singer instead with the skills to handle the microphone or any similar item needed for the audio amps. Whatever skill/talent you pick, it can be improved as time goes on..

Puzzle Pro [Free]

Ah, puzzles. The tasks that need a more intellectual/problem solving kind of mindset. And thankfully, you get some of that mindset even if you didn't have it before. While starting simple, it can be trained further to get more mileage out of the stuff you may encounter in the future.

Vendor Skill [100]

In case you ever need to make money, you have enough skills to run a shop and just enough talent to try selling the items. Still up to you on figuring out supply and demand, along what you actually sell, alongside developing the talent further.

Power Of Emotion [300] (Capstone Booster)

Vibe Island is known for how its environment can produce feelings and emotions that can suddenly spike in such a way that it's uncontrollable... And yet, you are in perfect control of said emotions.

This is a two-fer. One being that ***any influence other than your own on manipulating your emotions*** is massively protected. And the second is that you also can take the mysterious emotional energy of Vibe Island with you no matter where you go.

This emotional energy reserve can be visualized in a myriad of ways according to one's preference, but two examples to give are either: An colored bar in the top corner of your view representing the amount of energy left in you...

...Or a mental image of a pool of energy that can rise and lower via use or gathering/collecting more energy.

Whatever it is, the other major key point of this second half is that this specific emotional energy reserve, can also work with any powers or abilities related to the user's emotions. And no, you have to figure out how and why this does work...

Drop In

Land Roamer [100 CP | Free for Drop In]

Bit of a misnomer, given that not everything on this island and the wider world at large is made of classic terra firma, but maybe with this, it won't matter. In short, you can traverse many landscapes of various kinds with some bit of relative ease.

And yes, for those who are lacking legs or have something else in their place, you still get the same amount of effectiveness offered.

Living Glossary [200 CP | Discounted for Drop In]

There are a LOT of different creatures already on Vibe Island, even if the majority of them belong to Bowser's Kingdom. But regardless of that, it would help to be able to keep track of what you have encountered, would it not?

Thankfully, with this Perk, you can build a mental collection of knowledge with each and every enemy you defeat here for you to reference for later. And while it may be limited at first, with time and more enemies defeated, it will build up more and more information that may be useful down the line.

In future Jumps, this can also include enemies and other threats that exist beyond this world...

Mysterious Magician [400 CP | Discounted for Drop In]

Magic is one of the many facets to expect in this world, especially given those Magikoopas and other associated fellows/fiends are out there.

However, this variation of magic is a bit different. Its main purpose is to transform whatever the caster designates as their target into something else. For example, you could turn a person into a sentient parasol with abilities that are far beyond what a normal parasol could do.

You can also make the transformation be something else akin to items like a large umbrella or something like a cane. However, you can't directly make them into sentient weapons, especially traditional and non-traditional weapons... ..At least with what this Perk currently has on offer.

And yes, you do also know the bits and parts needed to transform someone back into their original state. Though it may just need a bit more energy and focus to do so.

Crystal Generation [600 CP | Discounted for Drop In]

One of the few explicitly unique things to find on Vibe Island is actually these blue crystals that contain the strange emotional energy that the island gives off. And now you can actually do the same.

With a bit of time and focus, you can generate small crystals that will contain a small collection of emotional energy like anger, sadness, joy, or even something like calmness. The crystals will change color related to the emotion inside for easier identification if needed. Though the crystals you generate are between the size range of a small or large bead.

However, this does mean that you give up a bit of your own emotional energy to make these. But as long as you keep a balance in how many you make at a time, you should be relatively fine.

Power Of Emotion (Boost)

Well, now things are going to be a lot more interesting. Thanks to the emotional control you have, you can now make even larger crystals that are more akin to the size of the golden coins seen in this world. And with perhaps more time and mastery, you can generate even larger crystals.

One other key note is that with these larger crystals, you can make more of them yourself with a far larger balance limit thanks to your level of control. And perhaps if you had enough time and skill, you could find other sources to pull from...

Prince/Princess

Charmful Endurance [100 CP | Free for Prince/Princess]

With the amount of different locations and environmental conditions on the island, having the ability to withstand everything thrown at you is something you may struggle with.

Except if you have this, the burden is not much more of an issue. No matter what kind of clothing or attire you wear, you can wear them in the hottest of places, coldest of places, and highest of places and still be decently fine to go on existing.

This, however, does not account for being submerged in freezing waters, burning lava, and the deep depths of the ocean and space and other possibly strange or esoteric physical dangers.

Royal Grace [200 CP | Discounted for Prince/Princess]

It is one thing to *travel in general*, it is an entirely different matter in *how you travel*. And given the status you have as an royal, this is a must.

Even if you are not wearing optimal attire for long travel, you can still walk, run, jump, duck, slide, and even sneak quietly at a lower speed to avoid waking up heavy sleepers. And this also applies to the items you may be carrying with you, such as a parasol or cane.

In fact, you could even possibly use said items and alike as forms of attack if need be to defend yourself. Just make sure what you have with you can actually endure your own grace and movement.

Unexpected Strength [400 CP | Discounted for Prince/Princess]

With the amount of possible enemies out there, they may assume that you aren't very strong and probably a brat or wimp of some kind. Unfortunately for them, you can prove to them how wrong they are.

With this, your strength is far better than what your appearance may give off. In fact, you can use something that isn't expected as a weapon and swing it with enough might to defeat foes in various forms and light armor with a few hits.

Do note, however, you won't be able to defeat something like the metal Chain Chomps, Thwomps, or something ghostly like Boos with this level of strength. And yes, chances are that you are still strong enough that you could send someone as large and tough as Bowser flying off like a golf ball if you hit them just right.

Elemental Emotion [600 CP | Discounted for Prince/Princess]

The main emotions to expect being influenced by Vibe Island are anger, sadness, joy, and calmness in some form or fashion. And thanks to something special about you...

...The very same emotions can now be used as abilities. Anger can make your steps and jumps cause a tremor that can disrupt any foes on the ground. Sadness can make you run far faster than normal. Joy can actually make you fly (slowly) up into the air. And Calmness can kick in a personal field that can slowly regenerate health.

Do keep in mind that any use of these abilities will take up emotional energy related to the emotion. And if you happen to overextend or overspend your emotional energy in these states, it will cause a delay for when you can use them again.

Power Of Emotion (Boost)

Recall what was mentioned earlier about being special? Turns out it goes further than that. The very same abilities above are now super-charged with emotional energy to such a point...

...Anger can now make an entire large area of burning fire that extends out from you in quite a distance. Sadness can make you emit tears at such a volume and pressure that you can effectively create water on demand. Joy can now make you spin with wind strong enough to act as a tornado as it spins with you. And Calmness can now rapidly regenerate health while also making an extended area that others can slowly regenerate health in as well.

Last of all, any other emotions or similar-like feelings can now gain useful abilities and elemental affinity if you have time to experiment and master your power even further.

Kingdom Resident

True Courage [100 CP | Free for Origin Kingdom Resident]

I mean, you kinda do need it given the fact you may not be the hero or heroine around here. Same applies for possibly being just a minion of the true villain.

Either way, no matter what your odds seem to be... You can always count on yourself to brave the danger around you. Now granted, this just helps fight against the fear you may have when doing dangerous acts. Competency in said acts is a different manner.

Mastery Of Form [200 CP | Discounted for Kingdom Resident]

Given some of the possibilities you may be, surely having control of one's own form is something important. And now it is something you have finally honed.

No matter what your form is, you have complete control of your body and can also do actions that may not seem to make sense. For example, if you are a Goomba, you can actually *pick* stuff up like having arms (despite not having them). Or say if you are a Bullet Bill, you can actually walk on the ground despite having no legs.

In essence, this gives you the ability to act if you have a human-like form despite not being human physically. And in the case you are already human-like enough, any other traits or abilities related to the form are enhanced even more.

Branching [400 CP | Discounted for Kingdom Resident]

Of course, it's one thing to be like a normal Koopa or Goomba... But why not be something a bit more?

To start off with an extensive example, a Koopa can end up instead becoming among the following: Dry Bones, Spiny, Lakitu, Hammer Bro, Spike Top, or a Spike. Or Bom-ombs can become Cannons, while Bullet Bills can become Torpedo Teds.

Alternatively, in case there aren't many other branches to become something else... You could also just become larger with a boost to strength and no loss in speed or reflexes. Or gain wings to be able to fly around a bit. (And sadly, if you are a Toad... Not much here for you.)

King/Queen Of Jumpers [600 CP | Discounted for Kingdom Resident]

Well, you aren't exactly someone who is just a small fellow now. It'd be more accurate to say that you are one of the more powerful people out there. Quite simply, you can imagine yourself to be far larger than normal, with the boost in strength, defense, and endurance that it has. You can also easily use magic as well, though if you already can, it is now much more effective.

And perhaps, you can push yourself beyond your limits and set new ones if you put in the effort and work. Though you aren't exactly at the top around here... There's still a notorious 'King' out there that can do more than you with just this alone...

Power Of Emotion (Boost)

...Never mind what I said. To get the point, it turns out you are actually more akin to ***Bowser compared to a common Koopa Troopa***. Like if you were a simple Chain Chomp and then suddenly evolved into a Chain Chomp on the scale of divergence and power Bowser would be at for the species. Or if you were a Toad, this same set of qualities by this evolutionary transformation boost would apply to you as well.

In fact, actually... You may even be able to make other forms that you get during your chain able to evolve to the ***equivalent level of Bowser*** of their species. And as a reminder, the sheer difference he has to a normal member of his species is not a laughing matter...

...Not to mention, the amount of powers he has demonstrated since his first appearance is something to not ignore either. And also, to round back, as far as the form you got here from this Jump, it is now a bit more open-ended for someone of your caliber of its capabilities. Though perhaps with those limits of yours being pushed even further now thanks to your new power...

...You can make yourself *The King or Queen* of whatever you are...

Gear

Any similar or like Items/Gear may be imported into similar - items, weapons to weapons, clothes to clothes, etc. Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp items for free. And any first purchases of higher cost items matching their origin are discounted by 50%. If there any more multiple purchases to take for an item, their guidelines on freebies or discounts will be specified

Any form of land, territory, structures, related etc, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay OR will be attached to your warehouse after the jump is complete, where they can then be imported into future jumps as desired.

General [Undiscounted]

Campfire Kit [Free]

No matter where you go, you can always set up a small little campfire to have something on the trip in whatever adventure to take a moment to rest and possibly get some sleep. And yes, this can work in a variety of environments, but best to make sure you have more than just this.

OST Collection [Free]

An entire collection of the music of the Super Princess Peach in whatever form or format you can imagine or want. Yes, even vinyl. You can also share this with others if you want...

Drop In

Coin Bag [100 CP | Free for Drop In]

Not much to say here, except it's an entire bag full of 100 gold coins. Something simple to help out. Though you don't get any of the gold to refill inside if you take any out.

Comfy Shoes [200 CP | Discounted for Drop In]

If you plan on roaming the lands, why not have the footwear that can roam the entire way and then some? By default, these are just some standard footwear that can handle a variety of terrain while also reducing the amount of energy expelled in travel.

In case you don't like the style, you can also make the footwear be based on the kind others wear in this world.

Tough Coffee [400 CP | Discounted for Drop In]

Nothing like a boost of energy to get you through the day. Except this drink is just more than a hot cup of joe. It is a drink that can also increase your health when fully finished by a small amount.

And in case you do want more, you can get a fresh cup after 24 hours have passed. This also can be given to others if you want.

Vibe Island [600 CP | Discounted for Drop In]

The mysterious island itself, with all of its various areas as they are. Though this version doesn't actually have Bowser's Villa in what can be inferred as the core of the island. Instead, it is the Jumper's Villa. The Villa can be designed as you see fit and can even extend out into the other areas if you want.

And the other big deal is that you can also further extend the island and modify it as you see fit. Especially with the strange phenomena that can make areas on the island make people have more strong feelings and emotions.

Prince/Princess

Royal Attire [100 | Free for Prince/Princess]

An entire set of attire that befits your royal status, while also being elegant and comfortable to wear in a variety of environments. The colors, style, and material are up to you in terms of vanity and taste.

Natural Power Drink [200 CP | Discounted for Prince/Princess]

An very odd drink that is strangely in the shape of a leaf with a straw on it. Its taste is odd, but also does something rather useful. When fully consumed, the user will find their emotional wellbeing to be slowly healed or treated over time.

This effect is also strengthened with the less amount of activity one is doing, reaching a maximum rate when in a more idle or relaxing state. And a new leaf filled with its contents will arrive 24 hours later after the original has been finished.

Vibe Tea [400 CP | Discounted for Prince/Princess]

A teacup that is full of tea mixed with a concentration of the emotion crystals produced in Vibe Island. The taste is rather good, while also doing something among the effects of increasing one's ability to store emotional energy by a small amount.

It also has the benefit of acting as a small boost for emotional energy regeneration over a 24 hour period before fading away. This same time period also counts for when you can get a new cup of this rather fine tea.

Sentient Item [600 CP | Discounted for Prince/Princess]

What a very strange item. Did you happen to pick it up from a traveling merchant?

By default, the item in question could be a parasol, umbrella, or even an cane that is actually able to talk, emote, and even have limited movement on their own accord. Of course, besides having a companion when you may be all alone...

...They can also actually act as a very strong weapon in their own right. But even better than that is the item can gain new abilities in the form of attacks, picking up enemies to throw them around, draining emotional energy from foes to give to you, or even transforming into something that can ride rails or even travel underwater. And no, they don't feel any pain in any of these actions.

And yes, if you want... You can have this actually be Perry. Though given he lost his memory when he was human before also losing even more memory when he changed into a parasol...

...Maybe you can actually find a way to return him to his original form. (And in the case you do end up pulling this off, a non-sentient replacement that can do all of his abilities as a parasol will be given to you.)

Kingdom Resident

Toad Mushceiver/Koopa Shellceiver [100 CP | Free for Kingdom Resident]

A small, but useful tool for communicating across long distances and coordinating with others. There are two versions here. One shaped more like a Mushroom and the other shaped more like a Koopa Shell.

Runs on electrical energy, but never needs a recharge. However, it does need to be in a range of similar devices. And yes, if you want... ..You can take both.

Toad Box/Magic Sphere [200 CP | Discounted for Kingdom Resident]

Two odd items... ..One that is perfectly sized for capturing and restraining the small fellows called Toads. It could also be used to capture and restane other small fellows like Goombas if you want.

The other is a magic sphere that does the same thing, but allows you to see what you have trapped inside, while also being larger and able to store more inside. Like you could shove an entire stash of coins or a normal human person in there.

In case either item gets broken, a new replacement will be given after about an hour.

Courage Soda [400 CP | Discounted for Kingdom Resident]

A full plastic bottle with some tasty soda inside of it. However, this drink of choice among merchants has more to it. This version of the drink makes it where as long as you are fighting an enemy with a weapon, you can generate money via the damage you deal to them. And the money will always be in the form of the common/local currency of the area or region you are in.

However, this effect will only last for a day and will only return when a new and full bottle of soda is fully consumed. Which will also return in about a day.

Jumper Shell [600 CP | Discounted for Kingdom Resident]

Huh... This is odd. By default, it's a Koopa Shell that is more akin to the shell worn by Bowser. As in, the big one with all the spikes on its back and is effectively his clothes and armor rolled into one. And given how mobile he can be despite his size

In case you aren't a member of the Koopa species or are in fact something else... You instead gain a form of natural armor or a set of clothing that holds the same defensive and offensive properties as Bowser's Shell. It also doesn't hinder your movement at all despite possibly adding more weight to make it harder for foes to throw you around.

And yes, the spikes are optional if you don't want them. In fact, you can also change up the vanity aspects of it as well as you see fit.

And lastly, this same item can adapt to other forms that aren't from this world and can be further modified and adapted to keep up with you. After all, it is yours after all... And why not keep the Shell (or what have you) to be as magnificent as you are?

Companions

Companions can purchase more companions.

Companion Import [50-200]

If you want to bring someone along for the adventure, you can spend 50 up to bring them along and give them any origin or race that is free and anything you can get with 300 CP for themselves. If you want up to 8 people to join, you can spend 200 up, with the same spending limit and setup for only each individual person.

Canon Companion [100]

Given the situation, as long as they are not any of the bosses, Bowser, Peach, or Perry, you can spend 100 up to take them along as companions. And yes, this does mean the Mario Bros count in this case.

Though if you do end up picking them, probably should make sure they aren't in the clutches of Bowser. Or not... ..Whatever you can figure out.

Princess Toadstool [200]

Otherwise known as the one and only, Princess Peach. While she does have the in/famous reputation of being the lady always being kidnapped by Bowser, this case and time, she is the heroine risking the danger to save Mario.

Peach, as a companion, comes with the full Princess Perk Line, a trusted sentient parasol named Perry, and all of the skills she gets in this adventure when everything is said and done. She also has her Emotion Powers as well, which she can control at will.

Mister/Miss Chompy [100]

Chain Chomps are kind of a rare thing to see every now and then, despite their first grand appearance. So why not take a chance to have one you can take care of?

Enter the little Chomp you see here. The little metal sphere dog has no family to watch over until you show up, Jumper. And on first glance (possibly), they ended up wanting to go with you.

While the little metal dog isn't all of that strong now till it grows up, it can be a rather loyal companion and is rather easy to bring along at its current size. Not to mention, it doesn't need food or water to take care of it beyond showing you care and help it develop.

Prince/Princess Bowsette? [300]

Wait... ..This can't be right. Yeah, this can't be right. There's no way that-

-Never mind, apparently... ..This does exist. How and why are pretty much unknowable at this point.

While at first glance and at a distance, this may look like some sort of costume that someone (for some reason) decided to put on, it is actually not a costume. It is in fact, an alternative version of Bowser that is now... ..whatever they are. Whatever their name ends up being, the key point is that the individual somehow has traits of Peach and Bowser.

From the former, they have the ability to float in the air for a few seconds, alongside some solid jumping and running talent. From the latter, they get some of the raw strength and endurance, alongside the ability to breathe fire and cast some magic.

Anyway... Good luck figuring things out from your end on the various ends of making sense of this individual and why you spend points to bring them along with you.

Drawbacks

You can pick up as many Drawbacks as you want, and there is no limit on how many extra points you can get. But keep in mind the difficulty you are inflicting on yourself...

Super Jumper Game [+0]

Quite simple. You take over Peach's role in the story in the quest she was meant to undertake. And in case you still want to do other things, you can in fact do so after you settle things on the island once and for all...

...Or not...

Extended Roaming [+0]

If you want to stick around longer in the world, you can do this. But do keep in mind, every time you take this, it adds 10 years for you to get past. But then again, maybe with some more time... ..There will be new adventures out there.

Man In Green [+100 CP]

What's your name? No, seriously... ..What is it? No matter what you do, you'll never be called by your actual name. Everyone will still see you as a person and what not, just that you may not get any recognition.

Empty Wallet [+100 CP]

Well, rather simple. You don't have any money on you, even if you did have it when you started. Not that you can't make or get any more... But you gotta start somewhere.

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Shy [+200 CP]

Are you part Shy Guy or part Boo? Even if you aren't actually any of them, you do have a slight aversion to being looked at. This can be overcome, but it will take some time.

Rich In Personality, Poor In Discounts [+200 CP]

Well, if you think being royalty or some other status that gives you recognition or fame/infamy can give you something like discounts in your shopping endeavors...

...Well, think again. This will make it where you don't have any discounts at all and will pay the full price for any items you buy. However, as a small favor on your end, no one will raise the prices on you. Maybe something about you makes that happen.

Lost Friends [+300 CP]

Something must have gone wrong. About 8 of your companions have become trapped in some magic barriers that they themselves can't escape out of. And if you want them to be free, you gotta track them down and defeat any foe or threat that may be protecting their magic prison.

In case you don't have 8 companions, they will instead be replaced by Toads or any other kind of fellow or creature that can pull your heartstrings.

Emotion Outbreak I [+400 CP]

It seems the entire island has everyone on it with very wild emotions. Expect every single enemy out in your adventure to be either filled with anger, sadness, joy, or calmness.

No Joy Here [+500 CP]

One of the odd creatures out there are these little ghost-like spheres that aren't Boos. Instead, they act as barriers for any person trying to fly around in their territory. And unfortunately, any form of flying for a LARGE chunk of areas on the island are packed with weird creatures.

Extra Challenge Mode [+600]

With this Drawback by itself, the threats in this island are now far tougher in strength, speed, and endurance. In short, expect things to not be easy, even with you being possibly very powerful on your end. It has to be a challenge after all.

Emotion Outbreak II [+600 CP]

Remember when all of this emotional phenomena only happened on Vibe Island? Well, now it's spread around the entire world. This can be stopped, but until then...Expect a lot of problems to be stirring up in some form or manner.

Platformer Purity [+600]

Anything that ain't from what you got in this Jump is not allowed to be used here during your time here. That does mean outside Perks, Gear/Items, and that fancy Warehouse of yours.

Good Luck!

Scenarios

These scenarios can be added to your Jump and are NOT mutually exclusive to each other. In fact, you can take them all... ..Just good luck making sense of all it, on top of pulling it off. And in the case you can't complete them, you will not fail your Jump.

True Completion

It turns out that Peach's quest is more than just to save Mario. It's also to save all of the Toads that have been captured and even that 'Man In Green' as well.

This is brought up because you have to now do the same, except you got even more to do than that. You have to find any collectable that can be found in the game, complete every puzzle and even fill out the entire glossary. While not impossible, it will take a LOT of time and a lot of skill to get everything done.

Reward

For stepping up to the task and completing it, you get a very special reward. A full intact copy of a drink called "Endless Energy" (Originally called Endless Vibe).

This drink, when fully consumed will make the user have unlimited emotional energy to use as they see fit for an entire week. You'll know when the unlimited part will fade away and will also receive an additional restock of the special drink when one week has passed on by as well.

Super Royalty Bowsette (?) Game

*Requires the **Prince/Princess Bowsette?** Companion**

Okay, this has to be... ..No, what you mean-

-Are you REALLY Sure?

Alright, fine. Yeah... ..Instead of Princess Peach, you have to accompany this individual in their quest to stop... ..

That's it. I quit. *Wait! Come back...*

Sorry, the fellow I asked to make this left. To boil it down, you need to help this specific companion defeat the version of Bowser here on Vibe Island. The problem is that the companion isn't exactly the most cooperative in this scenario.

Like they can work with you, but they seem to be....rather stubborn, ambitious, and got a large enough ego, despite you possibly being stronger than them. They aren't heartless, but suffice to say it will take some time and a lot of work to pull off the task asked of you.

Reward

*For your trouble in pulling this off, the companion will now be stronger. Specifically, it is as if the **entire Perk Line** for the Prince/Princess will be given to them, on top of being given the **Mastery Of Form** and **King/Queen of Jumper Perks** for **free**. They also get their own version of **Jumper Shell** for them to use as well.*

You will also be refunded the 300 points spent to have them as a companion, on top of one last major reward as a bonus.

You can get an fiat-backed version of the very artifact that Bowser has been using in the game. The Vibe Scepter. Or alternatively, The Temperance Staff. This item can make anyone except the user and anyone they don't target unable to control their emotions in such a deliberating state...

...On top of also amplifying the user's emotional energy even further past their own limits (if there are any) and can also sync with other powerful items or artifacts that run on emotions.

Time Up

Any and all Drawbacks will be considered nullified or what have you when your time is up. And now, You have three choices ...

Joyful Chain

Well, with everything said and done on your terms, it is time to move with what you want to bring along and anyone else joining you on the next step of the chain.

Joyful Stay

Rather stick around here in these parts? You are free to explore the rest of the Mario world if you want.

Joyful Home

Miss the old life back home? Well, you can finally go home. Take everything you want and work out who will join you.

Change Log

Ver. 1.0

- Added Perks
- Added Gear/Items
- Added Companions
- Added Drawbacks
- Added Scenarios
- Error Fixes and Etc...
- Added Bowsette Companion (Cause I'm Insane)

Ver. 1.5

- Added King/Queen Of Jumpers Perk
- Added Jumper Shell Gear/Item
- New Drawbacks
- Updated SRB Scenario (With Upgrades to Companion)
- Credit to Burkess on R/JumpChain for this new update.