Kirby's Dream Land Jumpchain v 2.0 Made by Eyebrows



Welcome to Dream Land! A whimsical place of happiness and fun, Dream Land is a cheerful and friendly place where you can rest your weary jumper feet. This is a place where candy literally grows on trees, and rainbows spiral around through the air. Truly, this place is made of the stuff of dreams - Well, except for the fact that everything wants to eat you, all the time, because everything in Dream Land is also delicious, including you. But that's okay, because this also means everything else is delicious, too. You'll never run out of food while you're here!

But of course, no Dream is without a Nightmare, and beneath the surface of Dream Land runs a lingering unease, a darkness eager and ready to strike at any time. Evil creatures sealed away long ago are all over the place, and chances are you'll stumble upon one of them over your journey purely by accident - But so long as you defeat them, it'll be fine.

You'll be spending 10 years here. To help you survive in this dream-like wonderland, you get **1000 cp** to spend. Have fun, Jumper!

Location

Roll 1d8 to determine location, or pay 100 cp to choose freely.

1. Green Greens: The quintessential lush grasslands of planet Pop Star, the Green Greens are a relatively peaceful place full of life and cheer. Kirby makes his home here, as does Whispy Woods, the tree that Kirby keeps beating up for... no real reason, it'd seem.

2. Bubbly Clouds: The clouds over Pop Star are quite unusual, in that they're solid. Fluffy with a sort of wool-ish consistency, one can burrow through the clouds fairly easily, and standing on them isn't a problem. There are even structures built on top of the clouds! But watch out for Kracko, a spiky sentient cloud that can shoot electricity - It's very protective of its territory...

3. Castle Dedede: For some reason, you find yourself starting out inside Castle Dedede, a lavish castle built by King Dedede, the ruler of Dream Land. Maybe you're one of King Dedede's servants or knights, or maybe you're just a trespasser- In which case, the King will probably have some questions for you. He's a reasonable enough guy, though, and will probably let you go if you beat him up.

4. Floralia: A series of floating islands in the sky above Dream Land connected by a giant flowerstalk known as the Dreamstalk. Floralia is inhabited by the Sky People, flower-like people who possess a small amount of magic on their own, as well as the insectoid people of the Sectis empire.

5. The Great Cave: The largest cave in Dream Land, the Great Cave is a gigantic cave system full of all kinds of stuff. There are vast underground forests, underground lakes, castles, ice caves, volcanic caves... Everything you could think of. There's also a large amount of treasure to be found for the adventurous.

6. Battleship Halberd: For some reason, you find yourself starting out aboard the Battleship Halberd, a giant flying ship commanded by the mysterious Meta Knight. Perhaps you're one of Meta Knight's employees or warriors, or maybe you're just a stowaway - In which case, Meta Knight will probably want you off the ship as soon as possible, because unauthorized guests have a habit of blowing up his stuff. He's a reasonable enough guy, though, and if you explain your situation he might let you get off at a safe place, provided you don't blow anything up.

7. Halcandra: Unluckily for you, you don't find yourself in Dream Land at all, or even in the same galaxy as Pop Star. An inhospitable and volcanic floating rock in the middle of an empty void, Halcandra is in a different dimension entirely, and the only way out of this terrible place would be with a dimension-traveling ship such as the Lor Starcutter. But where are you going to find something like that...?

8. Free Pick: Lucky you! You get to choose where you end up off of the above list.

Backgrounds

Age is somewhat irrelevant in Dream Land, but to determine how many years of experience non-drop-in backgrounds give you, roll 1d8+15. Your gender stays the same. Pay 100 cp to change one or both of these things.

Drop-in (Free): Drop in as you are. No new memories, which is both a boon and a bane. You get a free dream land form for the sake of fitting in, though people will always be able to tell there's something slightly odd about you.

Dream Land Resident (50 cp): You are a normal resident of Dream Land, living a carefree and abundant life. You're not very powerful to be frank, but you're usually beneath the notice of most malevolent beings. You have a small house in a secluded location and a dream land form - A small, vaguely spherical and friend-shaped version of yourself. Very soft and cuddly.

Star Warrior (100 cp): You are a traveling warrior of justice, profieicent with a weapon and wise in the ways of the world. You have a secret base whose location is only known to you, a dream land form, and experience fighting against the forces of darkness.

Haltmann Works Co. Employee (100 cp): You are an employee of the Haltmann Works Company (HWC) sent to Pop Star to scout out its abundant natural resources. It'll be a while before your boss arrives, and in the meantime you've been instructed to lay low and not interact with the locals – Though, whether you do that or not is up to you. You get a more humanoid dream land form than average, with white skin, blue eyes, and colorful hair.

Ruler (200 cp): You are a monarch of Dream Land, whether by birthright or by your own hand. Not only do you have a dream land form that's much larger and more humanoid than average, you own an entire castle and the lands around it will give you food as tribute in exchange for your protection. You also get a stylish crown that acts as a symbol of your authority, and can also serve as a substitute for your copy power hat.

Copy Power

Copy powers are themed powers that give their users unique abilities – And they also come with very stylish hats that hold the power of your abilities. If the hat is removed, you can no longer access the ability associated with it, but on the bright side, you cannot lose or destroy your hat. If somehow either of these things happens, your hat will reappear in your Cosmic Warehouse (or, failing that, on your head while you're asleep) within 24 hours. Of course, you may only purchase one Copy Power.

Discounted Drop-in:

Fire (300 cp): Grants you control of fire. You can breathe fire out of your mouth, or wreathe yourself in flame and charge at your enemies. Straightforward, perhaps, but quite powerful. Comes with a stylish, flaming headdress.

Ice (300 cp): Grants you control of ice. Breathe a frosty wind out of your mouth that freezes enemies solid on contact or freeze yourself into a sliding block of ice to tackle your enemies, and then use your frozen enemies as weapons. Comes with a stylish headdress that looks like icy spikes.

Water (300 cp): Grants you control of water. Summon waves of water at your enemies, make geysers erupt from underneath their feet, or shoot high-pressure water jets out of your mouth in order to fly around. You can even surf around on dry land- a stylish and efficient method of moving. Also affords you better movement underwater, and lets you attack by blowing bubbles! Comes with a stylish headdress that looks like a cylinder of water sitting on your head.

Poison (400 cp): This ability is rather dangerous to all kinds of lifeforms, organic or otherwise. You can throw globs of purple liquid that is extremely toxic and corrosive. You can also aerosolize it into a miasmic cloud, splatter it on the floor and damage your enemy as they step on it, or just ride on a wave of the stuff. Comes with a stylish headdress that looks like bubbling poison.

Spark (400 cp): Grants you control of electricity. Build up static electricity by moving around, and then manifest it as a passive barrier that shields you from enemy contact - Or shoot it as a ball of electricity. There's an upper limit on your electric charge, which is about as powerful as a lightning strike. It'd take a lot of moving around to reach that limit, though. Comes with a stylish headress that looks like sparking plasma.

Tornado (400 cp): Grants you control of wind. Wreath yourself in a tornado and then fly around wreaking havoc, or manifest torrents of wind to send foes flying. A bit difficult to control. Comes with a stylish headress that looks like a torrent of wind.

Discounted Resident:

Beam (200 cp): You can manifest a short-ranged beam of electrical energy from your hands (or what passes for your hands). The beam only reaches about ten feet in front of you, but you can charge it up in order to shoot a ball of energy. Comes with a stylish red-and-orange jester cap.

Parasol (200 cp): You can pull a red and white parasol out of nowhere. The parasol is more or less indestructible, and you can use it as a shield or to attack. You can also use it to float on the air, Mary Poppins style. If you pull out another parasol while one still exists, the old one disappears. Comes with a stylish straw hat.

Bomb (300 cp): You can pull large, round cartoonish bombs out of nowhere. You become adept at throwing them around. When you manifest your bombs, they are already lit, and disappear if their fuse is extinguished. They explode immediately upon violent impact (Such as hitting an enemy or the ground once thrown). Their explosion has a 10-foot radius and looks like fireworks, for some reason, and anything outside that radius is untouched by the explosion. Comes with a stylish conical wizard cap.

Cutter (300 cp): You can pull bladed, crescent-shaped boomerangs out of nowhere. You are very adept at throwing them in circular arcs, and you can also use them as melee weapons. The boomerang disappears after about ten seconds of existing. Comes with a stylish, crested golden helmet.

Leaf (300 cp): Be a leaf on the wind with this sharp ability! You can summon and manipulate leaves, letting you summon tornadoes of dancing leaves that slice and dice your foes, create sprouts to shoot up out of the ground into your foes, or throw leaves like knives. You can even blend in with nature by hiding in a pile of leaves. Comes with a stylish headdress made of leaves.

Stone (300 cp): You can turn parts of your body- Or perhaps your entire body - Into stone. While not invincible, your stony body is especially tough and will resist most attacks. You are immobile while turned into stone, because rocks can't move, except for little rotating hops so they can show off all their different angles. Comes with a stylish headdress made of stone.

Discounted Star Warrior:

Sword (300 cp): You can pull a sword out of seemingly nowhere, and you gain the ability to use it proficiently. You're capable of flurries of blows, and all sorts of sword-based acrobatics without being dizzy. This sword in particular shoots a sword beam if you're in peak condition. If you pull out another sword while one still exists, old one disappears. Comes with a stylish green cap that makes you feel heroic.

Spear (300 cp): You can pull a spear out of seemingly nowhere, and you gain the ability to use it proficiently. You're capable of flurries of jabs as well as powerful lunges. The spear is also a powerful thrown weapon, instantly returning to your hand after being thrown. You can even use it as a helicopter blade by spinning it around above your head. If you pull out another spear while one still exists, the old one disappears. Comes with a stylish blue bandanna.

Archer (300 cp): You can pull a bow out of seemingly nowhere, and you gain the ability to use it proficiently. Arrows appear out of thin air whenever you draw the bow, and disappear a couple seconds after they've hit their target. You're capable of rapid fire and can inexplicably "charge" your bow, giving it a blue destructive aura as it flies. If you pull out another bow while one still exists, the old one disappears. Comes with a stylish feathered cap.

Whip (300 cp): Whip it real good! What's 'it'? Everything! You can pull a long, leather whip out of seemingly nowhere, and you gain the ability to use it proficiently. Whip obstacles, whip items, whipe enemies- You can whip anything! Just don't whip your friends, that's rude. Use your whip to pull enemies and items closer to you, or even spin it around your head to propel yourself through the air like a helicopter! If you pull another whip out while one still exists, the old one disappears. Comes with a stylish cowboy hat.

Fighter (400 cp): Instead of focusing on a weapon, you use your puffy dreamland limbs as deadly weapons of themselves. You can manifest Ki punches and kicks and shoot fireballs from your hands by making a "Hadoken" motion, whatever that is. Your acrobatic ability also increases dramatically. Comes with a stylish red headband.

Ninja (400 cp): You possess mastery of multiple weapons as well as the ninja arts. You can pull throwing knives and ninjato out of nowhere. The ninjato is sharp enough to cut the air. Like the archer's arrows, your throwing knives disappear a couple seconds after striking their target. You can also cling to walls and walk on water, or pull a log out of nowhere to take a hit for you. Basically, you can do anything a ninja can. If you pull out another ninjato while one still exists, the old one disappears. Comes with a stylish purple ninja hood and headband.

Discounted HWC:

Wheel (300 cp): You've got the need for speed! You can roll along the ground at high speeds by turning into a wheel. You can accelerate to high speed on the spot, and so long as you've got speed you're invulnerable to the majority of attacks- Though, running into something sufficiently solid will knock you out of your wheel form, and you're definitely not immune to being crushed, falling long distances, or getting launched very far away. Comes with a stylish red baseball cap that refuses to be worn any way but backwards.

Jet (300 cp): You've got a jetpack, and you know how to use it. You can pull a jetpack perfectly fitted to your person out of seemingly nowhere, and it has infinite fuel. You can't pull out more than one at once, but using your jetpack you can execute all kinds of aerial maneuvers with ease and charge into your foes at high speed. Comes with a stylish pair of pilot goggles.

Mike (300 cp): You are an excellent singer- And very loud. Really loud. Goodness, dial it back a bit! You can even shout loudly enough to make damaging sonic attacks, an ability that not many foes will be able to defend against effectively. Comes with a stylish pair of headphones.

Doctor (400 cp): Just as the name implies, this ability makes you quite the able doctor! Diagnose your enemies with a case of pain by throwing harmful pills, spraying chemicals, or using various medical implements to attack. You've also got impressive scientific knowledge, able to cook up various chemical reactions on the spot, producing gouts of fire, clouds of freezing mist, electrifying plasma charges, or healing potions using a mobile labkit. Comes with a stylish doctor's headband, complete with mirror.

ESP (400 cp): A mysterious new ability harnessing the power of the mind, this psychokinetic ability allows you to briefly turn invisible as well as produce and manipulate electrical fields. The capabilities of this ability are largely unexplored, and even just skillful use of these two abilities could make you very powerful. Comes with a blue-and-red baseball cap that refuses to be worn any way other than sideways.

UFO (500 cp): This extremely rare ability allows you to summon a golden flying saucer out of nowhere! Hover through the air with the greatest of ease, charge your enemies, and shoot lasers that electrify or burn- The only thing you can't do is go down ladders! You can't create more than one UFO at once, but it's not like you'll ever need it. Comes with a stylish golden winged helmet.

Discounted Ruler:

Mirror (300 cp): You can project a short-ranged spray of reflective energy from your hands (or what passes for your hands). The spray only reaches about ten feet, but can reflect projectiles and damage enemies. You also possess illusionary abilities and can create mirror copies of yourself that last for about a minute. The copies are physical and can harm foes, though they disappear after taking one attack. The copies move with you in a mirrored fashion, so canny observers can pick out the real target from your copies. Comes with a stylish blue jester cap.

Hammer (300 cp): You can pull a large, wooden hammer out of seemingly nowhere, and you gain the ability to use it proficiently. While normally a hammer of this size would be unwieldy and heavy, you wield it as if it were light as a feather. Your attacks, while slower, are very powerful and can even crush solid metal blocks. You could theoretically use these skills with an axe, too. If you pull out another hammer while one still exists, the old one disappears. Comes with a stylish twisted headband.

Wing (300 cp): Like the majestic eagle, you rule the sky! You possess a pair of feathered wings that let you fly around quickly and shoot sharp feathers at your enemies. You can even execute complicated aerial maneuvers and diving tackles, or take people for a ride- It's up to you whether or not they make a safe landing. Comes with a stylish feather headdress.

Beetle (400 cp): You possess the strength of the King of Insects, the Beetle. You gain the proportional strength of a beetle, able to lift and consequently suplex objects several times your size with your horned hat. You can also attack using your horn, which is a powerful piercing weapon. Comes with a stylish samurai helmet with a beetle horn on it.

Crash (400 cp): You are a walking bomb. Once per day, you can unleash a powerful explosion that utterly devastates everything around you, leaving naught but a smoking crater - But leaves you exhausted and unable to fight any further. Comes with an extremely stylish shining silver crown.

Metal (600 cp): You can turn your entire body into a metal sphere. Practically invulnerable, you can escape the vast majority of attacks completely unscathed. You can even move around in this form - Very, very slowly. You are not immune to electricity or falling long distances. Comes with a stylish bascinet helmet.

Special Copy Abilities:

Cook (300 cp): You are the very definition of an iron chef. You are able to cook pretty much anything and make it delicious, Even your enemies. *Especially* your enemies. You can pull cooking implements out of seemingly nowhere that disappear once you're done using them, and you can even attack enemies using kitchen tools. Comes with a stylish Chef's hat.

Copy (500 cp): Instead of just having one copy ability, why not have all of them? Using your stylish headgear, you can scan an enemy and copy their abilities, theoretically granting you the powers of any copy ability, even those not listed here. However, you can only keep this ability for around ten minutes before it fades away. You can only have one Copy Ability at a time, and scanning another target will discard your old ability in favor of the new one. Scanning someone who's not a Dream Land resident will grant you whatever Copy Ability most closely approximates their abilities. Comes with stylish headgear that looks like a scouter.

Hat Import (50 cp): Hats and Copy Powers are two concepts that are inextricably linked: They may as well be one and the same. However, you may be attached to a particular hat you've obtained over the course of your travels, and of course you can't wear more than one hat without looking rather silly- So, by purchasing this, you can fuse your Copy Ability hat with a single existing hat. Your hat will gain qualities reminiscent of the Copy Ability's hat, as well as being unable to be lost or destroyed.

Perks:

Vacuum Immunity (100 cp, Free Drop-in): For some reason, everyone in Dream Land is completely unperturbed by the vacuum of space, able to move around completely fine in it as if there were gravity or by swimming through the vacuum. While you would still get these benefits while in dream land without this perk, if you take this perk (or get it for free) you gain similar abilities in other settings.

Balloon Flight (100 cp, Free Resident): You can inflate your puffy dream land body by sucking in air. This doubles your size and lets you float around by flapping your arms. This is a rather slow means of locomotion, but it does the job. In your other forms, this doesn't work for obvious reasons- But it does quadruple your lung capacity, letting you hold your breath for incredible amounts of time and impress people by holding really, really long notes. Your powerful lungs also let you literally inhale food, making eating quick and easy.

Hyperactive Metabolism (100 cp, Free Star Warrior): Your metabolism is nearly instantaneous- You require no time to digest food, and you will not get stomach cramps if you engage in strenous physical activity right after eating. You recover from wounds quickly just by eating some food, even if it's unhealthy snacks like cake and ice cream. In fact, you could probably subsist solely on cake and ice cream if you wanted to. This perk does not make you get hungry any faster than normal.

Technician (100 cp, Free HWC): You're a competent mechanist and have a way with technology. You can hop into the pilot seat of just about any vehicle and pick up the controls very quickly, learning how to pilot a vehicle competently in minutes when others would take months. You're also handy when it comes to repairs or maintenance and pick up related skills just as fast as your pilot skills.
Loyal Retainers (100 cp, Free Ruler): You possess a large castle and a small army of loyal Waddle Dee subjects. The Waddle Dees are pretty unthreatening, but they're earnest and do their best at any task you assign them to do... Though the only thing they're really good at is taking orders. Maybe with some training, you could whip them into shape, but it'd take some serious work... If you end up traveling to other worlds, you can take your loyal retainers with you, though they count collectively as one companion. They won't recognize any form of yours but your Dream Land form, but they'll realize it's you so long as you wear your Ruler crown or Copy Ability hat. If you have neither of those things, then they'll only recognize your Dream Land form. Any perks you give them through companion import are reduced in power and split evenly among the Dees.

Royal Authority (100 cp, Free Ruler): You possess a regal air about you that commands respect- At least from your subordinates. Even though not everybody recognizes your station, you possess an air of command that lets you boss around the weak-minded, and they'll accept your orders without hesitation.

Companion Import (200 cp): It might get a tad lonely here without your companions to keep you company, so with this perk you can import eight of your companions into Dream Land. They all get Dream Land forms, and each of them can have a copy ability that costs 300 cp or less for free.

Void Magic (300 cp, Discount Drop-In): You possess a mysterious void magic that lets you evoke the emptiness of space. You can summon lasers, shoot projectiles made of nothing, and create a rift in reality that sucks foes into a pocket dimension full of pain.

Keep Going Right (300 cp, Discount Resident): For some reason, you always end up where you need to go no matter how randomly you wander or how lost you get. Just resolving to reach a destination, whether that be a concrete place like “My House” or an abstract place like "Where this all began" and beginning to walk more or less garuntees you'll get there- Eventually. You'll probably end up going through a myriad of unrelated locations in the process, but you'll get there. Getting into heavily-guarded places will still be difficult, though.

Dream Power (300 cp, Discount Star Warrior): As peaceful as Dream Land seems to be, the forces of darkness are always lurking underneath the surface, waiting to strike. With this perk, you gain an immunity to possession and mind control, and when you fight, your attacks will be especially effective against creatures of darkness and evil.

Problem Solver (300 cp, Discount HWC): You’re smart and a quick thinker, able to wrap your head around all sorts of puzzles that would stump lesser minds. You are easily able to grasp complex concepts, your troubleshooting skills are excellent, and you find it much easier to innovate than your peers.

Gordo Will Get You (300 cp, Discount Ruler): You can command the Gordoes, a race of floating, black balls covered in spikes. Gordoes are completely invincible and immune to all kinds of attack, and hurt a bunch upon contact - Too bad they're almost completely unintelligent, limited to hovering in place or back and forth between two points. Still, they're useful as barriers and obstacles, and you can throw them as projectiles (Though they're rather heavy).

Paint Magic (300 cp): You can make your paintings come to life- And not just in the sense that you paint them really well, you’re actually able to make physical objects by painting them. From toys to food to living creatures, you’re capable of taking anything out of a fresh painting that you made yourself. The items are temporary, but will last longer with the quality and realism of the painting- quick doodles will barely last a minute, while detailed and realistic portraits might last days. You can’t create anything bigger than the canvas you paint on, and any living creatures you create this way are unintelligent, mindlessly following any orders you give it- Which is for the best, probably. If you use this ability to create weapons or minions for combat, you’ll find that they’re usually less effective than the real deal.

Dark Power (600 cp, Discount Drop-in): You embody the dark side of Dream Land - The nightmares lurking underneath the surface. Your Dream Land Form becomes eldritch and disturbing to behold, usually involving a single, large eye. You longer need to wear a hat to access your copy ability so long as you're in your Dream Land form, and you can purchase multiple copy abilities. You possess the ability to make minions out of darkness who can corrupt or possess people and twist them to your whims. Possession often has obvious physical symptoms, such as the merging of their eyes into a single, giant eye or darkened color schemes. Particularly strong-willed individuals can shake off possession without trouble, and being defeated in battle will cause a possessed individual to return to normal.

Inedible (600 cp, Discount Resident): The vast majority of things in Dream Land are tasty, and there are a lot of predators big enough to swallow you whole (as well as Kirby). However, you don't taste as good - Maybe you just taste really bitter, but anything that tries to eat you will spit you back up instantly, unharmed. If Kirby tries to eat you, he'll still copy your Copy Power but he'll spit you back out none the worse for wear.

Star Knight (600 cp, Discount Star Warrior): Your skills with a single weapon reach a level where your abilities border on the absurd. With a sword, you can slash the air to create blades of wind or even a tornado that destroys all in its path. With a spear, you could create vortexes that tear up anything in their way. You could fire a storm of arrows with a single draw of your bowstring, or create shockwaves with your hammer. The possibilities are limited only by your imagination.

Mechanization (600 cp, Discount HWC): The trademarked technology of the Haltmann Works Company, you have the knowledge and authorization required to conduct mechanization operations on a small scale. You know by heart the blueprints to a machine capable of covering a landscape in metal and converting nearby biological lifeforms into cyborg soldiers (loyalty not guaranteed). This machine is also capable of utilizing nearby natural resources to build structures automatically, erecting factories, harbors, laboratories, or even entire cities at your direction. The ultimate in infrastructure, this Mechanization machine will turn what should be a years-long project into an overnight endeavor!

(Haltmann Works Company is not responsible for displaced plant life, animal life, or indigenous populations. They should have gotten out of the way before we mechanized the area, the savages.)

Royal Magic (600 cp, Discount Ruler): You possess a particular magic that has been passed down through your family's bloodline for generations. This magic lets you teleport short distances at will, as well as teleport minions or objects to you, with an upper size limit of a large frigate. Your personal teleportation abilities in particular are so powerful, you can spam it fast enough to confuse enemies and make it look like there are multiple copies of yourself. Your armory gains a diverse series of weapons of all types and magical scepters that let you evoke different elements - Balls of fire, gusts of freezing wind, bolts of lightning, and spheres of energy are all possible.

Vehicles:

Warp Star (200 cp, Discount Resident): A small, star-shaped vehicle that can carry four people. It flies through the air very quickly, and it never needs fuel, but you're fairly vulnerable while riding it and you can be knocked off pretty easily. You can still knock people out by crashing into them, though. You can call it to your location at any time with a complimentary cellphone, but if it crashes it'll be out of commission for 12 hours.

Star Chariot (400 cp, Discount Star Warrior): A small chariot made of clouds that can shoot star-shaped projectiles. Deft and agile, the Star Chariot is much easier to control than the Warp Star, and takes a lot more punishment before crashing. Runs on star power, which runs out after about 12 consecutive hours of use and recharges over 8 hours of inactivity.

Battleship (600 cp, Discount Star Warrior and Ruler): A large, flying warship armed to the teeth and capable of autonomously defending itself from all manner of attack, and it’s large enough to hold a small army on its deck. Possesses a very powerful built-in laser that can blow holes in mountains, but it requires a long time to charge. Runs on a powerful internal reactor.

The Dragoon (600 cp, Discount Resident): A unique artifact and the ultimate in flying vehicles. It can only hold one person, but The Dragoon can fly at over five times the speed of sound and manifests a shield around it that protects its pilot from the forces of wind. It can tear through sheets of solid metal with ease. The Dragoon could blast through an enemy battleship just by steering into it- though, steering it is quite difficult. If you crash it, it'll be split into 3 pieces that will scatter far and wide, and you will need to find and collect them all before you can use it again. Does not require fuel.

Robobot Armor (600 cp, Discount HWC): The Robobot armor is a technological marvel- a heavy-duty combat mech, the Robobot armor uses technology that even the Haltmann Works Company itself has yet to fully explore. Equipped with two powerful arms, jet boosters, shoulder-mounted giant screwdrivers, a giant wrench clamp to turn bolts, and a rudimentary AI capable of performing basic tasks independently, the Robobot is an impressive vehicle all on its own- But that's not even mentioning its most useful power. When piloted by a user with a Copy Ability, the Robobot Armor will copy the attributes of its pilot, allowing the user to exercise their strengths with the might of a mech suit!

The Starcutter (900 cp, Discount Drop-in): A sentient, flying ship that can travel through space. Futuristic and possessed of advanced technology, The Starcutter can create a portal to its own pocket dimension, where it can create a second portal in order to travel just about anywhere in your current universe.

The Starcutter's interior possesses numerous facilities, such as housing for up to ten people, a VR training room, a game room, an automatic kitchen that is always fully-stocked, and a computerized library full of data on copy abilities- Those with the Copy ability can use this room to access any Copy Ability at will.

You can access your Cosmic Warehouse from within The Starcutter's Pocket Dimension, and you can manipulate the dimension through The Starcutter - It's fairly hospitable, though quite alien and host to strange and hostile creatures called Doomers. You could theoretically store things in the pocket dimension, but it tends to shift around whenever you're not looking at it which makes storage impractical at best, and you can't keep living beings in there while you're not present - At least, not if you want to keep them alive. The pocket dimension will collapse, destroying everything inside it if The Starcutter is ever destroyed.

The Starcutter also possesses a multitude of powers of its own, such as manifesting a shield that protects the ship's occupants, shooting energy spheres from the crest on its prow, a wind attack from the ship's sails, and physical attacks from the ship's wings and oars. If the ship is ever damaged, it might lose the special spheres that give it power- And these objects attract dangerous entities called Sphere Doomers that you will have to defeat to reclaim your power sources.

The ship possesses and intelligent AI that is loyal to you exclusively, and will do whatever you ask it to, within reason - It does possess a conscience and will voice its concerns if you do things it finds questionable, and will refuse to assist you in harming innocents. Attempting to tamper with The Starcutter's AI or attempting to destroy it will immediately cause it to turn on you, and it will attempt to strand you in its pocket dimension. It can talk to you through the central computer screen, and offer analysis and advice. The Starcutter counts as a companion.

Items:

Sweets Stockpile (50 cp): A simple woven basket that contains a single ice cream cone, slice of cake, serving of flan, or other such sweet confectionary. If it's emptied, the basket will have a new dessert in it at dawn. The dessert never goes bad so long as it stays in the basket. If taken out of the basket, the dessert will disappear after 20 minutes unless it is eaten.

Collectible Collection (50 cp): You have a collection of a great many stickers and keychains featuring Kirby and his friends. These serve no purpose other than cosmetics, but they're neat little trinkets and it's always nice to spruce things up a bit.

Magic Sock (200 cp, Discount Resident): A mysterious sock that connects to another planet called Patch Land, where everything is made of fabric and yarn. It's a pleasant place to visit, and more or less impossible to die in, but it's kind of boring. A nice vacation spot, but your benefactor probably won't be happy with you if you hang out here too much instead of having adventures.

Maximum Tomato (200 cp, Discount Resident): A delicious tomato with a big **M** on it that will instantaneously heal all wounds and restore a person's stamina when eaten. It can be shared among a maximum of four people (any slice smaller than about 1/4 will fail to restore the consumer's physical condition), and it never spoils. Once eaten in its entirety, a new Maximum Tomato will appear in your backpack, house or Cosmic Warehouse after 24 hours. It's Kirby's favorite food, so if you give one to him you're sure to get on his good side (unless you do something terrible, like steal his cake, in which case he'll have to stop you).

Invincible Candy (300 cp, Discount Resident): Delicious! This red and white lollipop, when consumed in its entirety, gives you a glowing rainbow aura that makes you invulnerable to damage. The aura is harmful to the touch, letting you defeat most minor enemies just by walking into them. You also run quite a bit faster than normal, about 1.5 times your normal speed. However, the effect is very temporary, and only lasts for about 30 seconds. A week after the candy is consumed, another lollipop will appear on the stick, so be sure not to throw it away.

N.M.E. Contract (300 cp, Discount Ruler): You have a shady contract with Nightmare Enterprises, a vaguely sinister company that sells monsters. For only a "Marginal" fee, you can arrange the delivery of a powerful monster to your location almost instantaneously at any time- Though, there's no refunds, and no guarantee that the monster will listen to you at all, so I guess it's one of those "caveat emptor" kinda things. Reusable, if for some inexplicable reason you'd want to purchase their services a second time.

The True Arena (400 cp, Discount Drop-In): This mysterious door in your Cosmic Warehouse leads to an ominous place called the True Arena. By entering this door with bravery in your heart, you are transported to an arena where you will face a gauntlet of fifteen enemies, all randomly selected from challenging foes you've faced before. If you possess the Copy ability, then you will be given a selection of every Copy Ability before you proceed. You will face your enemies in the same circumstances where you fought them originally, but your enemies will always fight at their full potential- and you will be given only brief intervals of rest to recover from your fights. The enemies you face in the True Arena are facsimiles and cannot serve as the real deal, and if you are defeated then you are dumped out of the door harmlessly, albeit in a bit of a humiliating manner. Victory serves no purpose other than pure bragging rights, but I'm sure that testing yourself against powerful foes will help you hone your skills.

Dimensional Cape (400 cp, Discount Star Warrior): You possess a copy of Meta Knight's Dimensional Cape, a dark blue cape that seems to be able to manipulate space. You can wrap it around yourself in order to teleport to a predetermined location (you can set which location the cape teleports you to, though you have to be at said location to lock the cape to it). You can also use the cape to dodge attacks in much the same way a matador would, for your body becomes immaterial when you pull the cape in front of it. The cape seems to support you while you do this, but if someone swipes the cape off the ground then you will be tripped. The cape itself cannot be damaged or altered, and grows to fit you when you assume an alternate form (though it will be unable to keep up if you become taller than 7 feet). Comes with a stylish mask that can be used to substitute for your Copy Ability hat.

Code Cubes (400 cp, Discount HWC): You have a supply of Code Cubes, mysterious technological items that can be used to set up barriers to protect sensitive areas. By using at least five Code Cubes, you can create a blue hard-light barrier called a firewall that’s very difficult to break down, except by using more code cubes to unlock the barrier – at least as many as what went into the firewall’s construction. The firewall is large enough to protect entire cities, and the more cubes you use, the tougher the barrier is. You get one cube a week, appearing in your warehouse or a similar safe place, and you can stockpile up to twenty before more stop appearing.

Rocket Hammer (400 cp, Discount Ruler): You possess a copy of King Dedede's mighty technological hammer. Comes with a built-in rocket booster, a missile launcher, a flamethrower, and an electricity generator for when you need that extra punch. Comes with a stylish mask that can help protect your face from damage.

Master Crown (500 cp, Discount Drop-in): A mysterious crown said to impart great magical power upon the wearer, this golden crown possesses four claws that dig slightly into the wearer's forehead. It requires great mental fortitude to master the Crown's power, and even then it's limited - One can only unlock the true power of the Master Crown by giving their will to the crown, which will possess the wearer and drive them to great acts of destruction. Perhaps with time, one could master the power this Crown offers without giving up their will to it, but a shortcut to Unlimited Cosmic Power is often all too tempting.

Galaxia (500 cp, Discount Star Warrior): You possess a copy of Meta Knight's legendary sword, Galaxia. A golden sword with six prongs upon it, Galaxia was forged when the universe was young. Its creator imparted to it a will of its own; it may only be wielded by those it deems worthy, and the unworthy only find harm when they attempt to bear this mighty sword. Luckily, this copy seems to find you worthy. Galaxia can shoot golden sword beams when swung which are capable of shattering rock or creating massive fissures in the earth.

Drawbacks:

You may only take two drawbacks. Drawbacks override skills and abilities.

No Noddies Were Harmed (+100): Noddies are harmless enemies that give you the worse-than-useless Sleep ability when copied- Strictly speaking, all it does is give you a restful sleep. For some reason, Noddies are everywhere now, frequently in your way - And you're now compelled to leave them unharmed. If you accidentally harm one or if one comes to harm in your presence, you will become extremely upset and you'll have to take a while to compose yourself before you can function properly again.

Black Hole Belly (+100): You're always hungry. Even if you don't really need to eat at all to survive, you find yourself consumed be a desire to devour all that you see. This isn't much of an issue, because most things in Dream Land are tasty, but you no longer find any enjoyment in eating- You have to eat five times your weight in food a day in order to be able to sleep at all, and you'll have to eat fifteen times your weight if you want to have anything resembling a good night's rest.

EX Mode (+200): Dream Land's inhabitants become markedly more powerful and aggressive, and they start using advanced tactics and powerful abilities. Your toughness is also reduced drastically - You can take considerably less punishment than you could before.

Gonna Get That There Kirby (+200 cp): You're obsessed with defeating Kirby. It should be noted that no matter how powerful or clever you are, this never goes well. Ever. Kirby will invariably defeat you every time you engage him, and sometimes Kirby will even stop by your place to beat you up for (seemingly) no reason. While he's content to leave you defeated and humiliated, if you annoy him too often or threaten the stability of Dream Land he might elect to just get rid of you for good. I hope you have good impulse control.

Shadow Jumper (+300 cp): The Amazing Mirror is supposedly a great artifact that can grant wishes, but the truth is hardly so cheerful. At some point during your first year here, you will stumble upon the Amazing Mirror, from which will emerge the Shadow Jumper, a dark clone of you that possesses all of your powers, and then some. The Shadow Jumper will be more powerful than you in every respect, cannot be reasoned with, and will hunt you constantly. Even if you manage to defeat the Shadow Jumper, it will return time and again to try and destroy you, often at the most inopportune times.

Living Nightmare (+300 cp): Something's gone terribly wrong with Dreamland. The happy-go-lucky atmosphere has been... Corrupted. The sun no longer shines, and darkness covers everything. The air itself is sinister and oppressive. It would seem that at some point in the past, Kirby failed to stop one of the evils threatening Dreamland- And it's up to you to set things right. Beware, for the inhabitants of dreamland have become twisted and horrifying, and you will never find peace until you root out the source of this evil and eliminate it - But the task will be far from easy when everything is against you.

Endgame:

So, you've survived your ten years in Dream Land. Well done! Now, I'm sure you know the drill, but you have three options going forward:

Go Home: Had enough? You can go back home and keep all of your gear, abilities, and companions. Have fun ruling the world!

Stay Here: There are much worse places one could choose as their final destination. Keep all of your gear, abilities, and companions. Have fun living out the rest of your days in Dream Land, cheerful and carefree!

Move On: Move on to your next jump and keep all your gear, abilities, and companions. Good luck!

Changelog for v 2.0:

- Formatting changes. The jump looks much cleaner, doesn't it?
- Removed profanity. Kirby is for all ages.
- Elaborated on some descriptions.
- Rearranged some items.
- Added HWC origin.
- Fire ability is now 300 cp, up from 200.
- Stone ability is now 300 cp, down from 400.
- Wing ability is now 300 cp, down from 400.
- Added Poison, Leaf, Whip, Wheel, Jet, Doctor, ESP, and UFO abilities.
- Mike is now discounted for HWC.
- Crash is now discounted for Rulers, just because that's a really cool crown.
- The Loyal Retainers now split perks from companion imports evenly.
- Added Technician, Problem Solver, Mechanization, and Paint Magic perks.
- Added Robobot Armor, Code Cubes, Collectible Collection, and The True Arena.
- Companion import now costs 200 cp and gives your companions free copy abilities.
- Renamed "Don't Lose Your Way" to "Keep Going Right". The Kill la Kill reference didn't really fit.