

UNOFFICIAL PAPER MARIO FAN GAME: STORYPATH ULTRA

Paper Mario Fan Game

Created by Awkward GM Corbin

How to Play

This game is based on the Storypath Ultra ruleset. Core concepts such as momentum can be found in the Storypath Ultra books.

Affiliate Links

Here are links to existing Storypath Ultra books to help players and game masters to utilize the fan rules provided:

- [Storypath Ultra Free Brochure](#) - Free overview of the Storypath Ultra system, but is more of a general overview as opposed to a free ruleset.
- [The World Below](#) - Core rulebook using Storypath Ultra set in an underground fantasy world.
- [They Came from the RPG Anthology](#) - Core rulebook using Storypath Ultra with multiple settings ranging from western, space opera, murder mystery, and regency era drama.
- Storypath Ultra Core Manual - Not currently out, but I will update this when it is.

Character Creation

Character creation is broken down into the following steps:

1. **Character Concept**

- a. Come up with a broad concept for a character such as heroic plumber, cunning royal, nosy criminal, etc...

2. **Choose Paths**

- a. Start with 1 rank in each Attribute.

b. **Origin Path**

Origin is what type of creature your character is in Paper Mario.

- i. Choose whether the Origin Path is a Major or Minor path. (You may only have one Major Path).
- ii. If a Major Path, allocate 6 Skill ranks to this path's skills. If Minor Path, 3 Skill ranks. Each Skill cannot exceed 5 ranks total.
- iii. Allocate the Major or Minor Path Attributes across the 3 Arenas (i.e. Mental, Physical, Social). Each Attribute cannot exceed 5 ranks total.
- iv. If Major Path, gain the Major Path Inheritance.

c. **Role Path**

Role path is what job your character prefers to perform.

- i. Choose whether the Origin Path is a Major or Minor path. (You may only have one Major Path).
- ii. If a Major Path, allocate 6 Skill ranks to this path's skills. If Minor Path, 3 Skill ranks. Each Skill cannot exceed 5 ranks total.
- iii. Allocate the Major or Minor Path Attributes across the 3 Arenas (i.e. Mental, Physical, Social). Each Attribute cannot exceed 5 ranks total.
- iv. If Major Path, gain the Major Path Inheritance.

d. **Residence Path**

Residence is where your character is from. Note that not everyone in Goomba Village or Boo Mansion have to be Goombas or Boos.

- i. Note: Residence Path can never be a Major Path
- ii. Allocate 3 Skill ranks to this path's skills. Each Skill cannot exceed 5 ranks total.
- iii. Allocate the Minor Path Attributes across the 3 Arenas (i.e. Mental, Physical, Social). Each Attribute cannot exceed 5 ranks total.

3. **Personal Interests**

- a. Add 4 Skill ranks to any skill. Each Skill cannot exceed 5 ranks total.
- b. Choose a Favored Attribute of either Force, Finesse, or Resilience. Each Attribute cannot exceed 5 ranks total.

4. **Badges**

- a. Characters start with 4 ranks worth of Badges. New Badges must be collected

5. **Establishing Bonds**

- a. Choose one player character to have a Bond rating of 2.
- b. The rest of the player characters have a Bond rating of 1.
- c. **Note:** Bonds values between two characters can be different for either character.

6. **Final Touches**

- a. Defense and Integrity are 1 for every character.
- b. Initiative is the higher of either Athletics + Cunning or Empathy + Dexterity.

- c. Each Path gains 1 dot of Contacts related to that Path.
- d. Each character starts with two short-term and one long-term Aspirations.

Character Advancement

Gaining XP

<u>Event</u>	<u>XP</u>	<u>Recipient</u>
Player attends the session.	1 XP	Solo
All players attend the session.	1 XP	Group
A player achieves their character's short-term Aspiration.	1 XP	Solo
All players achieve their characters' short-term Aspiration in the same session.	1 XP	Group
The characters complete a story milestone.	2 XP	Group
A player achieves their character's long-term Aspiration. (Cannot achieve a new one until every other player has achieved this)	2 XP	Solo
The players spend half of the available Momentum in a single scene.	1 XP	Group

Spending XP

Option	Description	Cost
Skill	Add one rank to a new or existing Skill.	3 XP
Attribute	Add one rank to a new or existing Attribute.	5 XP
Badge	Add one rank to a new or existing Badge.	4 XP
Contact	Add one rank to a new or existing Contact.	3 XP

Paths:

Paths represent a character's background.

Origin

- Humanoid



- Major Path Attributes: Mental 3, Physical 3, Social 4
- Minor Path Attributes: Mental 1, Physical 1, Social 2
- Skills: Culture, Science, Technology
- Major Inheritance: Paper Thin - Once per Scene, the user can flip side ways to slide through thin openings such as bars or a crack between two buildings.

- Goomba



- Major Path Attributes: Mental 4, Physical 3, Social 3
- Minor Path Attributes: Mental 2, Physical 1, Social 1
- Skills: Athletics, Close Combat, Survival
- Major Inheritance: Thick Skull - Reduce the cost of the Critical stunt by 1 for headbonk attacks.

- Koopa



- Major Path Attributes: Mental 3, Physical 4, Social 3
- Minor Path Attributes: Mental 1, Physical 2, Social 1
- Skills: Enigmas, Persuasion, Ranged Combat,
- Major Inheritance: Shelly - Gain +1 Enhancement on Defense rolls.

- Bob-omb



- Major Path Attributes: Mental 4, Physical 4, Social 2
- Minor Path Attributes: Mental 2, Physical 2, Social 0
- Skills: Ranged Combat, Survival, Technology
- Major Inheritance: Explosive Demise - When reduced to Taken Out, all characters within Short range of the user take 1 Injury.

- Boo/Shadow Person



- Major Path Attributes: Mental 4, Physical 2, Social 4
- Minor Path Attributes: Mental 2, Physical 0, Social 2
- Skills: Close Combat, Enigmas, Esoterica
- Major Inheritance: Outta Sight - Once per Scene, the user and 1 ally become invisible and immune to all damage for 1 turn. This effect is removed if the user or ally performs any action.

- Toad



- Major Path Attributes: Mental 3, Physical 2, Social 5
- Minor Path Attributes: Mental 1, Physical 0, Social 3
- Skills: Culture, Empathy, Medicine
- Major Inheritance: Quick Rest - Once per Session, the user heals 1 Injury from all allies including the user.

- Yoshi



- Major Path Attributes: Mental 2, Physical 4, Social 4
- Minor Path Attributes: Mental 0, Physical 2, Social 2
- Skills: Close Combat, Culture, Empathy
- Major Inheritance: Gulp - Once per Scene, the user makes a Close Combat + Might attack. If successful, the target is swallowed and laid into an egg on the user's next turn the target breaks free of the egg.

- Kong



- Major Path Attributes: Mental 2, Physical 5, Social 3
- Minor Path Attributes: Mental 0, Physical 3, Social 1
- Close Combat, Leadership, Survival

- Major Inheritance: Donkey Strength - Once per Session, gain +1 Might Advantage.

Role

- Plumber



- Major Path Attributes: Mental 3, Physical 4, Social 3
- Minor Path Attributes: Mental 1, Physical 2, Social 1
- Skills: Leadership, Persuasion, Survival
- Major Inheritance: Hidden Pipe - Once per Session, the user creates a warp pipe that will take characters from one location to another location within line of sight.

- Tattler



- Major Path Attributes: Mental 5, Physical 2, Social 3
- Minor Path Attributes: Mental 3, Physical 0, Social 1
- Skills: Culture, Empathy, Esoterica
- Major Inheritance: Tattle - For a simple action, the user gains information on the target's number of current Injuries, max injuries, defense, and special abilities.

- Sailor/Pirate



- Major Path Attributes: Mental 3, Physical 3, Social 4
- Minor Path Attributes: Mental 1, Physical 1, Social 2
- Skills: Leadership, Pilot, Science
- Major Inheritance: Paper Boat - Once per Scene, the user is able to fold themselves into the shape of a small paper boat and float on water.

- Flier



- Major Path Attributes: Mental 2, Physical 6, Social 2
- Minor Path Attributes: Mental 0, Physical 3, Social 1
- Skills: Artistry, Pilot, Ranged Combat
- Major Inheritance: Wings - User gains the ability to fly. The user's movement while flying is the same as their ground movement.

- Spook



- Major Path Attributes: Mental 4, Physical 2, Social 4
- Minor Path Attributes: Mental 2, Physical 0, Social 2
- Skills: Enigmas, Larceny, Survival
- Major Inheritance: Scare - For a simple action, the user makes a Command + Presence roll vs Integrity against a minor threat target, if it succeeds the target flees the combat.

- Celebrity



- Major Path Attributes: Mental 3, Physical 2, Social 5
- Minor Path Attributes: Mental 1, Physical 0, Social 3
- Skills: Artistry, Culture, Leadership
- Major Inheritance: Famous - Once per Session, gain +1 Social Advantage.

- Thief



- Major Path Attributes: Mental 2, Physical 4, Social 4
- Minor Path Attributes: Mental 0, Physical 2, Social 2
- Skills: Close Combat, Enigmas, Larceny
- Major Inheritance: Steal - Attack actions gain the following stunt:
 - Steal (2 hits) - Take an item from an enemy.

Residence Path

- Goomba Village
 - Minor Path Attributes: Mental 1, Physical 1, Social 2
 - Skills: Empathy, Leadership, Persuasion
- Toad Town
 - Minor Path Attributes: Mental 2, Physical 1, Social 1
 - Skills: Culture, Empathy, Persuasion
- Koopa Village
 - Minor Path Attributes: Mental 1, Physical 2, Social 1
 - Skills: Leadership, Empathy, Survival
- Dry Dry Desert
 - Minor Path Attributes: Mental 2, Physical 2, Social 0
 - Skills: Esoterica, Leadership, Survival
- Boo Mansion
 - Minor Path Attributes: Mental 1, Physical 0, Social 3
 - Skills: Artistry, Leadership, Enigmas.
- Yoshi Island
 - Minor Path Attributes: Mental 0, Physical 3, Social 1
 - Skills: Close Combat, Culture, Survival
- Shy Guy Toy Box
 - Minor Path Attributes: Mental 0, Physical 2, Social 2
 - Skills: Larceny, Artistry, Technology
- Flower Fields
 - Minor Path Attributes: Mental, Physical, Social
 - Skills: Artistry, Pilot, Survival
- Rogue Port
 - Minor Path Attributes: Mental 0, Physical 3, Social 1
 - Skills: Larceny, Enigmas, Pilot
- Petal Meadows
 - Minor Path Attributes: Mental 0, Physical 1, Social 3
 - Skills: Close Combat, Empathy, Persuasion
- Boggly Woods
 - Minor Path Attributes: Mental 2, Physical 0, Social 2
 - Skills: Esoterica, Larceny, Survival.
- Glitz Pit
 - Minor Path Attributes: Mental 0, Physical 3, Social 1
 - Skills: Artistry, Culture, Close Combat
- Twilight Town
 - Minor Path Attributes: Mental 2, Physical 0, Social 2
 - Skills: Enigmas, Esoterica, Survival
- Keelhaul Key
 - Minor Path Attributes: Mental 2, Physical 2, Social 0
 - Skills: Close Combat, Leadership, Survival

- Poshley Heights
 - Minor Path Attributes: Mental 2, Physical 0, Social 2
 - Skills: Artistry, Culture, Science
- Explorers
 - Minor Path Attributes: Mental 2, Physical 1, Social 1
 - Skills: Culture, Enigmas, Esoterica

Edges/Badges:

Unlike how Edges work in Storypath Ultra, Badges are allowed to be swapped so long as the characters are not currently in combat.

- **Spike Shield (••)** - Ignore the effect of the Spiky Antagonist Tag.
- **Flame Shield (••)** - Ignore the effect of the Flame Body Antagonist Tag.
- **Piercing Blow (•)** - Add the Piercing tag to all of the user's attacks.
- **P-Up, D-Down (•••)** - Gain +1 Enhancement to all attacks, reduce number of dice rolled for Defense by 1.
- **P-Down, D-Up (•••)** - Gain +1 Enhancement to Defense rolls, reduce number of dice rolled for all attacks by 1.
- **Quick Change (••)** - Once per Scene, when an ally is targeted by an attack the user may switch places with the target and be the target of the attack instead.
- **Multi-hit (••)** - Reduce the cost of Shockwave by 1 for all attacks.
- **D-Down (••)** - Attacks gain the following stunt:
 - **Defense Down (2 hits)** - Target reduces their Defense by 1 until the start of the user's next turn.
- **Shrink Attack (••)** - Attacks gain the following stunt:
 - **Shrink (2 hits)** - Target reduces their attack dice pool by 1 until the start of the user's next turn.
- **Damage Dodge (•)** - Gain +1 Enhancement on Defense rolls.
- **Chill Out (•)** - Gain +1 Enhancement on Integrity rolls.
- **Zap Tap (•••)** - Attacks against user gain Complication 1 take 1 Injury.
- **Hammer Throw (••)** - Adds the Long Range Tag to the Hammer weapon. Hammer teleports back to the user after being thrown

Weapons:

Name	Tags
Boots/Headbonk	<i>Worn.</i>
Super Boots/Helmet	<i>Worn, Brutal.</i>
Ultra Boots/Helmet	<i>Worn, Deadly.</i>

Hammer	<i>Wrecking.</i>
Super Hammer	<i>Brutal, Wrecking</i>
Ultra Hammer	<i>Wrecking, Deadly.</i>
Fire Flower	<i>Long Range, Flaming</i>

Items:

<u>Name</u>	<u>Tags</u>
Mushroom	<i>Heal (1)</i>
Super Mushroom	<i>Heal (3)</i>
Ultra Mushroom	<i>Heal (7)</i>
Life Shroom	<i>Heal (3) on Taken Out</i>

Antagonists

Stat Block Templates

Mooks:

Name	Mooks			Initiative	3
Primary	6	Secondary	4	Desperation	3
Enhancement	0	Defense	1	Integrity	1
Current Injuries	1	Max Injuries	1	Armor	0
Qualities					
Attacks/Weapons					

Elites:

Name	Elite			Initiative	4
Primary	8	Secondary	6	Desperation	4
Enhancement	1	Defense	2	Integrity	1
Current Injuries	4	Max Injuries	4	Armor	0
Qualities					
Attacks/Weapons					

Mini Bosses:

Special: Minibosses sometimes have at least one arena in which they possess Advantage.

Name	Mini Boss			Initiative	5
Primary	10	Secondary	8	Desperation	5
Enhancement	2	Defense	3	Integrity	2
Current Injuries	7	Max Injuries	7	Armor	1
Qualities					
Attacks/Weapons					

Bosses:

Special: Bosses can have up to three arenas in which they possess Advantage.

Name	Boss			Initiative	6
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Primary	12	Secondary	10	Desperation	6
Enhancement	3	Defense	3	Integrity	3
Current Injuries	10	Max Injuries	10	Armor	2
Qualities					
Attacks/Weapons					

List of Antagonists

Goombas

- Goomba



Name	Goomba			Initiative	3
Primary	6	Secondary	4	Desperation	3
Enhancement	0	Defense	1	Integrity	1
Current Injuries	1	Max Injuries	1	Armor	0
Qualities					
None		None			
Attacks/Weapons					
Headbonk		Worn.			

- Spiked Goomba



Name	Goomba	Initiative	3
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Primary	6	Secondary	4	Desperation	3
Enhancement	0	Defense	1	Integrity	1
Current Injuries	1	Max Injuries	1	Armor	0
Qualities					
Spiky		● Unarmed attacks gain Complication 1, attacker takes 1 Injury.			
Attacks/Weapons					
Spiky Headbonk		Worn, Brutal.			

- Paragoomba



Name	Paragoomba			Initiative	3
Primary	6	Secondary	4	Desperation	3
Enhancement	0	Defense	1	Integrity	1
Current Injuries	1	Max Injuries	1	Armor	0
Qualities					
Para		<ul style="list-style-type: none">The user gains the ability to fly. The user’s movement while flying is the same as their ground movement.			
Attacks/Weapons					
Headbonk		Worn.			

- King Goomba



Name	King Goomba			Initiative	4
Primary	8	Secondary	6	Desperation	4
Enhancement	1	Defense	2	Integrity	1
Current Injuries	4	Max Injuries	4	Armor	0
Qualities					
None		None			
Attacks/Weapons					
Headbonk		Worn.			

Koopas

- Koopa troopa



Name	Koopa Troopa			Initiative	3
Primary	6	Secondary	4	Desperation	3
Enhancement	0	Defense	1	Integrity	1
Current Injuries	1	Max Injuries	1	Armor	1
Qualities					
Multi-Hit		● Reduce cost of Shockwave by 1.			
Attacks/Weapons					
Shell Toss		Worn			

- Paratroopa



Name	Koopa Troopa			Initiative	3
Primary	6	Secondary	4	Desperation	3
Enhancement	0	Defense	1	Integrity	1
Current Injuries	1	Max Injuries	1	Armor	1
Qualities					
Para		<ul style="list-style-type: none">The user gains the ability to fly. The user’s movement while flying is the same as their ground movement.			
Attacks/Weapons					
Stomp		Worn.			

- Koopa Bros



Name	Koopa Bros Stack			Initiative	6
Primary	10	Secondary	8	Desperation	5
Enhancement	*	Defense	3	Integrity	2
Current Injuries	*	Max Injuries	*	Armor	1
Qualities					
Invulnerable		Cannot be injured.			
Vulnerability		If hit by an explosion the Koopa Stack will topple over causing the stack to separate into a Koopa Bro for each Koopa Bro used to create the stack.			
Stacked Enhancement		The Koopa Bros Stack's Enhancement is equal to the number of Koopa Bros in the stack minimum of 2, maximum of 4.			

Attacks/Weapons	
Shell Strike	<i>Worn, Brutal.</i>

Name	Koopa Bro			Initiative	3
Primary	6	Secondary	4	Desperation	3
Enhancement	0	Defense	1	Integrity	1
Current Injuries	1	Max Injuries	1	Armor	1
Qualities					
Multi-Hit		● Reduce cost of Shockwave by 1.			
Stackable		So long as there are two or more Koopa Bros, as a Simple action the user can stack itself and other Koopa Bros into a Koopa Stack.			
Attacks/Weapons					
Shell Toss		Worn			

Boo



Name	Boo			Initiative	4
Primary	8	Secondary	6	Desperation	4
Enhancement	1	Defense	2	Integrity	1
Current Injuries	4	Max Injuries	4	Armor	0
Qualities					
Out of Sight		<ul style="list-style-type: none">User or an Ally becomes invisible and undamageable. Cannot be done twice in a row.			
Attacks/Weapons					
Smack		Worn.			

Shy Guy

- Shy Guy



Name	Shy Guy			Initiative	4
Primary	8	Secondary	6	Desperation	4
Enhancement	1	Defense	2	Integrity	1
Current Injuries	4	Max Injuries	4	Armor	0
Qualities					
Steal		<ul style="list-style-type: none">Gain the following stunt on attacks<ul style="list-style-type: none">Steal (3 hits) - Take an item from the target.			
Attacks/Weapons					
Smack		Worn.			

Bob-omb

- Bob-omb



Name	Bob-omb			Initiative	4
Primary	8	Secondary	6	Desperation	4
Enhancement	1	Defense	2	Integrity	1
Current Injuries	4	Max Injuries	4	Armor	0
Qualities					
Explosive Demise		<ul style="list-style-type: none"> • When reduced to 0 Injury, the user explodes and every character within Close Range takes 1 Injury. The user can activate this effect as a self-destruct. 			

Attacks/Weapons	
Bash	Worn.

Bowser



Name	Bowser			Initiative	6
Primary	12	Secondary	10	Desperation	6
Enhancement	3	Defense	3	Integrity	3
Current Injuries	10	Max Injuries	10	Armor	2
Qualities					
Spiky		<ul style="list-style-type: none">Unarmed attacks against this user gains Complication 1, attacker takes 1 Injury.			
Power Advantage					
Durability Advantage					
Social Advantage					
Attacks/Weapons					
Claw		Worn, Brutal.			

- Enemy Tags
 - Spiky - Complication 1, attacker takes 1 Injury.
 - Flame Body - Complication 2, attacker takes 1 Injury.
 - Shelly - Increase Defense by 1.
 - Para - User gains the ability to fly. The user's movement while flying is the same as their ground movement.

- Explosive Demise - When reduced to 0 Injury, user explodes and every character within Close Range takes 1 Injury. The user can activate this effect as a self-destruct.
 - Cannon Fodder - When user attacks they immediately are reduced to 0 Injuries.
 - Cannon - User creates a minor threat with the Cannon Fodder tag.
 - Leech - Attacks from the user heal 1 Injury.
- Enemy Special Attacks:
- Enemy Stunts:
 - Multi-hit - Reduce cost of Shockwave by 1.

Other Games by Awkward GM Corbin

Free Fan Games

- [Mortal: The Morting](#) - Parody supplement for Chronicles of Darkness
- [Matrix: The Redpill](#) - Fan game supplement for Chronicles of Darkness set in The Matrix universe.
- [Storypath Ultra Fan Game: Digimon](#) - Digimon fan game using the Storypath Ultra system.

Community Content

- [Bloody Boroughs](#) - Multi-Author collaboration for Trinity Continuum: Assassins.
- [Rodeo Randy's: An Introductory Chronicle](#) - A Chronicle of Darkness introductory adventure.
- [50 God-Machine Infrastructure Examples](#) - Examples of Infrastructure for use in Chronicles of Darkness, Demon the Descent, and other Chronicles of Darkness game lines.
- [Mission Generator: Random Tables](#) - Random scenario generator for Trinity Continuum.
- [N!-Force](#) - An Allegiance Path for Trinity Continuum and Trinity Continuum Aberrant.