Out of Context: Dreamlander Supplement

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This document can be used as a supplement in any Jump that would not otherwise have the Kirby franchise within its continuity.

By taking this Supplement you have chosen to be a denizen of Dreamland on the star shaped planet Popstar and you will enter into that continuity as a Drop-In awakening in a star shaped pod after crashing into the planet.

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origin:

As a native of the planet Popstar, Dreamlanders come in all shapes and sizes and many possess incredible abilities. Not all beings who call Dreamland home originated there yet they've managed to find a place for themselves.

Puffball

You are similar to Kirby in appearance, although you can change that if you wish. While you may not possess his immense power you can inhale objects and puff up like a balloon just like him. Although you may be cute and cuddly within you is the potential to achieve great things.

Dreamlander

The natural inhabitants of the Land of Dreams come in all shapes and sizes, along with varying abilities. From the loyal and hardworking Waddle Dees and Doos, to the adorable yet terrifying Scarfies, to the combatant Sir Kibbles the options are nearly limitless.

Outsider

You're one of the many outsiders that have found Dreamland and chosen to make this place your home, after you probably tried to take it over. Maybe you're a denizen of the Mirror World like Shadow Kirby, from another dimension like Magolor, a cyborg from the Haltmann Works Company, a dreadful Dark Matter, or a human who appeared outta nowhere the possibilities are endless.

Perks:

General Perks:

Gluttonous Gourmand - Free

One interesting aspect of Dreamlanders is their ability to scarf down massive amounts of food with no ill effects. In addition, consuming food also heals them, with tomatoes restoring them to full health, for some strange reason. Now you too possess this ability and while you may never beat Kirby in an eating contest you can give him a decent challenge. **Can be toggled.**

Magical Music - Free

If there is one thing that everyone can agree about when it comes to the Kirby Series, is that the music will always be awesome. As such, you get the ENTIRE soundtrack of the Kirby franchise for you to enjoy those amazing tunes whenever you choose. The music can be made to match your current situation, whether you're in a deadly battle, adventuring throughout the lands, or just relaxing with your friends. If allowed to be heard by others they'll find nothing wrong or weird about it. **Can be toggled.**

Delightful Dreams - Free

Can’t be a dreamlander if you don't have this. Whenever you sleep you’ll experience incredibly pleasant lucid dreams. What’s more you are protected against any type of sleeping/dream curse, illness, or attack. **Can be toggled.**

Winning Waltz - Free
You’ve successfully defeated the Big Bad and saved the world, now there is only one thing left to do: DANCE! Whenever you’ve defeated a major threat you can temporarily pause reality to engage in a victory dance with you and any allies. You also gain incredible dancing skills. **Can be toggled.**

Poyo! - Free
Despite most of the beings in the Kirby series having no mouths and coming from various locations across the galaxy they can all understand each other with no issues. Even Kirby, who only says Poyo, can easily convey his thoughts and feelings to others. Now you too can understand anyone you communicate with, even beings unable to talk or speak. **Can be toggled.**

Power Type Origin - Free (Cannot be taken with “Not Drop In”)
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were using this Supplement.

Dynamic Entry - Free (Requires 3 “Out of Context Origin Perks” from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Friend Shaped - 100 CP
One thing nearly all denizens of Dreamland have in common is that they all appear cute and cuddly despite their abilities. Now you too share this trait as you can make both yourself and your alt-forms incredibly adorable. In addition, you are very good at making friends.

Dream Team - 200 CP
In Dreamland, teamwork and camaraderie are very present in the people with very few exceptions. Being able to work efficiently with others is important when fighting to protect your home. As such when working in a team you’ll find your skills and powers, as well as your team’s, greatly enhanced.

Copy Ability - 400 CP
This power usually only used by Kirby is now yours to use, the ability to copy the abilities of those you come in contact with. A major downside to this power is that your copied abilities are not as powerful as the original and often follow a theme. For example, copying someone like Meta Knight would give you a Sword copy ability rather than his powers. These new powers last until you either discard it or sustain too much damage to maintain it. How you copy their abilities is up to you.

Blessed By The Stars - 600 CP
It would seem that you've been born under a very lucky star, possessing within you incredible power just waiting to be awakened. As you journey across the lands you'll find yourself acquiring and mastering new powers and abilities. Learning and mastering in months what would take others years. Using magic as an example, with a few months of training you could become one of the greatest magic users. In addition, it would seem that you are protected by fate and destiny, ensuring that you'll never suffer some random death or harm while ensuring that you will discover many wondrous things on your journey.

Copy Ability Booster: Super Star Ultra
Rather than being born under one star you seem to be born under all of them. This grants you a powerful connection to stars allowing you to accomplish many wondrous feats. From drawing on them to increase your power, reading them to guide you and predict the future, firing star-shaped energy blasts, purifying dark and corruptive energies, and granting minor wishes. Once per jump, or every 10 years, you can grant incredibly powerful wishes for either yourself or others. See **Notes** for further details.

Copy Ability Booster: Child of the Cosmos (Requires Super Tuff Pink Puff, Big Boss, and Ancient's Legacy)
You're not just connected to the stars but rather the universe in its entirety, granting you not just a major power boost but many new abilities to use. One such ability is cosmic awareness, increasing the range of your senses to a universal level while allowing you to focus them on specific locations. Next up is the ability to draw on the very energy of the universe to use in a variety ways, ranging from healing to telepathy to energy attacks to protective barriers and many more applications. Once per jump, or every 10 years, you can take on an immensely powerful form that enhances all of your powers and abilities by a factor of 100. See **Notes** for further details.

Dream Team Booster: Star Allies
So strong is the bond between you and your allies that you can perfectly coordinate and execute incredible teamwork with little to no effort. Your abilities perfectly synergize and combine well with others to create incredibly powerful abilities. You and your allies will be able to communicate mentally with each other from great distances and sense when the others are in danger.

Puffball Perk Tree:

Incorruptible - 100 CP (Free for Puffball)
Within you is a boundless inner strength, one that lets you endure any trauma and hardship no matter how severe and withstand even the most powerful of corruptions. Mind control, possession, curses, and more all have no hold over you. Your mind, body, and soul are safe from any form of corruption.

Healing Kiss - 200 CP (Discounted for Puffball)

Whenever you heal from damage you can share that same healing ability with others through physical contact. The rate in which the target is healed is half the rate of your healing. Despite the name of this perk you don't need to kiss them in order to share the healing, just any form of physical contact.

Knightmare - 400 CP (Discounted for Puffball)
You are a peerless warrior, a master of combat with little to no equal. Even without a weapon you could tear through groups of heavily armed and trained warriors with no issue and with a weapon you are nigh-unstoppable. From swinging swords fast enough to send out sharp gusts of air, stabbing multiple targets in quick succession with spears there is nearly nothing you can't do with a weapon in your hand. And should you desire to get stronger you'll find your training greatly increases your growth, allowing you to achieve in months what would take others years.

Copy Ability Boost: Galactic
You were a peerless warrior before, now it would seem fit to call you a god of war with this level of power. Able to decimate legions of legendary warriors with little effort and master any weapon or technique within minutes it is safe to say that those who've heard of you dread seeing you, even more so facing you. Although redundant since you're already the strongest, should you desire even more power, attaining it will be as easy as breathing, growing stronger from even minor training.

Super Tuff Pink Puff - 600 CP (Discounted for Puffball)
Just like the famous pink puffball himself you possess limitless potential, ensuring that your growth is endless. Cooking, cleaning, dancing, singing, fighting, and even more, when you focus on improving yourself and learning new skills you'll find your growth rate skyrocketing. In time you'll be able to achieve incredible things with the skills you've acquired. Cook food so delicious that it can heal people, sing songs that can provide buffs and boost your allies, and many, many more amazing things. In time you'll become a king of all trades.

Blessed By The Stars Booster: Hypernova
Rather than using your now limitless potential to learn a multitude of skills you can instead focus all your efforts toward one, which will allow it to reach levels never seen before. As an example, improving your skill with a sword to eventually cut through dimensions, learning to cook food that give status buffs when eaten, using bubbles to clean away the corruption and darkness within someone's mind, and so many more.

Healing Kiss Booster: Power Kiss
Rather than just sharing healing, you can also share any power-ups and boosts you receive with your allies. In addition, rather than having to touch your allies to share these gifts they only need to be within a 5-meter radius to gain them. This range increases by 5-meters every year.

Dreamlander Perk Tree:

Indigestible - 100 CP (Free for Dreamlander)

Considering that most of the beings here have the ability to swallow people whole, this perk is a perfect boon. You are now unable to be consumed, absorbed, or assimilated by anything. This includes your mind, body, and soul.

Royal Payback - 200 CP (Discounted for Dreamlander)
You may be down but you're certainly not out Jumper, thanks to this perk. Should you be defeated in battle you'll gain a second wind that heals all your wounds and restores your stamina and energy, allowing you to continue the fight fresh against a tired opponent.

Super Dream - 400 CP (Discounted for Dreamlander)
Unlike other members of your kind you possess incredible power within you, which puts you leagues above them in terms of power and ability. This results in you being larger and stronger than your fellow Dreamlanders, allowing you to dish out and endure far more punishment. Any special abilities you possess are greatly amplified in power and versatility. For example, as a Waddle Doo you could manifest and control your beam ability in ways similar to how Kirby does it.

Copy Ability Boost: Ultra Dream
You're far more powerful than before, to the point that you could give Kirby and his friends a decent fight. Your powers have been increased even further, to the level that you could do things with your abilities that shouldn't be capable. Using Waddle Doo as an example again you could perform the same feats Kirby did with the Flare Beam super ability.

Big Boss - 600 CP (Discounted for Dreamlander)
You are not a normal denizen of Dreamland, instead you're one of the many bosses that can be found scattered across the land. Possessing power and skill to challenge the likes of Kirby and his allies you are a force to be reckoned with. Should you take sufficient enough damage you'll gain a major boost in power as well as new abilities to use against your opponent.

Blessed By The Stars Booster: Final Boss
You're not some run of the mill boss but a being capable of threatening the galaxy with your power. With your power you can casually destroy planets and withstand blows from the likes of Kirby himself, possess nearly limitless stamina, move fast enough to dodge light and more.

Royal Payback Booster: Revenge of the King
Rather than simply restoring you to your prime when defeated, this perk now triples your power level, including the capabilities of any abilities you possess.

Outsider Perk Tree:

Trustworthy? - 100 CP (Free for Outsider)
There's something about you that makes you seem trustworthy in the eyes of others. Maybe it's your cute appearance, the way you talk, or something else but people seem to trust you far

more than they should. What you choose to do with this trust is up to you but do be careful you don't betray the wrong person.

Trickster - 200 CP (Discounted for Outsider)
You're a master of trickery and deception, able to fool the most perceptive of people and manipulate others into doing your bidding. Any lies you tell will be seen as truthful to others without concrete evidence saying otherwise. You are also a master of disguise, allowing you to adopt any guise with ease and fool even the smartest of people.

EX Mode - 400 CP (Discounted for Outsider)
It seems that in your quest for power you've unlocked an incredible new transformation, one that boosts your power and capabilities a dozen fold. This form, called **EX Mode**, greatly enhances you and grants your new abilities. This form is exhausting to use for more than 10 mins, but with enough training you'll see that weakness disappear.

Copy Ability Boost: Jumper Soul
It would appear that you've died, Jumper. Normally this would mean the end of your jump, but it seems you have the unique ability to survive without a body. You can now continue living on as a soul, allowing you to do all the things you could normally do without the need for a physical body. Most importantly, without the limitations of a physical form your power and abilities have been boosted a hundred-fold with little to no strain. See **Notes** for further details.

Ancient's Legacy - 600 CP (Discounted for Outsider)
The Ancients were a group of powerful beings wielding advanced magitech capable of incredible feats. Reality altering supercomputers, dimension hopping spaceships, wish-granting clockwork stars, weapons of incredible cosmic might, and more are well within their capabilities and now yours.

Blessed By The Stars Booster: Void
You've managed to achieve something that even the Ancients failed to do: harness the endless, destructive power of the Void. You can now channel the Void into powerful energy blasts, nigh-unbreakable constructs, use it to teleport across the galaxy, open portals to the Void, and so much more. You can also transform into a colossal mass of Void energy, the shape and form of which is yours to choose. This form is difficult and exhausting to maintain at first and will require intense training to master.

Trickster Booster: Cosmic Manipulator
Your skills in deception and trickery extend far beyond the physical realm. Now your tricks can work on things like the wind, the sea, the stars, and even the sun and moon. Manipulating the wind to cool you down or knock down your enemies or causing the sun and moon to fight are just a few of the many things you can do. Once per jump should you die you can trick Death into believing you didn't die. Don't expect that to work twice.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Creative Clothing - Free
You have access to an entire store's worth of colorful and festive clothing, all tailor made to fit whatever body type you possess. These clothing come in a variety of colors and styles, for many occasions.

Festive Food - Free
One thing that Dreamlanders love to do most is eat and now you have access to a veritable feast in the form of a bottomless picnic basket, giving you access to any type of food you desire. All food created this way will always be healthy, nutritious, delicious, and at the perfect temperature.

Maxim Tomatoes - 100 CP
These large tomatoes with a bold M on them are the ultimate healing item, able to restore someone on the brink of death to full health in an instant. As such you now have a box filled with 10 of these tomatoes that will replenish in a day after usage.

Warp Star - 200 CP
The personal vehicle of Kirby, this yellow cartoonish looking star is able to traverse the cosmos at unimaginable speeds, allowing you to travel nearly anywhere in the universe quickly. This star can be called upon and sent away with a thought and can hold up to four people.

Invincible Candy - 300 CP
These delectable candies possess an incredible amount of energy, causing consumers to become invincible to harm for 15 seconds. You now have a small pack of 5 of these candies, which will replenish in a day.

Halberd - 400 CP
The flagship of Meta Knight and his crew, this colossal ship comes with a large assortment of weapons powerful enough to threaten a major country, defenses to withstand a global assault, and able to travel through space at FTL speeds. Most importantly is the ship's ability to incorporate new technology into its hardware and systems with ease. It's large enough to hold a small army's worth of people.

Lor Starcutter - 500 CP
This incredible ship, created by the Ancients, is capable of opening portals to Another Dimension, allowing it to travel to other realities. Possesses a supercomputer with an advanced A.I. along with powerful defenses to protect it from attacks. It's large enough to hold a large group of people with many amenities along with a variety of rooms. These rooms consist of a

library, a game room, training room, automated kitchen, medical room with automated systems, and many more.

Robobot - 600 CP
This armor, created and used by the Haltmann Works Company, is an advanced piece of technology capable of incredible feats. With jets for flight, screwdriver and wrench tools, along with two vehicle modes for traversing the land and sky. Its best feature however is the ability to copy the attributes/abilities of the pilot.

Legendary Weapon - 700 CP
You now have access to an immensely powerful weapon, one equal in power to Galaxia itself. This weapon greatly enhances and abilities you have while also having its own unique power, which you can choose. This weapon is indestructible and can only be wielded by you and those you choose.

Popstar - 800 CP
The planet Popstar, a strange star shaped planet that is the home of Kirby and his many friends, as well as the primary target for many invasions, is now yours to own. Roughly the same size as Planet Earth, this planet is a veritable paradise, one full of bright, helpful denizens ready to welcome newcomers with open arms.

Drawbacks:

Not Drop In +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow gained new powers and abilities
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Enemy Power User +200 CP
Normally you would be the only Dreamlander within this continuity, however with this drawback enemy Dreamlanders will appear, one of each type who are each going to cause havoc and chaos and it'll be up to you to stop them.

Pacworlder +300 CP (Exclusive to Puffball)
You are a Pacworlder, a race of spherical lifeforms that are able to consume a vast quantity of food. Because of this you are no longer able to take perks from the **Dreamlander** Perk tree or the **Outsider**.

Nightmaren +300 CP (Exclusive to Dreamlander)
You are a Nightmaren, a race of jester-like beings who can travel through the realm of Dreams. Because of this you are no longer able to take perks from the **Puffball** Perk tree or the **Outsider**.

Heartless +300 CP (Exclusive to Outsider)
You are a Heartless, a race of creatures born from those who have lost their hearts to darkness. As such any abilities you gain from this supplement are altered to fit your new form. Because of this you are no longer able to take perks from the **Puffball** Perk tree or the **Dreamlander**.

Perk Users +200 CP/+400 CP/+600 CP/+1000 CP
Normally there would be no other Dreamlanders within this continuity, however with each purchase of this drawback, a new portal will appear at some point during your Jump, somewhere on your Planet.

For **+200 CP** only Meta Knight will appear.

For **+400 CP** both Meta Knight and King Dedede will appear.

For **+600 CP** the Meta Knight, King Dedede and Magolor will appear.

For **+1000 CP** the Meta Knight, King Dedede**,** Magolor and Void Termina will appear.

1. Meta Knight will have access to all the perks on the **Puffball** Perk Tree.

2. King Dedede will have access to all the perks on the **Dreamlander** Perk Tree.

3. Magolor will have access to all the perks on the **Outsider** Perk Tree.

4. Void Termina will have access to all the perks on this Jump Document.

Generic Drawbacks:

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 CP
Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 CP
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 CP
You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP
You are honorbound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconvenients +100 CP
Small issues will constantly occur causing minor discomforts for you.

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Friends From Beyond Your Dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 CP
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.
It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Selective Amnesia +200 CP
Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Living in Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Local Scale +300 CP/+600 CP
For **+300 CP** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **+600 CP** your level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys +400 CP
All items gained from other jumpchains will not be able to be imported into this jump.

Friendly problems +400 CP
All companions, followers, and pets are barred from this jump.

Mortal +400 CP
All of your perks are all disabled for the duration of this jump.

Boss Rush +600 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

Random Setting +1000 CP
By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy

Notes

Super Star Ultra
The wishes are at a level of the Dragon Balls after Dende upgraded them.

Jumper's Soul
Being reduced to nothing but your soul will not lead to you failing the jumpchain. However, should you die again without some other form of 1-up it's over for you. If you do have more 1-ups then you can resurrect yourself in your full form or just your soul.

Child of the Cosmos
The effects of this perk stay with you in future jumps, automatically giving you a connection to the universe of said jump.