KIRBY AND THE FORGOTTEN LAND JUMPCHAIN



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Welcome, dear Jumpers to the world of Planet Popsta- Why are there buildings? Hold on, let me check to see if something happened recently.

...

Right, so, I was mistaken. So, you are not in Planet Popstar, but rather, a new world, one forgotten and left by its former inhabitants, now ruled by the Beast Pack, animals that are kidnapping Waddle Dees via a dimensional rift for some mysterious (and probably nefarious) purpose!

Now Kirby is now on a quest to rescue the Dees, along with a mysterious new companion named Elfilin, whose past is unknown for now.

Now Jumper, where do you stand? Will you join Kirby and his journey to rescue the

Dees? Or perhaps the Beast Pack is more to your liking? Maybe you are just a third party with your own reasons for being here, whatever the case may be. Welcome to the Forgotten Land. Age and Gender are free to change.

Location Roll a D8 for where to start or pay 100 CP to choose your starting place

1. **Natural Plains:** The starting level, is as its name suggests, plains with lots of greenery, there is also Alivel Mall for all your needs. Just be careful of the Beast Pack, and Gorimondo.
2. **Everbay Cost:** Ah, what a wonderful time to be at the beach! A lovely time to sunbathe, swim and see the wonderful plantlife like Tropic Woods.
3. **Wondaria Remains:** Welcome one and all to Wondaria! Or, what's left of it. Seems like some parts of the amusement park are working, mostly the rides, so have fun!
4. **Winter Horns:** Brrrr! I-It's so-so-so chilly here!! A wonderful place to play in the snow, but don't stay too long or else you get frostbite.
5. **Originull Wasteland:** The birthplace of the Beast Pack. All there is sand, sand, sand and more sand in this dried up ocean.
6. **Redgar Forbidden Lands:** The headquarters of the Beast Pack, a place of lava and heat, this is where they make their plans.
7. **Lab Discovera:** The secret location and where it all began. Specimen ID-F86, or Fecto Forgo, hides here, controlling his puppets to follow his plans
8. You can now choose where you wish to go. Lucky you.

Origins

Invader: An unknown entity. Perhaps you're a hostile, hungry beast like Fecto Elfilis, or just a wandering traveler. Whatever the reason, you are here, this Origin also acts like a Drop-In.

Pure Hero: You are just like Kirby, shaped like a friend, filled with Goodness and Purity, and ready to help others (especially if your food is threatened)!

Townie: You are one of the many that work in Waddle Dee town. Your level of talent might be quite varied, but you will do all you can to help the Dees in town, and Kirby when he's around town. Maybe even hit the Waddle Dee Race if you have the time?

Star Warrior: Just like a certain Knight, you are one of many that train yourself for whatever comes your way. Even in this new world, your talent and dedication has not changed.

Beast: You are a member of the Beast Pack, working together to fulfill your dreams of having the same lifestyles as the old residents before they moved to a Land of Dreams.

Race:

Waddle Dee (+100): The common being in both here and Popstar. You have a short round body, a tan pear shaped face, two chestnut colored eyes, two small stubs for arms, two leg-less honey feet, rosy cheeks and can eat food despite having no mouth. Most Waddle Dee are tangerine or red. You aren't particularly strong by nature, but have the potential to become an excellent fighter, or engage in anything from cooking to smithing if you apply yourself hard enough.

Beast (Free): You are one of the many animals that make up these lands, or have arrived from Dreamland like King DeDeDe. Whether you are a member of the beast pack or making it out on your own is up to you.

Puffball (300): You are now one of the many members of this species that seem to make up Kirby, Meta Knight, and Galacta Knight's species. You can gain the ability to use Copy Abilities like Kirby has for an extra 200cp, on top of the innate incredible potential and ability to grow, seemingly without limit. Your kind are almost completely spherical in shape, possessing two small nubs at their sides that can function as hands and standing on two feet. They have oval shaped eyes, a small mouth with a large tongue and no visible teeth and may possess horns and/or wings.

Fecto Jumperlis (600): Okay seems like there are two of the Forgo species. You have two large wing-like ears, a pair of horns somewhat resembling a beetle's pincers, six feelers on the sides of your head like an axolotl, two long and lanky arms, a scraggly fox tail, two unguligrade legs, some amazing neck fluff and a rodent face. You gain rather strong psychic powers, being able to telepathically communicate with anyone in the same planet, fire energy beams and projectiles, telekinetically throw a meteor, create short lived duplicates of you or a weapon you hold, gather energy to heal yourself and potentially more if you can figure out how. Any psychic abilities you already have are sure to receive a large boost, and the strength of your mind and spite is such that even should your body be destroyed you could still linger as your own soul and steal someone else's body to carry on, though if such a thing were to happen try not to be absorbed by Morpho. And also this isn't your true form, your true form is rather shapeshifty. So, yeah, change how you like to look.

PERKS

GENERAL:

Sound of the Forgotten Wild (Free): Congratulations, you now get the entire Soundtrack of the game to listen to. Either you or everyone can hear it at your choice and it is toggleable.

Boss Title (Free): A togglable cosmetic perk that allows you and those you wish to see the title of a very strong opponent.

Perfect Dodge (100): Did they teach you this at that one meetup? You seem to have greatly improved your dodging skills, and if you do so with precise enough timing, just before a foe's attack would have hit you, you may slow down time for all others for a few seconds to grant yourself the perfect opportunity to unleash a punishing flurry of counter attacks!

Power! (100/200/300, one free 100 purchase for Beasts): Hope you're ready to get eaten! Actually, please don't be ready. You know what, let's just move on. You have powers, commensurate to your role!

- ★ **Copy Fodder:** For 100cp, without external factors, you're kind of a chump. Less an obstacle, and more a way for Kirby to pick up powers. They're strong enough powers, but in the face of the Pink Demon's rampages, you're barely a speedbump, lucky to land a hit or two. Though perhaps that's not a healthy standard to hold yourself to...?
- ★ **Miniboss:** You're moving up in the world! Compared to the other hypothetical, in reality this is largely a matter of species. While you're rather still unlikely to defeat the little menace, you can at least get a fight in, and defeat lesser foes by the score.
- ★ **Boss:** Oh now you're in the big leagues. Whether you consider yourself a hero or a villain, you have the strength to defeat almost anyone in this world, perhaps even Kirby on an off day. Consider yourself a peer to the greatest members of the beast pack, or the (self proclaimed) king of Planet Pop Star himself!

If purchased with copy abilities, this functions differently. For 100cp, you will be able to pick a copy ability, and assume it at will. For 200, you will be able to take on abilities you have acquired in the past. Finally, for 300 points, you will have access to each of them from the start, as well as their tier 1 upgrades as a headstart.

Mouthful Mode (Free for this Jump, 200 to keep):..... Okay this is a weird ability, apparently, you can suck something up but rather than a copy ability, your body kinda wraps around the object? Whatever, this allows you to manipulate it. Kirby has used this ability to stake the ground with a cone, roll down hills as a large pipe, drink a large volume of water from a spigot and spew it out as a high pressure jet, relocate stairs, breathe out strong gusts of wind from a large ring and use it to sail a boat and glide through the air by stretching over an archway. You are seemingly also able to substitute any fuel or energy it might require with your own stamina as Kirby has used it to drive around cars and a truck, make a vending machine spit out juice cans, ride a roller coaster, operate a scissor lift and turn on a giant light bulb. useful for this jump, you might need it to traverse the levels, but anywhere else is up to you..... Weirdo.

On Treasure Roads (400): You seem to have a knack for finding things like the Treasure Roads. you will now be able to occasionally find entrances to pocket dimensions containing similar challenges, which will offer rare and useful materials as rewards if you can successfully triumph over them. During this jump you will receive "Rare Stones", which the weapons shop waddle dee requires as a crafting material to upgrade Kirby's copy abilities, and generally serve as a potent resource for upgrading, if you don't have any copy abilities for Waddle Dee to hammer on. In future jumps you will find the pocket dimensions created by this perk will adjust to always contain tests that will be somewhat challenging to you, however capable you may become, but so too will the rewards gained by conquering them increase in worth and value to match. No one else can interact with these pocket dimensions and should you fail their tests you will simply be ejected from them, fine as can be and having lost naught but time, with the pocket dimension in question disappearing afterwards, better luck next time.

Copy Abilities (600): You now possess the same ability as Kirby. You can now absorb enemies to gain powers based on what they are. Dragons and flames will give you the flame copy ability and such. More on Copy Abilities are down at Notes. How they are absorbed is up to you. Be it like Kirby or using it like Fecto Forgo did, heck even touching works if you do not want the Vore Absorpotion.

INVADER:

Waiting and Planning (100): You are patient my dear Jumper, very patient. With this perk, no matter how long it takes, you will not suffer from any ill-side effects of taking your time, whether for days or centuries. This includes hunger, aging, insanity, and more.

Mind Puppetry (200): Just like Fecto Forgo, you are now able to mind control any being you can perceive regardless of distance like puppets. A word of warning, controlling the minds of beings with strong willpower is often a tedious task.

ALL WILL BE CONSUMED (400): Literally. You can just turn into a large pile of goop which is capable of assimilating other beings into your mass, not only growing in size but also taking your victim's memories, skills, powers and everything that makes them them. However, with enough damage, they can be knocked out of you strangely no worse for wear.

Dimensional Rifts (600): Congrats! Just like Fecto Elfilis, you now can create portals or wormholes linking two places, wherever you want, with just a thought. In need of transportation or a quick escape? Portals. Summoning weapons or the enemies own attacks? Portals. You do not need to know the location of something to create a portal to it, even a simple and vague description is enough. You could create a portal that led to "a Land of Dreams" despite never having been there and not knowing what it looks like, for example. In the beginning these portals will be big enough for you to comfortably step through, but you will be able to create larger ones and keep more portals open simultaneously the greater your overall power becomes. Fecto Elfilis itself was capable of throwing meteors at Kirby with ease and were one as mighty as they to throw caution to the wind they would be able to open a portal immense enough to allow an entire planet through that it may collide with another! With practice you can learn to travel through time as well as space, though this perk does not by itself protect you from what might happen as a result. After achieving your Spark, you can now go anywhere you please!.

PURE HERO

Nighty-Night (100): Are- Are you sleeping? Right Now? Oh wait, you're sleeping to get your health back. Much like the Sleep Copy Ability and when Kirby goes to sleep in his home, whenever you sleep, you can heal from all damages and exhaustion. Just try not to sleep in a place full of deadly enemies.

Friend Hearts (200): No not those Friend Hearts, but this perk is similar, as you can now befriend all the enemies you have defeated, letting bygones be bygones as you now are friends! Friendship is a wonderful thing isn't it?

Always A Way (400): When things get dark, and when all ways seem shut… You just make your own way. This perk allows you to always find a way to save someone even if there is no option. Perhaps they have been mind controlled and are now an enemy? beat them up and they will go back to their normal selves, it just works. Bigger problems will take more time and effort to save someone from, but even if your target was dead and their very spirit had been destroyed you could go on a great quest to collect all the hundreds of pieces of their shattered soul scattered throughout the world and return them to life once more, hale and whole.

We Need a Miracle! (600): When in times of crisis, like Elfilin, you can summon a massive surge of power inside you in times of great danger, allowing you to overcome your limits in order to stop said problem. You too could close a gigantic portal between worlds to stop them from reaching the Roche limit. Just know that once the crisis is over, the power will fade away until the next crisis. Go, jumper! carry everyone's combined hopes for the future!

TOWNIE

(Re) Construction Worker (100): Congratulations, you are a certified builder that is not only good at architecture and guiding teams but also good at reconstructing as well, like say an entire town back to normal with ease with enough workers under you.

Wise Advice (200): You're just a fountain of wisdom aren't ya? Through a mixture of luck and a good head on your… feet, you're almost always able to find the advice you have to give to help a person with the problems they're facing and it will rarely fail to help, at least a little. Don't think you can solve everything for them, though. Sometimes, people need to rely on themselves.

Cooking Heals (400): You are a master chef, able to cook delicious food that heals a person of their injuries and wounds. Rarer ingredients will help, but you might still need a little more practice to prepare Maxim Tomatoes, or Invincible candies. However, if all else fails, you can prepare your enemies!

Craft Works (600): You are a master craftsman. While you can produce well crafted items and weapons to help, and upgrade them with the right materials, your real trick is that you can also upgrade abilities just like Weapon Shop Waddle Dee does for Kirby! With Rare Stones, or similarly powerful resources, you'll find that you're able to improve the powers of others as you would a sword! Sadly, however, you can only improve them so much: You may only create two upgrades for an ability, each allowing for an increase in power, new moves, or even fairly significantly changing the powers function! Maybe you could go further with a proper catalyst…

STAR WARRIOR

Flight (100): Just like all the other Knights, you can fly! Whether this means your cape turns into wings, more permanent wings, or some other method is up to you.

Willpower of Strength (200): The Beast Pack had tried to brainwash you into serving their cause, but you denied it, thus allowing you to still be yourself. This perk now allows you to be immune to mind control along with a strong resistance to psychic attacks.

Trial of the Surviving Guardian (400): You can now declare any area you are in yours to protect. You are strengthened immensely and any enemy that wishes to either get out or in or just take your stuff must fight you one on one to do so. Also serves as an excellent training method for both yourself and those training with you.

Sword of the Surviving Guardian (600): You are someone who recognizes and learns from his every failure, knowing how to and even being capable of avoiding repeating them. Though keep in mind there are many different ways to fail. Not only that, You can even train that which is not able to be trained, this can lead to not only gaining new abilities but improving those you already possess, be it in power or versatility or even removing weaknesses and limitations. You might practice with the sword until you could create homing shockwaves by stabbing the ground for instance, or train until you could use multiple times something that would normally only be used once, like the crash copy ability. Finally, should you suffer a notable setback you have an instinctive know-how on how to train to push your abilities just that little bit past their boundaries to nullify their unfair advantages. Say you were a melee fighter and you were defeated by a foe that used long ranged attacks while staying out of reach, you might suddenly have the insight to recreate Meta Knight's own crescent shots that you may reach your enemy even from far away, or perhaps you will learn how to execute a perfect parry that reflects their assault with the right timing. Have the unyielding conviction to continue on your path long enough and you too may one day be worthy of being called the greatest warrior in the galaxy!

BEAST PACK

Environment Immunity (100): You notice how some members of the Beast Pack aren't that bothered with some of the environments they are in? Like the desert with the constant sandstorms or even in a flippin' volcano? Yeah, you get that perk as well, no matter the environment, you will not be bothered by it. Just simply living like you would in a home.

Tough Hide (200): You are one tough beast alright. Your very body is just tough, allowing you to shrug off most attacks. Examples of beasts like these would be Gnawcodile, an armored crocodile, Poison Croakom, a gigantic poison frog, and Tortuilding, a snapping turtle with a building as a shell. Both which required Mouthful to be defeated. And now the same is required to defeat you, so in short, you are a mini-boss.

Phantom (400): Presenting the Illusory Traveler: Jumper! You are now able to transform into a Phantom, a powerful illusion of members of the Beast Pack created by the dreams of Soul Forgo. In this state, you have not only enhanced abilities, but you also have new tricks up your sleeve, guess even an entity like Forgo can be imaginative at these sorts of things.

Infecto Forgo (600): The gift given by Fecto Fergo has been taken to the next level, not only has your body evolved into an empowered state that you could take on King Leongar himself, but you have been given the power to spread the infection onto others as well. Normally this 'gift' by the alien God would drive one into an animalistic rage, but since you're paying so much, we'll let it slide. Powers include enhanced strength, speed, dexterity, endurance, regeneration, but also a massive increase in size along with an element of your choosing.

ITEMS

Items under Origins are discounted for that origin

GENERAL

Gotcha Machine (Free): Congratulations, you now have your own Gotcha Machines, each up updating with figures on a different or past jump you are in.

Wise Waddle Dee's Encyclopedia (100): It seems Wise Waddle Dee has given you a copy of his book. This book not only contains information and advice, but also updates during your adventure in what jump you are in.

Cinema (400): You now have the cinema upon which you can view your adventures like a movie, you can even pick which part.

Food Crate (200): You now have a crate of food that replenishes itself monthly. Each food is used to restore stamina or give beneficial effects. Can be purchased multiple times.

INVADER

Invader's Caduceus (100): You have your own spear like Fecto Elfilis, with this, this spear acts as an excellent channel, though not necessarily an amplifier, on top of being a damn fine weapon to pierce and slash. Or bludgeon, if you're feeling nice.

Lab Discovera (200): Yes, the same lab used to contain Fecto Elfilis. The very same lab which it was experimented on and used to create the civilization's technology before they left to the Land of Dreams. This lab not only comes with a database of the civilization, but also the methods to contain specimens and the tools to study them.

Dimensional Rift (400): Oh no! This is certainly a bit concerning, in all honesty. Due to an incident in the distant past involving Fecto Elfilis, a magic mirror, a prototype Nova, and some old cherries, a hole has formed! Not just in the multiverse, but… the multi, multiverse? Through this coin sized super-singularity, contained in some truly indestructible material, you see flashes of past worlds, colored in impossible colors. And with the terminal it's attached to, you can see more of them. By selecting a world on the glibbly designed, switch-esque menu, you may create a connection to a past world,

stitching it to your current one. What does this mean? Well, if you are capable of dimensional travel (such as through the Dimensional Rifts perk), you'll find that the other multiverse is now accessible for them. Be careful, though. This cuts both ways, allowing dimensional travelers from other worlds new ground to cover, and at least with this item, there's no way to undo this change. And that's not even speaking of the shenanigans certain models of multiverse branching might open up! Note to self, avoid cherries when moving them around...

Isolated Isles: Jumper Dreams (600): Huh, this is.... Pretty weird. Seems like Forgo, you made a mental dimension based on this jump and any jump you have visited, resulting in a strange mash up, and allowing you to quite efficiently create Phantoms, replicas of beings of which you're aware, through typing up portions of your power to guard it. Depending on your investment in each, they can be used as cheap armies, or champions bolstered by your psychic might to eclipse the original, up to your own might. How they will act is also up to you, do you want them to be mindless, or act how you think they would? Regardless, if you're defeated, your investment of strength will slowly return. You may also dismiss them for an immediate return, albeit possibly diminished by how much they've exerted themselves. They cannot leave your dream, however, on account of being constructs of your mind.

PURE HERO

Home Sweet Home (100): You have a lovely home now. Complete with a lovely bed that is the right size for multiple people to sleep together and also very comfortable.

Fishing Pond (200): You now own your own fishing pond to pass the time to relax. Who knows? You might get some nice catches as the fish is filled with different types from previous jumps.

Wondarai (400): Welcome boys and girls to Wondaria! An amusement park filled with the hopes, dreams and laughter of Children. You gain your own copy of the amusement park, not only as a base, but also as a place to have fun and relax.

Big Rig (600): You are now the proud owner of the Big Rig, the same truck Kirby used to take down Fecto Elfilis, and curiously, it seems to retain a bit of power from Elfilis, leading to not only a bit of enhanced durability, strength and speed, but also healing and short-distance teleportation. Perhaps it just needs to be used more to lead to more distance. Whatever the case, it is the perfect ramming weapon.

TOWNIE

Spear and Bandana (100): You are now the proud owner of a spear and bandana, while these don't have their own, you feel braver and confident with them on.

Band (200): Hear that, that's the sound of music coming from your own band of Waddle Dee Musicians. They will now accompany you to learn and play whatever music they can find so to keep things interesting.

Weapons Shop (200): You now have a shop similar to Waddle Dee's Weapons Shop, allowing you to upgrade and create abilities and weapons, and comes with its own Mr. Sandbag to practice your moveset.

Waddle Dee Town (600): You are now the proud owner of Waddle Town. This comes with all the Waddle Dees who are grateful for your help and are willing to help via what they can like in the game and maybe more.

STAR WARRIOR

Signature Weapon (100): You now have a signature weapon that is yours to wield. Can import weapons you already have into this option, otherwise make your own.

Swords (200): You now have a replica of Galaxia and a limitless supply of regular swords. Go nuts with training kiddo.

Colosseum (400): You are now the proud owner of the Colosseum, with Commentator Waddle Dee serving as your worker there. Enemies from previous Jumps will be here, and you can choose to participate as the challenger or the champion, the choice is yours.

Halberd (600): What's this doing here? It seems you have your own copy of Meta Knight's ship, complete with weapons and a crew willing to help you out. Go sail the stars Jumper!

BEAST PACK

Cages and Birds (100): You now have an entire collection of cages with birds ready to transport whatever you want to put into them, weak or weakened beings will find themselves feeling demotivated and weak when put into these cages like Waddle Dees as well.

Mask of Forgo (200): You now own the same mask as the one Leongar gave to DeDeDe, you can use this to mind control people to be raging berserkers, or use this mask on yourself to increase your power, just be wary for being pushed too far into the beast inside.

Alivel Mall (400): You now have your own replica of the Alivel Mall, complete with all foods and function services, staff absent.

Originull Wasteland (600): The birthplace of the Beast Pack, now yours as well. An exact replica of the desert-dried ocean, you can hide here when you wish, and can use the environment to mislead your enemies in order to detain, get rid of or just have fun with them as they get lost.

COMPANIONS

Create/Import (50 Each): You get to create/import a Companion in this Jump. Each receives an origin, and 600cp.

Canon Companion (100cp): Gotten attached to someone here, and don't want certain responsibilities? Well, don't worry, you can bring them with you for a nominal fee! They'll need to agree, but you're guaranteed to meet on good terms.

SCENARIOS

What's life without a little adventure! These are a series of quests that might spice up your time here, and give rewards. While failure will not necessarily mean chain fail they're all quite dangerous or difficult endeavors! Be sure that you're ready for the responsibility, and possibly consequences!

Waddle Dee Town Construction: You have a simple job. Get all the Waddle Dees and construct Waddle Dee Town. If you succeed, you get the Waddle Dee Town and the Waddle Dees, who are happy to follow their savior and try new things!

Colosseum Challenge: You have entered the Colosseum and challenged some of the Cups to earn fame, fortune, and a chance to see how far your abilities go in some nice bloodsport! You may challenge each of the following at different times, though they must be in order:

-The Meta Knight Cup: In this cup, you will face Meta Knight at the end of this Cup, after fighting through Gorimondo, Tropic Woods and Clawroline, and if you win against the Star Warrior, you will obtain the Meta Knight Sword Copy Ability, as well as a Meta Knight that wishes to learn from you, following you forward if you wish.

-The Ultimate Cup: Okay, so things got tougher than usual. You now face all of the bosses you have faced, which includes Fecto Elifilis as the final opponent. The reward for this is a supply of Super ★ Rare Stones, a kind of blank upgrade that can be used to create upgrades to Copy Abilities that aren't so much plain upgrades, but pull upon the powers and equipment of previous enemies to bolster them. Take on the power of Elfilis Spear, or 0^2 Ranger! May also apply to other abilities and equipment if you have Craft Works.

-Ultimate Cup Z: Well, you asked for it, choosing this means going through the Phantoms, including a Phantom Version of Meta Knight, and with a new Boss, Morpho Knight, the embodiment of Death in Kirby. Beating that boss, you finally arrive at the last boss. The greatest foe in the Forgotten Land....

Chaos Elfilis

It will be hard, it will take everything, but you can win with strength, skill, and determination, and if you do, you are rewarded with a fragment of Elfilis's Will in the form of the Perk, **Chaos Borne**. Through this desperate desire for control, you render even truly titanic possessing forces into sources of power, with you firmly in control! You may also have Fecto Elfilis as an optional companion, grateful for your purification.

Story of the Forgotten Land: You must now complete the journey across the forgotten lands, as Kirby would if he wasn't missing from Popstar for some kind of get together with faraway friends. Doing this lets you get your new friends, Elfilin, Bandana Waddle Dee and King DeDeDe as free companions, now that they've gotten attached. If you want an extra challenge, or are feeling charitable, you can go to Forgo Islands to rescue Leon,

and get him and the Beast Pack as free companions. You will also receive fragments of Morpho's power, allowing you to access their copy ability, and take on its nature as a SandMan/Dream Eater in the form of the Perk as **Fluttering Dream Eater**. This allows you the basics of Morpho Knight's ability shown throughout the series such as assimilation, butterfly transformation, etc,, and perhaps you can discover more about it.. This will allow you to act as a Pyschopomp, possessing others weaker than you, adding your strength to their own, as well as allowing them to pass on afterwards.

Revival of the Land: You have a simple job ahead, one simple in nature, but execution is always harder than theory. For this task, what you must do is revive this Forgotten Land, rebuild it, whether in restoration and improvement or in your image. It will in all odds be a real time crunch, with you still having but ten years to do so. However if you manage to work within schedule, but if you bring it back to its former glory, you can bring it along with you! Furthermore, if you've substantially improved it, some of the old inhabitants might come back, offering you the technology they've developed in the meantime as payment for your services (what this consists of is up to author discretion, but can be assumed to be somewhere between space age, and the products of the Ancients).

DRAWBACKS

Remembrance (+0): Huh, seems like you have ended up before Fecto Elfilis invades and when the previous inhabitants are still around. Good luck.

The Kirby Continuity (+0): If you have done previous Kirby jumps, you can have the effects of what you did affect this jump.

Constant Hunger (+100): You're a glutton Jumper. Just constantly hungry, better hope you can bring a lot of snacks for you, cause you will need it.

Specimen Jumper (+100/+600): You are trapped in your own containment in a lab somewhere, you will try your best to succeed in escaping your or if you have psychic powers better use them. If taken with the Fecto Jumperlis Race, you gain +600.

Primal Jumper (+200/400): You are now under the control of Fecto Forgo, and now have to be beaten up to get the mind control up. But for a +400 CP, you now have a second phase similar to Forgo DeDeDe, leaving you nothing less than a wild beast.

No Fun Powers (+400): Sorry Jumper. You don't get to have any outside powers in this Jump.

No Fun Toys (+400): Sorry Jumper. None of the toys outside this Jump is allowed.

Soul Pieces (+600): Okay, don't panic, your soul has just shattered into pieces and you need to get them back before the Jump ends, because you will die if you do not get them back together, thus ending the chain. Just keep calm.

Split into Two (+600): Welp, bad news Jumper, you got split into two. Your new twin is the opposite of you, morality or even the same but worse,, and seeks to become the new you by consuming you and taking your place in Jumpchain, ending it prematurely.

Bosses of Kirby's Past (+800): Morpho Knight has decided to take your soul and has revived all of previous Kirby Villains, you need to beat them over the 10 years. And your chain ends if Morpho Knight takes your soul or you do not defeat them all. These bosses include Dark Matter, Queen Sectonia, Haltmann and Star Dream and finally, the Aeon Hero and the Greatest Warrior, Galacta Knight. Good luck....

Now that ten years have passed, what will you do?
Stay: You enjoyed your time here and wish to stay here.

Go Home: You miss home and want to return.

Continue: The Adventure continues on!

Notes:

For the Revival of the Forgotten Land Scenario, what the original Inhabitants look like is entirely up to you. They can be human or something else entirely.

Copy Abilities:

Drill: You gain a drill hat that allows you to bore into the ground to attack enemies and get buried treasure. If you wish to upgrade it you get the Pencil Drill, a pencil in a pencil sharpener now acts as your hat, allowing you to fire an additional projectile attack when coming up, and above that is Twin Drills, which allows it to be faster and deeper into the ground. You can also attack enemies underground and when coming up, fire the two drills as ranged attacks.

Ranger: You get a blunderbuss, aka a gun, to fire small stars. Upgrading this lets you have Noble Ranger, allowing you to dual wield two guns to rapid fire. And finally there is Space Ranger, you get to be a spaceman with a laser gun that rapid fires lasers at high speed, and when fully charged, you can unleash a full-power laser beam like the Plasma Copy Ability.

Bomb: You can throw bombs. Upgrading this allows you to have Chain Bombs, in which the bombs are connected adn explode when the sixth bomb is thrown. And finally there is the Homing Bomb, which throws a drone-like bomb that home in on enemies and can be chained with others.

Crash: With this Copy Ability, one explosion, and all your enemies are gone. Can only be used once. If upgraded, the ability is Time Crash, this allows you to freeze time. The size of the explosion and the number of enemies that were hit by the explosion increases the duration of the time stop. You can attack enemies to increase the time stop.

Cutter: Throws a blade boomerang to cut enemies and grab certain items. Upgrades to Chakram Cutters, dual wielding two charkams that curve in a direction when returning to you. The final upgrade is Buzz-Saw Cutter, which allows you to fire buzz-saws that rebound off walls at mirror angles until they hit you.

Fire: Breathes fire and can charge forward as a fireball. Volcanic Fire is the next evolution, is a more powerful version with the ability to fire a pyroclast and the final stage is Dragon Fire, which lets you fly on wings made of fire and increased range.

Hammer: Wield a giant hammer to clobber both enemies and stakes to the ground. Toy Hammer is stronger and allows you to hit quicker, Wild Hammer is slower but stronger and Masked Hammer is two hammers that are the most powerful Hammer form and can spin and fire homing embers.

Ice: Skate across the land, freeze enemies with your breath and shatter them with your kick. Frosty Ice is stronger and can form snowmen with your breath and leave a trail behind you while doing snow storm, and Blizzard Ice allows you to fire sharp icicles from your breath, ice spikes come out when you do Ice Storm and your Ice Shield and trail now deal damage.

Needle: Shoot out multiple needles from your hat, turning you into a rolling ball of spikes to catch enemies. Clutter Needles increases power and throws small projectile as you roll

and Crystal Needles now leaves crystal traps on the ground and projectiles reach farther now.

Sleep: Fall asleep and regain health. Cannot do anything while sleeping. Deep Sleep allows you to summon and sleep in a bed, and waking up from the rest allows you to be fully healed and allows you to have a random effect from Life Up, Attack Boost or Speed Boost.

Sword: Wield a sword to fight. Due to their nature, most of the upgrades require the completion of certain scenarios, but you can still obtain the power of Gigant Sword: A much heavier blade able to bring stronger blows, as well as a shield.

Tornado: Spin around to cover grounds and catch enemies in the gale you're creating. Fleur Tornado allows the vortex to grow overtime and longer travel time of the standard Tornado and Storm Tornado which unleashes lighting while spinning.