Version 1.4
Jumpdoc by Green[734]



Hello Jumper!

Welcome to Dreamland, for the next 10 years you can explore planet Popstar and beyond!!! More specifically you will have the opportunity to experience the events of Kirby Super Star Ultra. The events of each sub-game will occur starting from Spring Breeze all the way to Milky Way Wishes. There will be roughly two to six months in between each sub-game so there will be plenty of time to relax.

Before you go take this…
+1,000 CP

Location: (1d9 or pay 50 cp to Pick)



1. **Popstar - The star-shaped planet that is the home to Kirby and his friends. It's filled with various creatures and fantastical locations.**

2. **Floria - The grass planet is unique due to the fact that it can change in a blink of an eye. Entering a door causes the seasons to abruptly shift.**

3. **Aquarius - The water planet is nearly completely submerged, with very little dry land. Unless you can breathe underwater there is little you can do here.**

4. **Skyhigh - The wind planet is entirely composed of clouds solid enough to stand on. Watch out for strong wind or you could be blown off!**

5. **Hotbeat - The fire planet is an enormous volcano, its dangerous surface is home to many fireproof creatures. The only way to survive is to avoid the magma covering every surface.**

6. **Cavius - The cave planet is covered in a steep mountain range. However, the majority of its denizens inhibit the vast cave systems under the surface.**

7. **Mekkai - The machine planet is composed entirely of steel towers. In order to navigate this mechanical labyrinth, you must overcome its many automated defenders.**

8. **Halfmoon - The star planet is bizarre… half ruins and half stars. Enjoy unmatched scenery and walk on a path of stardust. Beware of Ninjas!**

9. **Galactic Nova - Not a planet, instead you get dropped off inside a clockwork star. Be prepared to get swarmed by the internal defense platforms as you attempt to escape.**

There are rumors of a hidden planet somewhere, however its existence is still unconfirmed.

Origin: (Free All)

Essentially, what role you want to play in Kirby's adventures. In the long run it doesn't really matter, in Dreamland it isn't unheard of for past enemies to become friends later on. Likewise, there could be a darkside to a friendly face…



Hero:
A brave defender of Dreamland. Your "job" is to find and defeat trouble makers. Expect your stay to be filled with adventure, be it defeating various villains or discovering hidden treasures.



Rival:
A challenger for Kirby to defeat in his journey. Regardless of the reason you occasionally get into fights with Kirby. Fortunately, you are durable enough to emerge relatively intact.

Villain:
A dastardly villain, plotting to cause chaos and mayhem. Or at least probably, Kirby for all his power isn't really a good detective. Expect to be visited by an angry puff ball at least once before the jump ends. Whether or not you actually meant harm will decide your fate.



Race:

There are many races that populate planet popstar. Some of them can use mystical powers. Others make due with weapons and physical strength. As a Jumper you have the opportunity to pick which one you wish to be….

Pink Puff (-200 cp):
By choosing this you are able to explore Dreamland in a more compact and adorable form. Despite the name you can be any color of the rainbow! In addition to being cute, you gain Kirby's ability to inhale his enemies and his boundless inner strength.





Helper (Free):
By choosing this you can become a member of a species in Dreamland. It allows you to become almost any being other than Kirby or Bosses. You acquire any natural abilities that a member of your species has (ex: Waddle Doo gets Beam) in addition to any purchased here.

Unique (Free):
By choosing this you become a Boss. Not in the sense where you get minions, but rather as a Boss Character in a Kirby game. Often you are the only member of your species to make an appearance, with exceptions of course. Examples include King DeeDeeDee, Marx, Kracko.



Perks & Abilities:

(Perks and Items get a 50% discount for Origin/Race, 100 cp Perks and Items are free for matching Origin/Race)

General Perks: (Undiscounted)

Gluttony (Free All) - By eating food you can recover health. Normal food only heals you a little, but for some reason tomatoes heal you completely. You also gain Kirby's bottomless stomach, so you don't need to worry about getting fat.

Sweet Dreams (Free All) - No matter where you sleep, you can always have pleasant dreams. You also get a full night's rest no matter how short you nap.

Non-Verbal Communication (Free All) - Isn't it weird how despite many of the Helpers not having a mouth, they are able to communicate with Kirby. This perk allows seamless communication between anyone you consider an ally.

Dream Physiology (-100 cp) - No matter how unrealistic your body is there is no chance of things like logic and physics ruining your time here. For example if you are a sentient snowman living on Hotbeat, there is no risk of melting. Of course if you are going to jump into the magma you still get hurt, it only protects against logic not stupidity.

Copy Abilities (-200 cp / Free Pink Puff) - Grants the ability to absorb the abilities of enemies consumed. You don't get perfect copies of abilities, but rather an archetype of what they represent. Post-Jump this perk is more versatile in its ability acquisition, for example punching Naruto in the face for Ninja instead of eating him. You can also copy Abilities that didn't show up in Super Star Ultra (ex: UFO, Poison, Ghost).



Perks:

Origin Perks:

Hero:

The Butterfly Effect (-100 cp) - The prelude to adventure. Whenever there is an upcoming threat on the horizon, a small red butterfly makes an appearance to warn you. If you see it, you receive a basic understanding of what's about to happen.

Spring Breeze (-200 cp) - Whenever you acquire a new ability, you can quickly learn how to use it in combat. Like getting a tutorial on every aspect of your newfound ability downloaded into your head.

Behind the Crescent Moon (-200 cp) - You can now occasionally find hidden areas stocked with supplies and food. These secret rooms will have an exit that leads to where you were originally heading, so there is no time lost taking a detour.

Sub-Terrain Treasure (-300 cp) - If you are in need of cash, or just bored, there is always the option to go on a treasure hunt. You gain the ability to discover fantastical cave systems, filled to the brink with wealth and priceless artifacts. If you've found every treasure, you are sure to be the richest person alive!

Live Healthy (-300 cp) - You have a strong sense of empathy, that lets you befriend even former enemies. Even if you go your separate ways, your mutual friendship will never diminish with time. Additionally, your friends will always be protected from danger and bad luck while you are away.

Helping Hands (-400 cp) - Whenever you need more people to help out you can create an anthropomorphic representation of an ability you have. These "Helpers" can do anything you could with the same amount of skill/power, as payment you temporarily lose what was used to create them. This perk can be deactivated at will, returning whatever ability that got sacrificed.

Megaton (-600 cp) - Ever wanted to crack a planet? The inhabitants of Popstar are deceptively powerful. By focusing on a single action, you can accomplish unbelievable feats of strength. As long as you have a few moments to concentrate, you could split planets or play baseball with meteors.

Rival:
GRAB THIS! (-100 cp) - If you want a one on one fight with someone, nobody will interfere with your duel. If you provided a weapon for the one you challenged. They will be able to wield it with skill equal to yours.

“We Won’t Let You Go Any Farther!” (-200 cp) - Loyal men are worth their weight in gold. You have the charisma to inspire your men to fight to the bitter end for your cause. Thankfully, those that chose to sacrifice themselves for you will ironically live to see the next day.

Stored Power (-200 cp) - By absorbing the power of defeated foes into your weapon you can accomplish a variety of effects. With enough power collected you can do things like double your speed, regenerate from injuries, call forth allies, and release devastating tornadoes of death!

“To Battlestations!” (-300 cp) - How did nobody notice!? You have the expertise required to conceal, build, and pilot a space-worthy battleship. Until the moment you take action, none of your enemies will realize what's going to happen. It’s as if they were just too lazy to check…

Hammerspace Hammer (-300 cp) - When you are going to battle someone as strong as Kirby, you are going to need a strong weapon. You know how to add numerous functions into a weapon without detracting from its usability. For example the Dedede Hammer can shoot missiles, create massive shockwaves, electrocute your enemies, and have a secret rocket booster. This perk can be used on more than just hammers.

Revenge (-400 cp) - It doesn't end till you give up! After being defeated by an enemy you can rechallenge them far stronger and tougher than you were before. Anyone that is your minion also benefits from this as well, nearly doubling their durability and power. As a bonus, you get a cool mask and theme song.



The Strongest (-600 cp) - You wish to be the greatest warrior in the galaxy? No, instead you wished to FIGHT the greatest warrior in the galaxy. Once per jump, you can locate and challenge the "Strongest" to a one on one duel. As you travel to defeat them, your power and skill rapidly increase to equal your opponent. If there is more than one being that can be considered the "Strongest", you can challenge them all.

Villain:
"We are counting on you. Good luck!" (-100 cp) - Tricking the heroes into doing the heavy lifting is child's play for you. As a master of deception, your lies are airtight and can trick any hero. You can also hide your true form from the people around you.

Milky Way Wishes (-200 cp) - You just want to cause mischief, but there is only so much you can do by yourself. This perk lets you locate "wish granting artifacts" in any Jump you are currently in. If such a powerful artifact doesn't exist, then this perk will instead direct you towards

whatever item that would be the next best thing for helping you.

Stealing Stars (-200 cp) - This perk allows you to forcibly take the blessings of others. If someone is about to receive a boon, you can just grab it for yourself and nobody would think it's strange. The original recipient is immune to this perk and may come for revenge.

My Perfect Little Plan (-300 cp) - It takes a special kind of evil to manipulate the good nature of others for your own gain. Despite relying purely on other people doing what they think is right, your plans rarely deviate from the script. Unless they suddenly undergo a shift in personality you can have them dancing to your tune.

Evil Clown (-300 cp) - "I always knew that clowns were Evil!". You can now shapeshift into a scary clown monster. In this form you can fly, throw bladed boomerangs, fire eyeball lasers, summon blackholes, and do other disturbing clown tricks.

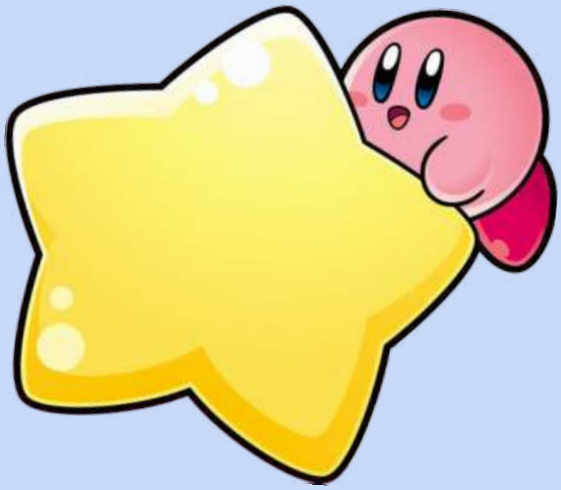
Twisted Soul (-400 cp) - You are twisted on a fundamental level, you don't even have the decency to stay dead. After you die, your soul will absorb any objects or energy nearby to resurrect your body. Depending on the materials absorbed, you have the chance to come back even stronger than before. This perk will trigger only once per jump, so don't get killed again.

Cosmic Un-Truth (-600 cp) - Marx's greatest achievement wasn't the theft of a wish nor was it coming back from the dead. With this perk you can replicate Marx's feat of turning the Sun and Moon against each other. You can now communicate with celestial bodies and with a few choice words trick them. Unleash unrivaled chaos by pitting the very stars against each other. In worlds where planets and stars lack agency, the effects of the perk will be different. Instead of ramming into one another, interplanetary wars spiral out of control, or natural disasters ravage the surface.

Pink Puff:
Victory Dance (-100 cp) - After a hard battle, you can choose to automatically do a choreographed victory dance. There is no practical benefit to it, but it can boost morale.

Shining Star (-100 cp) - No matter how harsh the road ahead your spirit is unwavering. You can easily brush off fear and hesitation with your determination to succeed. Those you travel with are also filled with the determination to succeed.

Finding Friends Everywhere (-200 cp) - You find making friends with others to be a breeze. Even enemies have a tendency to become good friends if you get to know each other. If a friend is in danger, you get quickly alerted to the fact.



A Journey Across the Galaxys (-400 cp) - Traveling without a map is hard, thankfully you don't need one. As long as you have a clear objective, you can automatically tell where to head even across the vastness of space.

Super Star (-600 cp) - Fighting corrupt kings, defeating powerful beasts, exploring hidden caverns, and even the stars. You are capable of accomplishing what should be impossible with ease. The greater the challenges you face on your quest the better you are at triumphing against the odds.

Helper:
Partners (-100 cp) - Helping out your teammates is common sense. This perk lets you share any temporary power up or healing with an ally. The only caveat, it only works with a kiss on the cheek. There is only a short window of time you can do this so make it quick.

Crossing Land and Sea (-100 cp) - Your powers are now unaffected by surrounding the environment. It is now possible to do things like breath fire while underwater. However, there is a slight decrease in speed when you use your abilities in environments they weren't intended for.

Shooting Star (-200 cp) - Don't you just hate it when you get separated from your friends? With this perk it's no longer a concern, if you lose sight of your pals you can always be reunited. Once you get separated you can choose to transform your body into a shooting star, completely bypassing any obstructions to travel to your friend's side.

Helper to Hero (-400 cp) - The truth is you were never the Hero of this story. Not that you needed to be, with this perk you can accomplish feats that only the Hero should be able to perform. Any factor that contributes to the Hero's victory will now aid you as well. While you are never going to be the prophesied hero, it doesn't mean you are not capable of saving the day!

Blaze of Glory (-600 cp) - Fighting by a Hero's side is dangerous, often you get injured in battle with no opportunity to recuperate. The times you are near the edge of death is when your spirit burns the brightest, literally! Your soul sets your body on fire, and your life on a timer. In this state, any additional damage is irrelevant as you can simply ignore it. Additionally, if you manage to cross the distance and touch your enemy. You will be reborn into a new healthy body based on the abilities of your enemy. There is no limit to the amount of times this perk can activate.

Unique:
Boss Music (-100 cp) - Whenever you enter battle you can play a personalized theme song. It automatically remixes itself in response to your mood.

Extra Bulkiness (-100 cp) - Bigger is better, at least it is most of the time. You can enter battle several times larger than you are normally. This form increases endurance and strength proportional to your size, however it is somewhat cumbersome.

Off Screen Defense (-200 cp) - As long as you are not actively perceived by your opponent you are unable to be harmed. This protection is able to negate any damage caused by attacks that indiscriminately affect an area, as long as your enemy doesn't have your precise location. However, if they do realize where you are, their attacks will affect you regardless if you are invisible or out of sight.

Main Cannon (-400 cp) - Sometimes you need to decisively finish a battle. This perk allows for a charged up version of one of your regular attacks. It doesn't need to be a cannon, but generally your upgraded attack will have a far longer range and devastating power. As long as it's not the attack being charged up, other attacks can be used without interference.

Wham Bam!!! (-600 cp) - You thought you beat me!? Think again! Right when they think you are beaten, you can immediately surprise attack them in a stronger form. Stronger and more durable, you are sure to crush your already tired foes.

Copy Abilities:

Helpers/Unique get a Free Copy Ability depending on species.
Additional Copy Abilities can be bought for 100 cp each.

	***Beam - Flail this beam like a whip. It has many useful attacks. Try to store up a super shot!***	

	***Plasma - Move back and forth to make and store an electric charge! Plasma shots go through walls.***	
	***Stone - Pound! Pound! CRUSH! Change into many heavy forms. When on a slope, you'll sliiiiide.***	
	***Fighter - Hi-yaa! Concentrate as you punch for a stronger blow! That punch is an instant KO!***	
	***Parasol - Guard against falling objects! Twirl to attack or just drift. Or do a parasol throw!***	
	***Bomb - Grab a bomb and hold the button to set the throw angle. Toss it and it'll go Ka-BOOM!***	
	***Mirror - This mirror has odd powers! Deflect projectiles or project doubles of yourself!***	
	***Sword - You wield the king of blades! At full health, you shoot beams! Show your sword mastery!***	
	***Jet - Strap jet power to your back! Generate power to charge, then let go to hit Mach 5!***	
	***Ice - Freeze foes with icy breath! Kick ice cubes into others! When you dash you skate!***	
	***Fire - Burn bright with fire power! Light the fuse! Yow! Hot! You're on fire, man! Yoww!***	

	***Hammer - This Hammer packs a wallop! Punish stakes and blocks! When it's on fire, foes beware!***	
	***Wing - Mid Air spins and shuttle loops! Spread your wings and fly, little Kirby! Doesn't that feel good?***	
	***Yo-Yo - This isn't any yo-yo! Swing up and down, or break-spin! Try 'em all to look cool!***	
	***Ninja - Hide in shadows and darkness. Use ninja skills on your mission. You're a ninja! A NINJA! Cool...***	
	***Cutter - Throw a boomerang all over! Slash! Jab! Strike! You can even cut ropes!***	
	***Wheel - Roll to be nearly invincible or ride a Wheel Helper! Beware thorns and holes.***	
	***Surplex - This burns with a fighting spirit! Grab foes and throw 'em! Learn all 8 throws to be a champ!***	

Regarding One-Time Use abilities & Copy:




One-time use abilities can be taken as a Helper, They will just act as they would for enemy characters in game. If you are a Pink Puff, you can purchase them ,but it takes 24 hours to use it again. Copy on the other hand can be used anytime you want, since it is near useless 99% of the time. If you happen to purchase Copy Essence Deluxe, like all abilities there is functionally infinite uses even for One-Time Use abilities



Modifiers:

Copy Essence Deluxe (-400 cp) - During your stay in Dreamland, you will come across enhanced versions of Copy Essence Pedestals. These "Deluxe" ones allow the user to permanently have access to its corresponding ability. If you obtain multiple abilities this way you can cycle between abilities as you please. Because they grant permanent access, You can still use them in areas where you normally can't get Copy Abilities the normal way. Everytime you discover a new Copy Ability, you will immediately find its Copy Essense Deluxe.

Items:

General Items:

Blooper Reel (Free ALL) - After every jump, you receive a video on a medium of you choosing. The video's contents are a silly blooper reel version of your latest jump. You will also get videos for any jumps taken before this one.

Spray Paint (Free ALL) - You obtain a can of magic spray paint, just by thinking of a color pallet you can alter the color of your body and attire. Best of all it's just as easy to reverse so you can experiment with what works best.

Soundtrack of the Stars (Free ALL) - You get a mental playlist of the entire Kirby series. There are a variety of options for how you want to listen. Stereo, mono, listening to it privately, sharing the sounds with everyone basically any form and configuration of listening to the soundtrack is possible.

Copy Ability Testing Room (-50 cp) - A new room is connected via Star Door to your warehouse/personal reality. In it is an indestructible training dummy, every known Copy Ability Essence and an infinite food dispenser in the corner. By using a panel near the door you can modify the lay out, scenery and time of day within the testing room.

Invincible Candy (-100 cp) - Somebody was generous enough to share some delicious Invincible Candy with you. You gain a candy box containing 12 Invincible Candies, the box refills after every candy is eaten.

Star Doors (-200 cp) - The pitch black portals connecting Dreamland by circumventing the distance between. You gain a shipping container's worth of door frames decorated by flickering stars. A frame must be manually attuned to its counterpart or else going in will drop you off at a location with no way back. Star Doors cannot bypass dimensional barriers, but can lead to a corresponding location in the same dimension. If used up a second container will arrive the next year.

Castle JuJuJu (-200 cp) - Every jump you can drop an entire castle down wherever you choose. This castle is fully furnished and staffed by an army of Waddle Dees. If you want to relocate just inflate the giant pink balloon up on the roof and float to the new location. If it gets destroyed somehow, the Waddle Dees will finish rebuilding it in about 3 weeks.

Popstar (-800 cp) - The beautiful planet of dreams where anything is possible, now follows you across jumps. Like a newborn star it will appear in an uninhabited section of space waiting to be discovered. Popstar and all its inhabitants can join you on your journey as a kind of pseudo-companion. Every resident has a generic build from this jump and can gain perks if they are specifically imported.

Galactic Nova (-800 cp) - The clockwork star built by the Ancients long ago… Galactic Nova is a literal deus ex machina, nearly impossible to fully comprehend in its overwhelming power. In order to be granted a wish, you must first collect the power of the surrounding planets. When you do manage to assemble them, Galactic Nova will present itself and grant your wish. However, that wish can easily be stolen so be wary of interlopers. Even its own destruction cannot prevent a wish from happening, as it will simply revert to an intact state.

Pink Puff:
Copy Hat (-50 cp) - Isn't it convenient that Kirby's copy abilities give him a thematically appropriate hat. You gain a plain white hat which automatically changes its appearance to match whatever power is currently in use.

Cozy Bed (-100 cp) - After saving the world you need to take a nice victory nap. By sleeping on this soft bed all your built up mental stress and fatigue will be washed away.

Warp Star (-200 cp) - Kirby's primary means of transportation, or at least a convincing replica of the Warp Star. This giant cartoon star can speed past the limits of reality to instantly arrive at the intended location or be manually driven by its user. While the star is being ridden it automatically protects its passengers from the dangers of high speed travel. If you frequently perform crash landings like Kirby you can instantly summon another.

Star Chariot (-400 cp) - The celestial chariot created with the power of the stars. The Star Chariot is a powerful weapon and means of transportation. The chariot is able to bombard enemies with star shaped blasts of energy fired at speeds where each blast looks to be a single beam of light. The Star Chariot is also capable of omni-directional movement and speeds rivaling that of a Warp Star.

Helper:
Ability Items (-50 cp) - You now possess a physical representation of each of your Copy Abilities. These items if inhaled for an Ability, a replacement will arrive after 30 minutes.

Red Treasure Chest (-100 cp) - You found an empty chest! Somebody seemed to have taken its contents, but the container is still usable. The chest is bigger on the inside, regardless of the size of the object put in it will always fit inside.

“1-Up” (-200 cp) - It's not actually a 1-Up. It's actually closer in functionality to a Healing Fairy from Legend of Zelda. Once a set amount of damage is reached, the item is consumed, healing its user and teleporting them to safety. After a week you will find another one in your possession.



Nova (-400 cp) - Does anyone remember Nova? This robotic Helper showed up as the player 2 for the Galactic Nova Nucleus fight in the original Kirby Super Star. He is an autonomous escort starship, with fire power equaling the Star Chariot. In sheer destructive power he is unmatched among Helpers.

Unique:
Boss Arena (-50 cp) - You can now summon a personalized arena for any would-be challengers to face you in. The room is thematically appropriate to your preferred powerset, but can be manually changed to suit your needs. The entrance to the Boss Arena is a Star Door that can be placed anywhere.

Giant Pink Switch (-100 cp) - Does anyone know how those big pink switches work? The best I got was a shrug and “It just does”. You received an entire shipping container's worth of pink switches of variable sizes. By just placing one near a door, pressing down on the switch will cause it to open. Bigger switches can sometimes build entire buildings, if used correctly. If used up another container will arrive the next week.

Feast Fit For a King (-200 cp) - King Dedede stole an entire planet's worth of food for his own meal. But has anyone realized just how much that really meant? You now have enough food to feed an entire planet, the food is always fresh and will be absolutely delicious. If you somehow run out, another shipment of food items will arrive the following day.

Sparkling Stars (-400 cp) - Mysterious objects that take the form of stars. The people of planet Popstar apparently use them to "gather food" as well as "play and work, among the heavens" * . In this game they were primarily used to channel the energy of the planets to summon Galactic Nova, and form the Star Chariot. Such powerful artifacts must have some use, you just need to find it yourself.

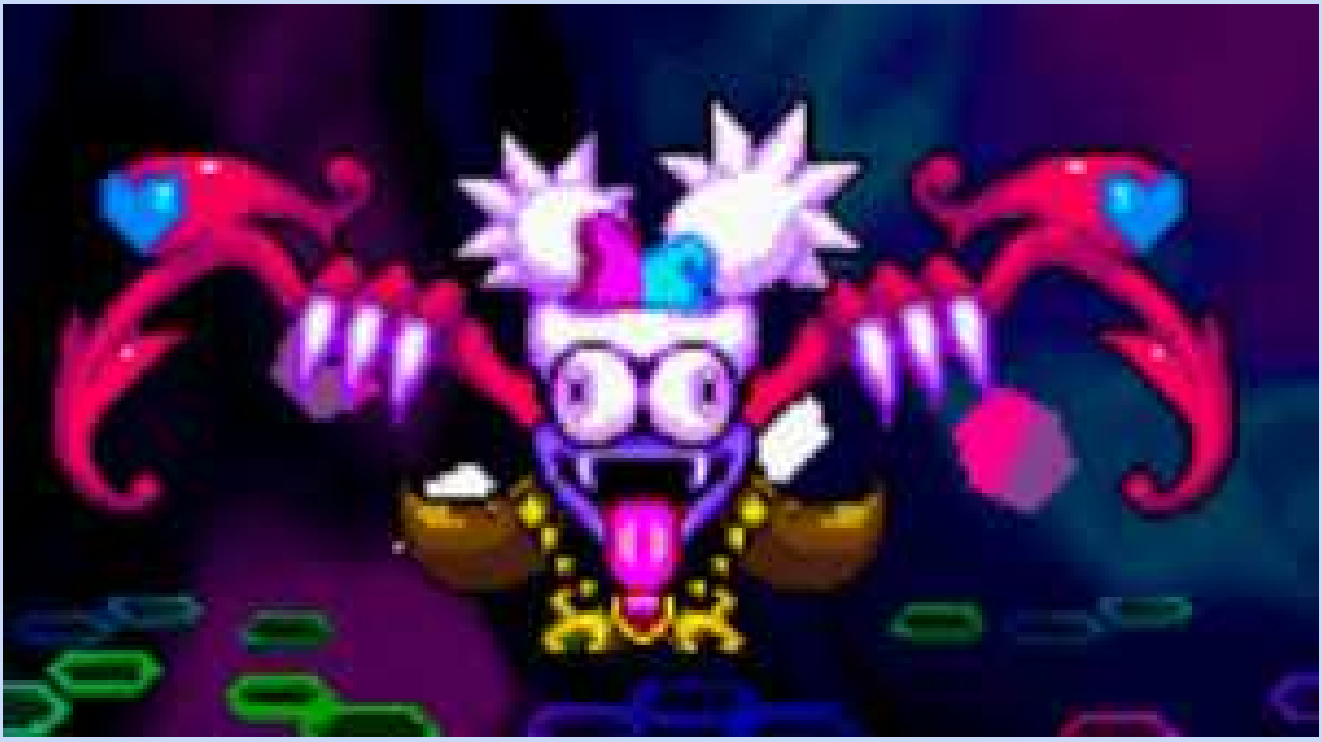
*** Taken from Kirby Wiki**

Companions:

Bring a friend (Free) - Got some friends already? Pick this to import up to 8 companions you wish to bring along to your adventure in Dreamland. Each companion receives 800 cp and can pick any combination of Origin and Race available. If 800 cp isn't enough, they can get more by taking drawbacks from the section below.

Ask a Helper (-50 cp) - If you want to invite one of your new friends here to join you, just pay 50 cp each to recruit them as a companion. Sadly, Kirby and his buddies still need to protect Popstar so they can't go with you.

Why is *he* here!? (+400 cp next jump) - Marx seemed to have snuck into the next jump you planned on going to. He arrived one year ahead of you and is already wreaking havoc in the new jump. Marx has all the perks of the Villain and Unique sections as well as the Revenge perk. Stop him before it's too late or there is going to be a new threat to the multiverse!



Drawbacks:
Another Journey (+0 cp) - Instead of Kirby Super Star Ultra, you can visit any other Kirby game.

Sweet Dreams (+0 cp) - You can extend your stay in Dreamland by another year. After the initial 10 years all drawbacks will be removed. The only exception is if you fail to complete the Megaton Punch Championship Tournament within 10 years. This Drawback can be taken as many times as you wish.

Tummy Ache (+100 cp) - Unlike the vast majority of Dreamland you can't just swallow an entire buffet of food without consequence. You are restricted to eating a normal amount of food before getting a tummy ache. This means no gouging on recovery items before a battle, also you need to burn off fat.

Poppy Bros Forever! (+100 cp) - It seems that the Poppy Bros are having a get together! Once a month the sound of numerous explosions will echo throughout Dreamland disrupting your rest. Get them to disband or it will continue for the next 7 days.

The Beast Awakens (+100 cp) - Long ago it was foretold by a mad prophet, a tale of terror, of sleepless nights, and regret. The many Noddy sleeping peacefully throughout Dreamland have been empowered with every perk and copy ability available in this Jump Doc. Unless it gets disturbed with malicious intent, the Noddy will continue to sleep peacefully. Basically, don't be a bully!

Whispys Walk'en (+100 cp) - Remember how in Kirby's Dreamland 3, Whispy Woods would uproot himself to chase Kirby? He is doing that again.

Creepy Crawlies (+100 cp) - Bugs are gross! Unfortunately, a lot of the fuzzy caterpillars now inhabit the wooded areas of Dreamland. Even if you avoid the woods, they sometimes just fall off the ceiling when you don't expect it.

Poyo! (+100 cp) - You can only say "Poyo", nobody will understand you unless you learn sign language or have alternative forms of communication.

Gourmet Racer (+100 cp) - The early bird gets the worm, that principle is now applied to every meal for the rest of the jump. Unless you want to eat leftovers for 10 years you have to be fast!

Seaside Slapstick (+100 cp) - Whenever you are near a large body of water, some kind of funny accident will occur. Perhaps while fishing you accidentally find yourself on the other end of the line. Or maybe while contemplating the rest of your day you accidentally walk off a pier.

Helpless (+200 cp) - Someone help my Helper has been kidnapped! The Tacs are at it again, and now they are dead set on kidnapping your partner. If you are a Helper they will try to nab you instead.

Milky Way Curses (+200 cp) - For some odd reason, even when you inhale an enemy you can't copy their ability. Until you find the corresponding Copy Essence Deluxe that particular ability is locked away. As a side effect the Copy Essence Deluxes provided by said perk are now scattered throughout the neighboring planets of Popstar.

Strong Eat Strong World (+200 cp) - Something about Mini Bosses prevents Kirby from inhaling them before they are defeated. Over time as a natural survival mechanism the weaker residents of Dreamland followed suit. Every normal enemy is now enhanced by the perk Extra Bulkiness, any enemy that was already that strong is given a double serving with no size increase.

You Gained EXP ! (+200 cp) - Every single time you defeat someone your vision is filled with text boxes that say you gained EXP or some strange stat increase. You didn't actually get anything, they are just there to distract you. Try not to fight a large amount of enemies at once, the textboxes will just pile up.

??? (+200 cp) - The Tacs of ??? are out to get you, every month one of your possessions will get stolen. Even if you manage to locate ??? you will not be able to recover the missing items. Thankfully after the jump ends all stolen items will reappear in storage.

Great Cave Exploration (+200 cp) - At some point in the jump you will get trapped in a giant cave like Kirby did. However, it isn't the same one so no using meta knowledge to find treasure. Until all 60 treasure boxes are located there is no way to escape.

Forbidden Fruit (+200 cp) - The Maximum Tomato is Kirby's favorite snack so naturally he eats them frequently. By taking this Drawback recovery items in general are fewer to be found, with the Maximum Tomato now an extremely rare delicacy. In a 10 year stay you are lucky to find it more than once.

Shotzo Firing Squad (+200 cp) - Where did all of this military spending come from!? The various planets of Dreamland have been fortified by numerous Shotzos and Blatzys. While they are easily evaded by avoiding their line of fire, you have to be careful of roving packs of Moto Shotzos patrolling the area.

Cute and Cuddly (+300 cp) - Just look at these things, aren't they just adorable? Scarfies now are a super majority of Popstar's population, while nothing bad is happening for now… Be careful.

Immovable Object (+300 cp) - The invulnerable Gordos now block the main roads and passageways of Dreamland. While there are detours that can be taken, it is still a pain to take the long route every time you go on a walk. If you frequent a particular detour enough times, additional Gordos will show up to continue blocking your way.

Everything Looks…. Retro (+300 cp) - The world that was once so colorful has been reduced to simple black and white. Until you track down King Dedede and his minions to take back the Sparkling Stars, Copy Abilities do not exist. After you finish this task, color and Copy Abilities will return.

Uncharted Stars (+300 cp) - Due to a cosmic mishap the Star Doors connecting the various locations of Dreamland have now been randomized. Strangely, it seems that you are the only one to have this problem. Unfortunately, the only way to reliably travel now is on foot as even the Warp Star is suffering from navigation troubles.

Too Heavy (+300 cp) - It seemed that Newton decided to remind you of the laws of gravity. By taking this drawback all supernatural means of flight, other than Copy Abilities have been disabled for the jump.

The Dreamlands (+400) - In the quietest corner of Popstar there exists a rusted door, beyond is a different sort of Dreamland more in line with the writings of a man named Lovecraft. Thankfully, the creatures beyond the rusted door have a deeply entrenched fear of Pink Puffs so they seldom visit. If some suicidal entity dares to intrude, you and Kirby must go give them a reminder to respect the dreams of others.

Get Back To Bed (+400 cp) - For whatever reason Sleep Copy Essences are everywhere! In every given room there are at least four of them, passing through one of them will instantly put you to sleep. Try not to fall asleep in combat.
This drawback is exempt from Everything Looks…. Retro

Mini Boss Rush (+400 cp) - Every year some of the mini bosses will attempt to make it into the big leagues. For some reason that led them to attacking you all at once. As the years go by more and more mini bosses will join the fight, not only that but they grow progressively stronger as time passes. By the end of the jump they will have every perk of the Unique perk group.

Vengeance (+400 cp) - Anyone you defeat will come back with a grudge, now empowered by the Revenge perk. After they are defeated a second time they seem to calm down, but that doesn't mean there wouldn't be any more challengers. Expect to fight hordes of Masked Waddle Dees as epic music plays in the background.

The Sun and Moon *Really* Hate You (+600 cp) - Marx must have found out that you intend to ruin his fun. So instead of fighting each other the Sun and Moon joined forces to smite you. Your stay here will be constantly interrupted by Solar Lasers and Rolling Moon Cutters, and their avatars Mr. Shine and Mr. Bright. The only way to ward them off is to call Galactic Nova for help!

The Greatest Warrior in the Galaxy (+600 cp) - Stories of his incredible strength have awakened your battlelust. Before the jump ends you must summon Galacta Knight and challenge him to a duel. Be warned however, in order to have such an opportunity the aid of the clockwork star is needed. Galacta Knight will possess enhanced versions of every perk within the Rival group. His strength will be further augmented with the Megaton perk. When the time comes you will learn first hand what it means to be the greatest.

Soul Crushing Defeat (+600 cp) - A year after his death Marx Soul will get revived. He is simply enough to kill again, but unless you have a way to prevent his rebirth expect it to be a recurring problem. His wickedness is enhanced by the perks from the Unique and Villain groups. Marx Soul will also have a modified version of Revenge and Twisted Soul, able to stack with each death and rebirth.

Megaton Punch Championship (+800 cp) - The Annual Megaton Punch Championship Tournament is just around the corner. Everyone is pumped with excitement about the event and are practicing for the big event! At least 30% of Popstar has been empowered by the Megaton perk. Until you make it to the Final Round and win against the tournament, you cannot leave the Jump. For every year past the initial ten years, the number of people with the Megaton Perk will increase by 10%.

End of Jump Options:

It seems that your allotted time here has come to an end, you now must decide what your future holds.

Go Back Home: Perhaps you feel homesick after traveling for so long. Choosing this will return you to your home world keeping any perks and items acquired in your travels.

Keep On Dreaming: Maybe you are tired of all the hardships of your journey. Choosing this means you will live happily in Dreamland with Kirby and his friends.

Waking Up From The Dream: Dreamland while nice is not enough to satiate your wanderlust. Choosing this means you will continue on your Jumpchain.

Notes:

- **If you are a Helper and you choose a species that can self-destruct, you respawn a few seconds after detonation.**
- **Helping Hands can be used on all abilities, there is synergy with Beautiful Shard.**
- **Helping Hands can be used with abilities/perks that are not native to the Jump.**
- **Copy Essence Deluxe effectively negates the penalty of Helping Hands, as long as a Copy Ability is sacrificed.**
- **The item "1-Up" will not save you from insta-kill attacks, as you need to be alive to be healed. Remember that whenever you reach gameover it just shows Kirby taking a nap because he is tired.**
- **Why is *he* here!? Does not make Marx a companion unless you absolutely want it too. It is just meant to be a joke option.**
- **The Dreamlands doesn't require you to assist Kirby, but it will help speed up the extermination. Taking too long will unfortunately ruin the mood for sometime. If you have the means to permanently seal the doorway feel free to do so.**
- **The Greatest Warrior in the Galaxy 's text reads that Galacta Knight has all the Rival perks. Naturally, if you are stronger than him, He will use The Strongest to train to reach your strength. The longer you take to summon him, the greater threat he will be. Checkout the Aeon Hero battles from Kirby Clash for an idea of how the battle would go.**
- **Special thanks to Spriters Resource for inspiration and images.**
- **Special thanks to Nintendo and HAL for creating one of my favorite games.**