

Super Mario RPG CYOA

Welcome to the world of Super Mario RPG! Mysteries, puzzles, treasures, villains, heroes, you will find all but heroes in abundance in this world. You will be placed a few years before the plot of Super Mario RPG begins; you may choose to join Mario in his quest, maybe join the villains, or just ignore the plot and explore the massive world, because this world is far larger than the one in the game. Though there is a slight crossover between all the Mario RPGs in this jumpchain in that you'll find some items found in other games, the focus is on Super Mario RPG and its world and lore. Survive, explore, or perhaps more for 10 years.

You have 1000cp to spend.

Locations:

Roll 1d8 to determine your starting location, or pay 100cp to choose.

1. Mushroom Kingdom - A successful kingdom with many Toad subjects, it is one of the most populated starting locations, offering the closest to the city life.
2. Tadpole Pond - A place of eternal spring, tadpoles grow up here under the supervision of wise toads. Travelers come from far and wide to bask in the sun or listen to the melodies of the local composer.
3. Moleville - Moleville is a mining town filled with moles. Though they extract valuable ore, they live a modest lifestyle in tent houses.

4. Seaside Town - A trading hub filled with shops of all kinds, this town has rumors of far away lands filling its pubs.
5. Monstro Town - Like the name implies, this underground town is completely composed of varying monsters. There are powerful warriors here who could train you, if you could convince them...
6. Nimbus Land - Located far above ground on endless clouds, this kingdom is ruled by the Cloud people. Their people are wealthy, if soft due to their perceived safety.
7. Yo'ster Isle - Inhabited by Yoshis who spend their time playing games, this location is far away from the rest of civilization, though perhaps the safest you'll likely find.
8. Your choice - The stars shine down upon you, and they grant you the gift of choosing your starting location.

Origin:

Roll 1d8+15 for your age, or pay 100cp to choose both your age and gender.

For the purposes of this JumpChain, everyone is considered a Drop-In.

Race:

There are various races to choose from in this land. You may choose for free.

1. Toad – Fast, small humanoids with mushroom caps on their head. They typically serve Princess Toadstool.
2. Koopa – Tough, strong humanoid turtles that typically serve the warlord Bowser.

3. Cloud people - Magical creatures that inhabit Nimbus Land, not much is known about them other than their magical affinity.
4. Doll – Extremely rare, they are star spirits inhabiting any humanoid inanimate object.
5. Human - Fairly rare, but they known for their great jumping skills.
6. Yoshi - Bipedal lizard creatures that faintly resemble dinosaurs. Often ridden by humans.

Powers & Abilities

Free - Your jumping is improved to the point that you can leap several times your body height, making it easier to traverse difficult and tricky terrain. You also become resistant to all but the most grievous falling damage.

100cp - Quick draw, free Toad. You're faster with your hands, able to move them at impressive speeds.

100cp - Hard shell, free Koopa. Immobilizing or disabling effects have little sway over you.

100cp - Artistic, two purchases free Cloud people. You become exceedingly talented at a fine art of your choice, including painting, sculpting, singing, and musical instruments.

Can be purchased multiple times.

100cp - Robust, free Doll. You become more resistant to physical pain, toxins, and poisons.

100cp - Double jump, free Human. You may jump in midair using only the air beneath your feet.

100cp - Maneater, free Yoshi. Your tongue and mouth turn into a weapon. You may extend your tongue up to twice your body's height, shooting it out like a frog, and you can open your mouth like a snake. Your taste buds and stomach are upgraded to handle most anything organic. Eating powerful enemies is not advised.

300cp - Engineer, discount Toad. You're more adept at coming up with novel and creative objects. Any blueprint can be held perfectly in your mind without needing to draw it on paper.

300cp - Shell charge, discount Koopa. You may reach your top speed instantly even if you're standing still. If attempting to ram someone or something, you gain a bonus to your momentum.

300cp - Roll With It, discount Cloud people. You're much more adept at taking blunt force trauma. A punch to the face from an athletic adult male barely fazes you as it knocks you back. You also exude a more laid-back nature if you so desire, making people less likely to consider you a threat.

300cp - Wisdom, discount Doll. You gain a small but noticeable boost to your wisdom. More potently, most people you meet will initially believe you to be wise and worthy of being heard.

300cp - Teamwork, discount Human. You read friends better than most. Your ability to coordinate moves and attacks with a willing partner is improved, and you're more empathetic to their needs.

300cp - Flutter jump, discount Yoshi. Your jumps are more floaty if you choose them to be, and you may run on air for a few seconds each time you jump. You are also resistant to damage from normal falls from any height and can rapidly kick your legs while in the air.

600cp - Pawn Stars, discount Toad. You gain the ability to appraise nearly any item and can vaguely sense the powers or purpose of magic items and technology. You have a general idea of where black markets would be located if they exist and know tricks of the trade on how to access them. Additionally you're more likely to find rare, useful items at markets.

600cp - Black magic, discount Koopa. Practicing the same magic the Magikoopa use, you can cast minor hexes and curses, transform inanimate objects, and summon groups of weak cannon fodder creatures.

600cp - Weather magic, discount Cloud people. You gain the fearsome ability to summon flash floods and intense wind. You may even direct lightning with great effort. You and allies can be protected with a little conscious effort.

600cp - Star magic, discount Doll. You may see people's deepest desires and wishes, your physical abilities increase under starry nights, and you can see faint glimpses of the future by star gazing.

600cp - Super jump, discount human. You may leap far into the air and land feet-first on your enemies in a display of immense destruction.

600cp - Power integration, discount Yoshi. By eating dead or living enemies you copy a portion of their primary power; eating a firebreathing dragonling would give you the

ability to shoot flames from your mouth. May only have one power at once, expect the power level to cap at a power worth 300cp.

600cp - Smithy's Army. You are able to breathe life into mechanical constructs to create golems, loyal servants that are fashioned by your hand. Their individual strength is always a fraction of yours and typically correlates with your time investment, and legions of cannon fodder may be mass produced with the right set-up.

Gear & Equipment: Want some rare items? None of these may be cloned and are all difficult (or impossible) to find.

Coins – 25cp. You start off with a sizable amount of coins to spend as you please.

Fire Flower - 25cp. Single use, temporarily bestows powerful flame generation. May be used at any time regardless of if you're carrying it or not.

Super Mushroom - 25cp. Single use, temporarily enlarges the user and increases strength and durability. May be used at any time regardless of if you're carrying it or not.

Pow Block - 25cp. Single use, creates a strong earthquake when thrown on the ground. You and allies are immune.

Life Shroom - 75cp. If carried, it automatically stabilizes you if you're near death. One time use.

Life Shroom Deluxe - 250cp. Like Life Shroom, but restores you to full health.

Star Egg - 200cp. Once an hour it can be opened to deal a small but almost unblockable amount of damage in a wide area.

Magikoopa Wand - 200cp. Improves the aim of your spells and makes your magic have a wider area of effect.

Koopa Shell – 250/300cp. This sturdy koopa shell can be ridden like surfboard across nearly any terrain, up to and including lava. Max speed can reach faster than a motorcycle if the user sacrifices safety and stability. For +50cp can be given wings.

Quartz Charm - 400cp. A magical trinket that increases the damage you deal and decreases the damage you take. Also protects against instant kill spells.

Invincibility Star - I feel your hunger for power, and there are few items more powerful than the Invincibility Star. For an entire minute you become completely immune to any and all damage and gain a terrifying destructive touch. This star will, for a short time, turn you into a god. Only 1000cp.

Drawbacks: You can take three drawbacks up to 600cp.

Goomba Swarm - Somehow you've attracted the attention of an endless swarm of flying goombas. They follow you around and annoy you at every opportunity. +100cp.

Limp - Dear heavens, you've developed a permanent limp in a Mario world! Traversing this world with your pathetic jump may be problematic without a creative solution.
+100cp

Weirdness Magnet - Strange things tend to occur around you, none of which are beneficial. Expect silliness and occasionally serious danger. +100cp

Rejection - Your entry into this world didn't go so smoothly. Normally benign or helpful items like mushrooms, or even furniture, can catastrophically explode around you with potentially dangerous results. Does not effect items you purchase with cp. +100cp

Danger Magnet - That occasional danger has turned into routine danger. Expect lots of fights and close calls. +200cp

Wanted - Your starting town puts a bounty on you a day after you arrive. Expect bounty hunters and do-gooders to come after you. +200cp

Hated - Wherever you go, people despise you. If they know you are in the area they will hunt you down with all their mustered strength. Authorities that are normally enemies will even combine their resources if it means taking you down. +300cp

Death Magnet - The equivalent of a tough boss fight is as common as breathing for you, and occasionally you'll run into worse. If you take this, get ready for the full fury of fate to descend upon you. +300cp

Your Future:

After 10 years, you will be offered three choices. Regardless of what you pick, you may switch between your new body and your old human body at any time.

1. Go home. You're brought back to Earth, but you keep your loot and powers. Have fun owning gold coins and super jumping abilities.

2. Stay here. Perhaps you've fallen in love with this world, or maybe you don't want to leave your new friends behind. Regardless you choose to stay here, to live in this world of magic for the rest of your life.
3. Continue on. You're sent to a brand new world to survive in. Happy adventuring!