Version 1.64
Jumpdoc by Green[734]



Hello Jumper!

Welcome to Dreamland, you now can explore Popstar and other nearby planets for the next 10 years. It seems that you arrived at the same time, the revived Dark Matter invades Ripple Star. The fairy Ribbon attempted to flee with the Crystal, but pursuing Dark Matter were able to shatter it into numerous Crystal Shards. Unless someone can collect all the shards Dark Matter will take over the world!

Before you go take this!

+1,000 CP

Location: (1d7 or pay 50 cp to Pick)

1. **Pop Star - The home of Kirby and his friends, it was recently invaded by Dark Matter in the past. This star shaped planet is covered in peaceful grasslands and beautiful forests.**



2. **Rock Star - This planet has been shattered by a collision with an unknown object in the past. Upon its rocky surface are scorching dunes and dilapidated ruins. This planet will be visited by the Haltmann Works Company in the future.**



3. **Aqua Star - A planet shaped like a raindrop, its surface is nearly entirely underwater. Inside the porous core of the planet are numerous air pockets and ecosystems.**



4. **Neo Star - Neo Star's surface is a mountainous jungle world. The planet is home to tribes of natives and uneven terrain. The planet's crust is unstable resulting in ravines and volcanic activity.**



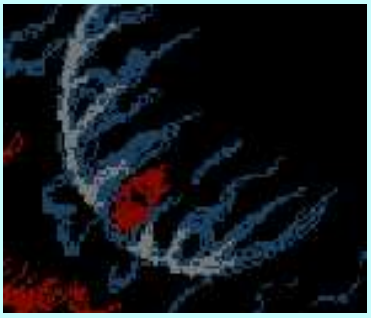
5. Shiver Star - This planet's icy surface hides a mysterious past. Explore the abandoned architecture as well as the snowy surface. This winter wonderland is populated by both wildlife and automated security robots!



6. Ripple Star - The once prosperous homeworld of the fairies, it is currently overtaken by Dark Matter as a foot hold for their invasion. Reclaim this beautiful paradise by repelling the Dark Matter.



7. Dark Star - Not a true planet, but rather it is a collection of Dark Matter big enough to rival one. Beware Jumper, the very ground is your enemy. If you travel to the center you may find a great foe.



Origin: (Free ALL)

Kirby has successfully defended Popstar from Dark Matter, even succeeding in slaying Zero inside the hyperzone. Recently, the peaceful world of Ripple Star was invaded by a resurgence of Dark Matter. Who knows what kind of damage Dark Matter can do if it is not defeated! Soon Kirby and his new friend Ribbon, will begin collecting the lost Shards scattered through Popstar and its neighboring planets. Please choose your role in the upcoming Adventure.



Hero:

A resident of Dreamland who was made aware of the danger presented by a revived Dark Matter. Not willing to standby as the world is plunged into darkness, you leap into action. You are going to need to fight off invading Dark Matter as well as their possessed puppets.

Invader:



A being that comes from afar. Either out of malice or ignorance, you present a danger to the residents of Dreamland. Depending on the outcome of your actions, you may end up in conflict with either Dark Matter as competition or against a certain Pink Puff.

Race:

There are many kinds of creatures that populate Dreamland, so are more common such as Scarfies. There are also species such as the Pink Puff, with Kirby seemingly being the only member. For others such as Dark Matter it is questionable if it is species at all. As a Jumper you can decide what you want to become.



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.

Dreamlander:

You've become of the many creatures inhabiting Dreamland, from a humble Waddle Dee to a powerful Elemental. You can choose what species you become for the rest of the Jump. Some perks may alter appearance and abilities.



Dark Matter:

The primary antagonist of the Jump, but not always, your choices are your own and that's what really matters. Dark Matter possesses near unrivaled power and variety, allowing them to be one of the most interesting beings in Dreamland.



Perks & Abilities:

(Perks get a 50% discount for Origin/Race,
100 cp Perks 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.

Treasure Tracker (Free All) - You gain an instinctive understanding of when your collection of objects is incomplete. If one of the missing objects is in an area you are about to visit. You will immediately understand that the item is nearby, but will not know the exact location.

The latest graphics! (Free ALL) - The world around you seems to have taken on the graphical style of Kirby 64: Crystal Shards. This does not detract from any abilities or senses you possess, it is similar to a camera filter. This can be toggled on and off.

Dream Physiology (-100 cp) - No matter how unrealistic where your home is there is no chance of things like logic and physics ruining your time here. For example if you are a snowman living in the volcanic region of Neo Star, 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 environmental damage not direct exposure.



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 Kirby 64: The Crystal Shards (ex: Fighter, UFO, Crash).

Origin Perks:

Hero:
Bigger and Slower (-100 cp) - Bigger is not always better and you can prove it! Against foes larger in size, you seem to gain the ability to flawlessly weave in and out of attacks like it is child's play. Not only that, but you will always find the opening needed to begin your counterattack.

Safe Travels (-100 cp) - The true reward was the friends you made along the way. Unfortunately, sometimes the road traveled is too dangerous for people unlike yourself. This perk fixes that by guaranteeing the safety of your travel companions. However, if you're unable to make the trip yourself the protection is lifted. This also prevents you from being separated from your friends by accident.

Five-Point Portals (-200 cp) - Taking this perk gives you the ability to create dimensional rifts able to rapidly transport you from A -> B. While this mode of travel is convenient, there are some limitations to consider. The first is accuracy, these rifts are perfectly capable of taking you to far off planets. However, unless you actually know where you are trying to go, the portal will send you to a location that arbitrarily matches the description. The second limitation is the most important. If you enter a dimensional rift without even a location in mind, you will be sent to "Another Dimension". Until you manage to locate a naturally occurring rift, you will not be able to leave.

Ruin Delver (-200 cp) - Sometimes fetch quests are needed to save the world, but it doesn't mean they need to be so tedious! Taking this perk allows you to instantly recognize where and how to get to the location of an object you are looking for. Additionally, if an "obstacle" happens to prevent access to the item, you immediately understand how to permanently remove said "obstacle" from your path.

Above the Clouds (-300 cp) - You seem to be an endless fount of hope and optimism. In fact, some of it seems to be leaking out into the very fabric of reality. This perk lets you make any setting "E" for Everyone, but it is not a full-on reality revision. Just like in any game for this series, there will be some existential dread or echoes of past atrocities. It's just that generally the world is becoming a better place.

Crystal Clarity (-300 cp) - Simple is the best, so why waste time with a lengthy exorcism ritual when you can just shoot the possessed person. Contrary to expectations, this will not harm the person affected, but instead remove the corruptive influence within. This perk also lets you see through whatever means the possessing entity is using to conceal their influence.

Art Based Lifeforms (-400 cp) - Your painting looks a little more alive than it should... This perk allows you to use Adeleine's Art Magic. This form of magic is limited by the user's artistic ability and understanding of the world they paint. Once you finish a painting, it will pop outside of the canvas and be able to interact with the real world. However, without a deep understanding of art, the paintings you make will fail to even move. For beginners, it is best to create copies of existing creatures/objects, because having a model significantly lessens the difficulty. With time and effort, you will be able to branch out to other forms of art. It is said that a true master is capable of turning the world itself into art.



Crystal Shard Crusaders (-400 cp) - You've gained a bizarre fate that draws heroes to your side. After you set out on an adventure or quest, you will run into "heroes" willing to join you on your journey. This perk will greatly enhance the abilities and growth of your group, soaring even higher while confronting a powerful foe. As long as you remain traveling together, this perk will provide passive mental

protection and boosted recovery to all members. Additionally, you will always know if one of your teammates is in trouble and can quickly make it to their location in a dramatic fashion.

Luminous Shards (-600 cp) - The Dark Matter feared and coveted the power of the Crystal. They deemed it a threat, so much so that they sought to seize it or destroy it preemptively. This perk sheds some light on their reasoning. You have gained crystalline fairy wings for flight and the power to forge the Crystal into weapons capable of harming Dark Matter. If you lose access to the main Crystal, you can slowly convert your own energy into a replacement. Strictly speaking, a weapon created with the Crystal is an effective weapon on any form of nonstandard matter. Crystal weapons are capable of hindering regeneration and outright destruction of said Matter. As a bonus, you are able to partially share this trait with any weapons held by your allies at a reduced effectiveness.

Invader:

A Benevolent Creature (-100 cp) - You are a true "Wolf in sheep's clothing", this perk's ability has no better description. Those you have hostile intentions towards would see you as a harmless or even benevolent entity. This perk's effects will fade after you overtly begin acting in a manner unmistakably malicious. Even if someone were to catch you in the act, their opinion will be dismissed as you are clearly innocent of whatever claim they make.



Lurking Evil (-100 cp) - You are the bringer of disaster who destroys the unwary. Taking this perk shields you from both mundane and supernatural sensors. Unless the sensor in question is purpose built to find you, nothing will show up. Even then if you are able to somehow damage or break the sensor you can be right next to it and it will fail to detect anything wrong.

Unprovoked Invasion (-200 cp) - When planning a course of action, it is important to consider any variables that could jeopardize the outcome. While planning you have the tendency to discover unexpected variables that could have otherwise foiled your plans. Then you can plan around those obstacles in a way that you can have it work in your favor.

Shadowy Puppeteer (-200 cp) - Sometimes you don't want to put yourself in the spotlight; in fact, why not in the shadows beneath peoples feet. You can now fuse with the shadow of a being to take control of its body. Thankfully, using this method to control someone lets you ignore any pain or fatigue so you can run wild as long as the body lasts. Better yet, if someone defeats you, you can release the body from your control and escape.

Blotting Out The Sun (-300 cp) - There is just something satisfying about seeing your helpless enemies tremble in fear as you literally darken the sky with your forces. When creating minions, be it assembling doom bots or splitting off portions of yourself, massively increase the amount of minions produced while keeping the cost of

creating them the same as before. Additionally, all of your minions gain a stealth boost to their movements when not attacking. Once your army can turn day into night through sheer numbers, watch enemies panic at the encroaching darkness!

Shivering Silence (-300 cp) - Where did they go? Any clues that could have revealed the truth have already disappeared beneath the snow. This perk allows you to set up a metaphorical "black box" around a physical location. The area of effect is enough to encompass the entirety of planet Earth. Within the affected area, the truth of whatever event that transpires will be unable to be discovered by any method. Optionally, the affected location can be covered by an eternal snowfall.

Miracles that Matter (-400 cp) - You have been blessed with a mysterious protection. Taking this perk gives you a unique form of invulnerability. The only way to bypass this protection is to hit you with an attack that is the “same type” as whatever you are using to attack your opponent. Ex: Using a laser gun makes you vulnerable to lasers, but will protect against being crushed by rubble. Of course if you are simply not attacking you will remain completely invulnerable. If your opponent is versatile enough or has a way to turn your attacks against you, consider another form of defense.



Shadow of a Planet (-400 cp) - Taking this perk allows you to control your size at will, the maximum size is roughly equal in size to the planet Earth and at minimum you can become smaller than a fairy. However, the greater your size deviates from your base size the more your body is converted into a mass of Dark Matter under your control. The exact ratio is up to the Jumper, but any greater than x10 size will have absolutely no traces of your original appearance remaining.

***Jumper*^{2} (-600 cp) - It seemed you died, presumably bludgeoned to death by that pink thing. This is not the end, by taking this perk you were given the chance to return from death. Your resurrection or possibly reincarnation, brought about changes in its wake. You've obtained wings made of hexagons and a halo; these features can be hidden from sight with little effort. What can't be hidden is the strength permeating your being. It seems that returning from the dead permanently increases your overall capabilities by a factor of 2. However, if even with this new power you still perish, do not expect to be able to revive again for at least another 10 years.**

Race Perks:

Pink Puff:
Pink Devourer (-100 cp) - This perk grants you the basic traits of Kirby's body even without staying in the shape of a Pink Puff. You are now tireless, able to continue operating at full capacity regardless of the amount of time spent active. Your body is simultaneously flexible

and durable with excellent reaction time. You can possess an increased recovery rate and have an unlimited well of inner power. You are also surprisingly durable for someone that cuddly.

Water Proof (-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. It is also possible to inhale enemies while still underwater, so you can still acquire Copy Abilities.

Demolitionist (-200 cp) - It's common sense that at a certain point, the buildings you are in while you are fighting should have collapsed or exploded. Yet by taking this perk you have prevented such things from occurring. As long as the perk is active, no matter how many supporting columns or load bearing walls are demolished, the structure you are in will not come down on you. This perk can be manually turned on/off, but it can be set to automatically deactivate after you reach the minimum safe distance.

Copied Perfection (-300 cp) - By taking this perk you are now able to utilize any ability you acquire proficiently the moment you obtain them. Continuing to practice each ability improves its overall power as well as versatility in combat. If you manage to completely master an ability you can even retain it even in areas that would normally suppress power use.

Star of Hope (-400 cp) - Kirby's adventures have the tendency of pitting him against some pretty scary baddies. Fortunately, Kirby always saves the day and peace returns. Just like Kirby, you can overcome the same impossible odds. From now on the shining Star of Hope rests within you, enabling you to overcome any evil. As long as you have Hope there is no enemy capable of beating you in battle. Fire leaps out of your path, magic rendered ineffective, and Evil is purged with the sword.

Ending Credits (-600 cp) - The setting sun marks the end of another adventure, as you reminisce of both your triumphs and defeats. Despite all the hardships and danger, everyone was able to come out better than before. Taking this perk subtly adjusts past events, in order to create a "happy ending", where everyone is okay after a long day of saving the world. You will always be able to look back fondly at the good adventures you had, always able to remember a happy memory to keep yourself going. The perk will even offer a hand towards enemies you've defeated, letting them survive their fights with you and live a peaceful life going forwards. If someone is absolutely incompatible with the happiness of everyone, they may be excluded from the Ending Credits.

Dreamlander:
Ambient Atmosphere (-100 cp) - Like a quiet stroll through an autumn forest, an aura of peace and serenity seem to encompass the area. Taking this perk allows you to always have a feeling of relaxation

that can be shared with those around you. Doesn't really do much, but it's great for having a good nap.

Uncharted Adventurer (-100 cp) - Sometimes being able to live off the land is a lot harder than camping guides proclaim. You acquire the skills to survive in extremely hostile environments. The perk will give you new information if you encounter a new type of environment.

Bumper Crop (-200 cp) - If you are considering becoming a farmer, this perk basically sets you for life. This perk continually increases the amount of product any form of farming yields, as long as competitors exist. This perk can also boost the production of inorganic materials like gems, as long as there are other people competing over who gets them.

"You Shall Not Pass!" (-300 cp) - By speaking these iconic words you are able to transform into a form five times larger than your base appearance. All attributes are temporarily increased to match your size. Another aspect of this perk is its ability to make a closed space inescapable as long as you are alive within it. Within this closed space, weaker copies of yourself will endlessly appear to attack your opponent. Any aspect of this perk can be activated selectively.

Abandoned Artifacts (-400 cp) - Studying the metropolis beneath the surface of Shiver Star, has led to a breakthrough in creating automated technology. You are now able to incorporate these principles in any machinery or device you create. By observing

technology you will be able to gradually understand how they function. You can even create machinery that can operate autonomously for hundreds of years without maintenance or supervision. This perk will also give you the schematics of all machines from the Abandoned Factory and the HR security bot production line.

Neolithic Nature Spirit (-600 cp) - You are a god!!! Or at least you are to those jungle tribes that saw you in this form. The truth is not far off the mark; by taking this perk you have become a kind of elemental or nature spirit. You are limited to a singular aspect of nature that is common to the area. Of course, exactly what element can be changed afterwards, partially because some aspects of nature are better off without an embodiment hanging around. The strength of your elemental form is dependent on how prevalent it's influence has on the environment, so something like a gravity elemental is how you lose planets. Your new body takes on the properties of whatever aspect you currently are. Ex: Fire = Magma Body. One thing to be wary of is if you are seriously harmed or killed, it will trigger a major ecological catastrophe.



Dark Matter:

Just a Shadow (-100 cp) - The Dark Matter are naturally talented at stealth. As beings created of pure negativity, they are able to hide themselves from all mundane senses aside from sight. Even then, all Dark Matter are able to sink into the ground, acting like living shadows. In this state, the Dark Matter can travel as fast as they normally could.

Dark Possession (-100 cp) - Some may consider being possessed to be the greatest possible violation of autonomy. That is not the case; taking this perk allows you to mutate any body you possess into a more combat, capable form. These changes can range from different eye colors to ripping the stomach open to make a bigger jaw. Thankfully, after you stop possessing the body, all changes are reversed.

One Substance Indivisible (-200 cp) - No one knows how Dark Matter functions. Is it a collective of individuals or is there only Dark Matter? In that case, what is Gooey? This perk will remove such ambiguity regarding identity and personhood. This perk has two modes that can be swapped between at any time. Both methods offer protection from assimilation, mind control, and the like. You can either be a "0", in which everyone connected is just you in a different body. Or you could be a "1", a completely independent entity whose self cannot be tampered with.

Growing Darkness (-300 cp) - You share Dark Matter's ability to use negative emotions to grow and become stronger. By collecting the negativity of living beings, or from sites of atrocities, you are able to accomplish a variety of effects. The most basic application is converting negative emotions into Dark Matter. Other possibilities include splitting off portions of yourself to act as minions, long-range emotion detection, flight, electrokinesis, and shapeshifting.

20 Faced Demon (-400 cp) - Much like a certain icosahedron, you are a cut above the rest in sheer survivability. You have the ability to budget portions of your lifeforce and abilities into 20 separate "faces". Until every "face" is destroyed, you cannot die. These "faces" can be swapped out at any time, and if destroyed revive in 3 days time. Additionally, to prevent you from being weaker than before, your total amount of lifeforce will be multiplied by the number of “faces” active. If you lack 20 distinct abilities, the remaining "faces" can be strengthened by the unallocated life-force. If you have additional powers but choose not to allocate them, they will be considered general use and available for all "faces" to use. When you are outside of combat, you can switch out abilities and faces as you please. You can also assume the form of an icosahedron at will.

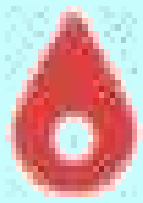
Masters of Matter (-600 cp) - Playing God never ends well. This could potentially be even worse. Through technology, magic, or a bit of both, you have rediscovered the method of creating a whole new form of Matter. Tangible concepts are now able to be manufactured. Depending on the concept used to form the newly created Matter, it

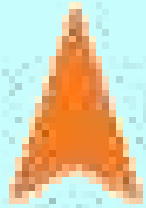
can have a variety of fantastical properties. Ex: Using the essence of Dreams to create a fountain that produces happy dreams. To safely utilize such powerful materials, a regulator may be needed for any Matter you synthesize. Any form of Matter, like the hypothetical Hunger Matter, must be handled with the care and precaution it deserves. Theoretically, a large enough quantity of Matter in a singular location could develop a primitive form of consciousness. Please remember to be vigilant, because even a slight mishap could end civilizations.



Copy Abilities:

Dreamlanders may acquire a Free Copy Ability appropriate for their race. Additional Copy Abilities can be bought for 100 cp each.

	**Burning - Engulf yourself in flames as you soar across the sky.**

	**Stone - Transform into an invincible golem, your only weakness is speed.**
	**Ice - Freeze your enemies with an icy breath attack.**
	**Needle - Transform into a spiky mass of pain and death.**
	**Bomb - Create a powerful explosive and thow it towards the enemy.**
	**Spark - Surround your body in an electrical aura to defend against foes.**
	**Cutter - Transform your body into a deadly boomerang and dice your enemies apart.**

Regarding Mixed-Abilities and Out of Jump Powers:
By taking the required perk you can create an Ability Star representing your ability and combine it with a pre-existing source of Copy Abilities to create combined abilities. Post-Jump you may start combining Copy Abilities with out of Jump abilities, the resulting power is up to the Jumper to decide the specifics of.

Modifiers:
Beautiful Shard (-400 cp) - One night as you were gazing at the stars, a small crystal fell down from the sky. When you picked it up you could only marvel at its beautiful sheen. Sadly later that night you had to return it to some fairy with a bow, but in return you gained a wonderful blessing. You obtained the ability to form composite abilities, either by inhaling two enemies at once or by fusing two Ability Stars together.



Items:

(Items have a 50% discount for matching Origins, 100 cp Perks are free for matching Origins)

General Items:

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 basically any form and configuration of listening to the soundtrack is possible.

Info Card Pack (Free ALL) - A deck of cards that have information on various wildlife and enemies you encountered in the past. Each card shows the appearance, name, and potential copy abilities possessed by whatever is depicted. No matter how many things you encounter the deck will remain the same size, and will automatically update with new entries. If you want to find a specific card, it will always be the one you draw.

Crystal Shard Pendant (-50 cp) - A popular souvenir from Ripple Star, this particular Crystal Shard Pendant was enchanted with the power to sense malicious intentions. It can also be used as a dowsing rod for actual Shards!

Red Ribbon (-100 cp) - A spare Red Ribbon gifted to you by Ribbon. For some reason it can now prevent something called “status ailments” from affecting you. It is also a good luck charm!

Coloring Book (-200 cp) - A coloring book infused with Art Magic, it can create up to five portals to the drawn locations on the planet. If you go to another planet just flip to the next page and start drawing!

Mysterious Pyramid (-300 cp) - The mysterious pyramid suddenly appeared within your Warehouse / Personal Reality. It is still in the same condition as when Kirby discovered it on Rock Star, so basically all relevant systems are malfunctioning or dormant. Even the holo tour guide is malfunctioning! It will take lots of effort and repairs, but when it's fixed you will have a Spaceship built with Ancient technology capable of surviving head-on collisions with entire planets!

Abandoned Factory (-300 cp) - When the [redacted] happened and all the residents of Shiver Star disappeared, all their factories and robots were left unattended. Someone probably left the power on, so until now the Abandoned Factory has been working even after all the material storage units were emptied of supplies. You now own one such facility, just input a blueprint and some usable material and watch the factory build non-stop. Any machine can be made as long as supplies last, don’t worry about the power, it's been taken care of!

Picnic Blanket of Plenty (-400 cp) - You've acquired one of the most powerful artifacts in the universe! The Picnic Blanket of Plenty is able to manifest any desired food imaginable; it also occasionally spits out 1-ups, but who cares? It's unlimited FREE food! Any food that originated from this item can heal all ailments and injuries the eater has. The food is also calorie free so eat as much as you want without worry.

World Egg (-800 cp) - A strange object that looks like a chicken egg. This object is far more powerful than a simple egg. Inside is an impossibly complex device meant to create planets. By holding and cracking open the World Egg, the mechanism inside will create an actual planet built to your specifications.
If you want a planet that is a giant rain drop... Done!
Want a heart-shaped plant with pretty ribbons... Done!
Planets that have strange magnetism, planets with super plants, planets with dragons! Once the World Egg is used another one will show up in the Warehouse after 10 years.

Origin Items:

Hero:
Snacks (-100 cp) - An infinitely refilling basket full of fruits. If you put a fruit from another source in you will get a tastier version inside the basket. Works on supernatural fruits just fine.

Warpstar (-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. It also comes with a cell phone that can call it to your location.

Adeleine's Paint Brush (-300 cp) - A paintbrush that doubles as a magic tool. It can paint with any color or level of detail, it also strengthens the power of Art Magic. Any organic object painted using this and Art Magic becomes real. It can be changed to suit the type of art you are making, and will never run out of paint. A perfect tool for Art.

Restored Crystal (-400 cp) - It's actually the same Crystal as the one at Ripple Star, it just decided to also accompany you on your journey. It can function as a potent detector for anomalies as well as a weapon against beings composed of nonstandard forms of matter. With the proper skills Shards of it can be reforged into weaponry. Lost shards will regrow or reappear within the week.

Invader:
Map to Somewhere (-100 cp) - You happened to find an abandoned crate full of dust and moths, the only thing not eaten was an old map of the stars. It details a secret route to some far-flung corner of space.

The only clue of the final destination was the name "Jambandra". In future Jumps, this map will show you how to get to the "resting place of great evil".

Stolen Shards (-200 cp) - The only remaining Shards of a destroyed Crystal. Somehow, its original function was corrupted by Dark Matter, it is now an amplifier instead of a regulator. It may be possible to fashion a device to fully unleash the abilities of Matter.

Dark Matter Summoner (-300 cp) - You happen to come across a strange effigy of a vulture-man wearing a strange mask. It is made of an unidentifiable material and radiates a faint energy signature. You later discovered that by pressing a hidden button on the base, it was possible to summon three small Dark Matter entities. They seem to follow your orders, but try to keep an eye on them. This item can be used at any time.

Black Mass (-400 cp) - Dark Matter is a physical manifestation of negative emotions. So, what happened to generate enough Dark Matter to engulf entire planets? Thankfully, the Dark Matter seems to be unusually peaceful. If you are so inclined, this Dark Matter can even be safely used as a building material for all manners of projects. Perhaps it can even mimic the formation of Gooey in time.

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.

Recruit a Local (-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.

Drawbacks:

Another Journey (+0 cp) - You can now experience the events of other Kirby Games after the events of Kirby 64: Crystal Shards are over.

Completionist (+100 cp) - There's no way you are going to backtrack after finishing the level. You are now unable to leave a planet until all of the Crystal Shards are collected. If you are collecting Crystal Shards separately from Kirby, as long as either one of you finds all the Shard you can leave.

Safari Scavenger Hunt(+100 cp) - Time to venture into the untamed wilderness! Any maps you have of the area are now blank until you physically travel there, so expect to get lost frequently. Aim for 100% map completion!

Collecting Collateral (+100 cp) - Did a black cat pass by you or something? You seem to suffer from an irrational amount of accidents as you are exploring the various planets. Seriously, why were there 13 consecutive banana peels on the floor!?

Dark Matter? (+100 cp) - Every so often you will be swarmed by Bos and Mariels. Killing them will just cause more to arrive, the only way is to run away before they swarm you. To clarify Bos are those floating clouds of darkness with two rectangular eyes resembling Dark Matter. Mariels are Bos with pencil thin spider legs.

Rocks Fall, Everyone Dies (+100 cp) - Well not that bad, but whenever you encounter a rock-like enemy they always fall onto you. Of course if you have good reflexes you might be able to dodge them. Expect a difficulty spike while on Rock Star.

Fear the Trees (+100 cp) - Remember how in Kirby's Dreamland 3, Whispy Woods would uproot himself to chase Kirby? He is doing that again. Worse, any plant-based creature has learned to do the same.

Surprise Crossover (+100 cp) - Enemies from other nintendo properties will occasionally show up to cause trouble. Thankfully, it's just mook minions, if a Boss showed up who knows what could happen!

R(aid). T(rap). S(teal). (+200 cp) - It seems like the hostile denizens of Dreamland have more up their sleeves than usual. On any given planet you visit expect a small mob of enemies to use hit and run tactics to destabilize you. These mobs will adapt their tactics to the environment and can recruit more members to supplement their

numbers. Each group is controlled by a miniboss of some kind, take them out and the mob disbands.

Complete Collection (+200 cp) - Someone needed to create the Info Cards, so why not you? You are obligated to find and document all the native Lifeforms of Dreamland before the Jump ends. If you do not manage to complete this task, you will get an additional ten years to find the remaining species.

Enemy Scaling (+200 cp) - It seems like the residents of Dreamland have been training for your arrival. All residents possess the perk "You Shall Not Pass!", this doesn't affect world bosses.

Immortal Snail Problem (+200 cp) - Every year a Gordo appears with a grudge against you. These creatures are normally immobile or have a limited range of movement. It is no longer the case, you will be slowly chased by a growing pack of Gordos. They are completely invulnerable and can disable any traps meant to immobilize them.

Crystal Seekers (+200 cp) - It seems like the butterfly effect works fast; it seems like the trajectories of the Crystal Shards were altered when the Dark Matter shattered the Crystal. Some shards will land on their original destinations, but in new locations. Other shards will land on completely new planets that are near Popstar.

Still Life Catering (+200 cp) - It seems like someone has played a cruel prank on you. Every time you decide to eat some food, it has a chance

of actually being a still life painting created with Art Magic. Unfortunately, despite their realistic appearance, this does not extend to taste. You can encounter more than just paintings of food; occasionally you will encounter other kinds of art like sculpture and wax carving.

Ridiculous Ruins (+200 cp) - What kind of madman designed a building like this!? It seems many of the ruins you enter were designed by the same architects as that of Hyrule's. Expect your puzzle solving abilities to be put to the test as numerous locked doorways hinder your progression. On the plus side, expect to find cool artifacts inside chests.

Dark Times (+300 cp) - Dark Matter is vicious and unrelenting in its desire to get rid of you. If you are a Dark Matter yourself, you may be considered "defective" and in need of recycling. Regardless, the Dark Matter will be a constant thorn in your side having adopted guerilla tactics, frequently setting ambushes and trying to possess your companions if they are vulnerable.

Chimera Carnival (+300 cp) - Something has gone horribly wrong, about 5% of hostile inhabitants of Dreamland somehow acquired the Beautiful Shard perk. It just manifested in the most disturbing way possible. Horrific amalgamations of enemies now chase after you, wielding deadly combinations of Copy Abilities. Perhaps, this is the result of a tampered Crystal Shard. Regardless, search for and destroy the source of this phenomenon.

Needs Maintenance Send Help (+300 cp) -You just have the worst luck in finding a usable vehicle while traveling the cosmos. Every vehicle you use has the tendency of crashing and burning in the least optimal time. Even things like portals and teleporters have the chance of not activating. You are going to get the best results just going under your own power.

Nature's Wrath (+300 cp) - Your status as a dimensional traveler seems to have spooked the denizens of Dreamland closely intertwined with nature. Expect the beasts of the earth and sea to rally against you for the duration of the jump. Your arrival seems to have awakened several dormant Nature Spirits. These aspects of nature have both "You Shall Not Pass!" , and Neolithic Nature Spirit perks.

Robot Rampage (+300 cp) - Your status as a dimensional traveler seems to have activated some kind of failsafe within the depths of Shiver Star. As of the moment of your arrival, the Abandoned Factory started mass producing HR-S(uppression) units. Each unit is armed with forgotten technology and is unrelenting in a way only a machine can be. If you are subdued, you will be imprisoned within a stasis capsule for the remainder of your Jump.

It was advanced for the time! (+400 cp) - The world seems to be limited by the rendering capacity of the Nintendo 64. This overrides any graphical perks active. It also prevents you from using abilities

that are too complicated for the system to visualize. Either your abilities are "simplified" to the point where the system can handle them or they crash the system. Your Choice...

73/74 (+400 cp) - It seems that you didn't find the last missing Shard before defeating Miracle Matter. You are now ignorant of the Lurking Evil, growing within the heart of Ripple Star. Unless the last remaining Shard is found within a few months of Miracle Matter's initial defeat, Dark Matter will make another attempt at taking over Dreamland. This time with the added effects of the Invader perk group.

Escher Paint (+400 cp) - It seems that Adeline or one of the other Art Magicians discovered the works of Maurits Cornelis Escher. Add in the spilling of a paint bucket over a map of Dreamland, distortions in space-time were created. As a result various locations in Dreamland have become warped with spatial distortions. If something like Dark Matter were to find the source of the paint they may be tempted to add some colors as well.

Roll d20 for Attack (+600 cp) - What cruel god decided that handing out Miracles that Matter to every hostile creature in Dreamland was a good idea? Once was a cool boss, but for every single enemy that's just tedious. As a saving grace, the abilities of each enemy stay the same, and they are still vulnerable to being inhaled.

0^3 (+600 cp) - In the event of 0^2's death, you will be given 3 days of relative peace before the horrible 0^3 invades Popstar. 0^3 has been empowered with the perks from both the Invader and Dark Matter perk groups. In addition, 0^3 seems to have acquired some Stolen Shards and is attempting to use them for a nefarious purpose.

Requiem (+800 -> 1000 cp) - The world is ending, but that's just Thursday here in Dreamland. One peaceful day, you hear news that the Crystal had been destroyed, and that Dark Matter returned! Even after all the deaths and setbacks Dark Matter is intent on spoiling everyone's fun. It seems like the effects of Another Journey, Dark Times, 73/74, and 0^3 are occurring simultaneously. Not only that, a portion of Dark Matter seems to be slowly headed towards the final destination on the Map to Somewhere...
***See notes for details**

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:

- My current head canon is that the Crystal was some kind of regulator device made by the Ancients, and that is why Dark Matter decided to prioritize it over immediately invading Popstar.

- A Benevolent Creature is a reference to the description of 0^2 in the official Kirby 64 strategy guide. Which reads "A benevolent creature, 0^2 rarely presents any trouble in the cloud levels of Shiver Star."

-Taking Requiem does not take away points earned by taking the drawbacks Dark Times, 73/74, or 0^3. Instead they will just build on each other to make a Hard mode for Kirby 64: Crystal Shards. If you happen to take all of those drawbacks, you can receive 1,000 cp from taking Requiem. You will need it.

- It seems like playing Kirby: Forgotten Land influenced this Jumpdoc more than I realized.

- Special thanks to Kirby Wiki for inspiration and images.

- Special thanks to Nintendo and HAL for creating one of my favorite games.