

Welcome to world “Kirby Right Back at Ya!”, yes the exclamation mark is a part of the title. This world, although similar to the Kirby world of the games, has a few differences here and there; but regardless you will be spending the next 10 years here. Seeing that Dedede is more antagonistic here you’re gonna be needing these:

1000 CP

Now go and have fun Jumper!

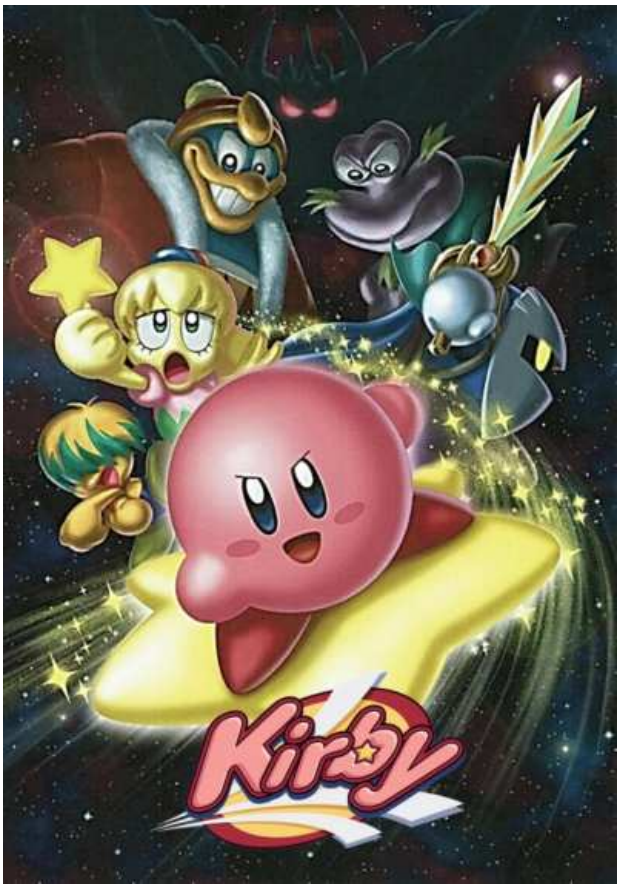
Locations:



Well, you gotta start somewhere. Roll 1 D5 to see where you end up or pay 100 cp to choose freely.

1. **Cappy Town:** The Main hub of dream land
2. **Dedede Castle:** Home to Dedede
3. **Whispy Woods' Forest:** A dense forest filled with sentient trees
4. **Kabuu Lair:** Home to a wise monolith that can foresee and prophesize things
5. **Free Choice:** Your choice, go crazy!

Backgrounds:



Any of these backgrounds can be a drop in background.

Young Star Warrior: Well Kirby wasn't the only Star Warrior that arrive on dream land earlier than intended. You like Kirby have crash landed and are now living with the Cappies As such you are a puff ball like Kirby.

Veteran Star Warrior: You have been around the block for a while. You are a star warrior is experience as Metaknight

Dreamland Nobility: You are a native to Dreamland. More specifically one of the nobility. As a result you are a sibling to Tiff and Tuff. You are of the same species as them. Your appearance is up for you decide.

Ruler: Well you claim to being one. Like Dedede you are a self-proclaimed ruler of dreamland

Perks:



General:

Muscial Disposition (100 cp): You are talented with music. You can sing, dance, and play instruments. You also get your own theme song. The song is in a Jazz style

Hardcore appearance (100 cp): This is supposed to be a cutesy kid show…HOW DOE EVERYTHING LOOK SO AWESOME?!!! Somehow someway you no matter how cute you are, you can make yourself look more dramatic, intimidating, serious. In short you can look more hardcore whenever you wish.

Young Star Warrior:

Poyo! (100 cp, free for Young Star Warrior): Okay let's not beat around the bush here you are cute and have this air of childish wonder. So, people will trust you easier and find it very hard to consider you a threat unless they are just straight evil…or a jerk.

Super Tuff Pink Puff (200 cp, discount for Young Star Warrior): You are very resilient for a kid. It seems like can be squashed, slapped and stretched but you will always bounce back from it.

Great Potential (400 cp, discount for Young Star Warrior): Its funny. By Star Warrior standards you're an infant. Yet somehow you are just powerful and as skilled as a veteran. This potential in you will always grow. Simply put you're skills with weapons, special abilities, and combat tactics shall grow in more rapid rate in comparison to other star warriors.

Suck that monster up! (600 cp, discount for Young Star Warrior): Kirby's signature ability: Inhale. But this is more than just creating a vortex that allows you to sucks in enemies just by inhaling them. No…this is the Copy Ability. By default, you can suck in some large objects but objects of special properties will grant special abilities. For example, inhaling an ignited torch will grant you the Fire Copy ability, inhaling a broom will grant you the Cleaning Copy ability, etc. Use this wisely for you are restricted to the abilities that are in the anime only, if the copy ability doesn't appear in the anime you don't have access to it. If you want a full list of copy abilities available in this jump go here. There is an exception though. If you have a copy ability from another Kirby jump you can gain access to that ability by inhaling something that would be connected related to the ability. (For example: stethoscope for doctor, an alien blaster for UFO, a spear for spear, etc.). Post jump you'll have access to all the copy abilities from the Kirby games as well. Might even discover new ones that work for you. Also your Stomach at your volition can have a pocket dimension.



Veteran Star Warrior:

Awesome Voice (100 cp, free for Veteran Star Warrior): You have an impressive voice, giving an air of mystery to you.

Where did you come from? (200 cp, discount for Veteran Star Warrior): You have a strange talent of suddenly appearing out of nowhere. Maybe you are part ninja. Either way you can be verry stealthy.

It is Jumper Kirby! (400 cp, discount for Veteran Star Warrior): When it comes to new abilities you can take one look and figure out what that power is and what it does. This can be applied to yourself and others Giving you less training time to understand a new ability you have acquired

The Most Meta of Meta Knights (600 cp, discount for Veteran Star Warrior): You're one of the greatest fighters in this land and will continue to be in future worlds, as your strength and skill upgrades itself so that you always remain one of the strongest. Your sense of timing, balance, and awareness of combat have been upgraded so that you can take advantage of the slightest weakness and tear lesser foes apart with contemptuous ease. You've been given a fighting style perfectly suited to you that's filled with a variety of special techniques that fit any situation you might find yourself in. You'll find developing new techniques incredibly easy, many of which are suited to defeating certain types of enemies. You have few, if any weaknesses and will only continue to grow more powerful. You also have the ability to fly in some way, and have excellent means to recover from being hit, taking damage, or your opponent getting any sort of advantage over you. Your attacks are now significantly faster than they have any right to be, some of your slashes executing in 1/30 of a second. You'll also find that you gain all of the advantages of being smaller than your foes with none of the disadvantages. Your attacks will have great range and they'll find it hard to hit you. Don't be surprised if you end up getting banned from fighting tournaments after you win them the first time. You're just that good.



Dreamland Nobility:

An Educator (100 CP, discount Nobility): You have a love for education and your understanding of topics is boosted by your curiosity. The more interested and motivated you are to learn, the faster you learn. You're also one of the three smartest people in this setting and will continue to be so in future worlds, as you become smarter to keep up with all of the greatest geniuses out there. Other people now learn as fast as you do and benefit from any learning or talent perks you possess, when you're the one teaching them. You're also gifted with patience and the ability to understand what challenges other people face in learning, so you can tailor your lesson plans to give your students the best possible gains. With this ability, you can condense complex ideas into easily digested lessons that anyone can absorb, even if they're just a baby. Also, your love of learning enables you to inspire others to also be passionate about learning.

Temper (200 CP, discount Nobility): You can channel your anger into a boost of competence and power. Your anger empowers you in ways beyond just physical strength, making you better in every way that counts, giving you the power to do things you'd normally not be able to do. This boost is short lived typically unless you have a consistent source of things that annoy you. As a baseline, you can become strong enough to send a group of people flying into the air by striking the ground near them after getting irradiated at their antics. People are naturally wary of making you mad and will usually avoid doing so out of self preservation. However, people who don't like you will still decide to mess with you, and will often do so in taunting and mocking ways that allow you to build up and stockpile your rage. You can choose to have physical effects manifest on your body whenever you express anger. You want to exhale steam and snort like a bull? Or perhaps manifest a small storm cloud over your head? Go ahead. You can also summon a mundane weapon out of thin air, such as a hammer.

They would never do this (400 CP, discount Nobility): Whenever you or someone else is accused of something, you'll instantly know if they were responsible and to what degree of truth these accusations hold. Your belief in anyone who is falsely accused will give them courage and strength to fight against these false claims. Clues will line up and enable you to find the real culprit and clear yours, or anyone else's names. Or if you should choose to, you could use this power in reverse to help people who are legitimately guilty, and this'll guide you on how you can bury the evidence.

Love, empathy and compassion (600 CP, discount Nobility): The power of love to love and care for others deeply and for them to start to share the love as well. You can teach others to love, even if they'd normally not be capable of love. All types of love. People also significantly hesitate to do any sort of harm to you, unless they're entirely heartless. They'll use the minimum level of force against you at first to get you out of the way, but will escalate if you prove to be too difficult to subdue normally, though they'll still only use lethal or maiming force as an absolute last resort. Your empathy gives you the ability to instinctively understand the needs of other people and how best to help them out, as well as what it is they'd need or desire. You can understand them better than they know themselves, and provide them with the things they'd want or like before they know they want them or even if they don't even know to ask for them. You could instantly tell for example that a mean "evil" king just wants to be loved deep down. Anyone who has accepted your love will feel a powerful desire to protect you.

Fun and Games (100 CP, Free Nobility): You have a lot of knowledge of games and pranks. People don't get especially upset with you for causing mischief and shenanigans unless it causes real property damage or harm, and even then, they'll likely accept an apology and you attempting to make things

right. You're very skilled at finding new ways to have fun, and it's easy for you to convince other people to have fun with you and slack off. You can even invent entirely new games if you'd like. Your talents in any and all areas related to games or recreation are now added together. Good at video games? You're just as good at soccer. Are you really bad at surfing? Not anymore, you're not. Naturally, this perk now makes you very talented at games to get you started.

Endless Confidence and Courage (200 CP, discount Nobility): You have a well of endless courage and confidence you can draw from. It's not linked to anything and it's not based on your achievements, you simply will always feel this way if you choose to. Nothing that happens can make you feel less confident or courageous unless you choose not to be. You can overpower the effects of mind control, effects that try to break your will, and any other direct or indirect method of messing with your mind. People also tend not to hold any of your negative traits against you. You could be noticeably dim and not especially intelligent, but people will look past that to see all of your good sides and will see those as outweighing the bad. People will follow you, even if you don't have a plan, even if you don't have any good ideas, simply because you seem like you know what you're doing. You encourage and empower others, allowing them to tap into your emotions to strengthen themselves and banish their own doubts. You're great at inspirational speeches.

A love of Adventure! (400 CP, discount Nobility): If there's an adventure to be found, you'll be the one to find it. Anytime there's something interesting going on in the world, you'll find yourself drawn to it or it drawn to you. This is entirely dependent on the setting you're in, and can cause you to wander into plot events from the original storyline, or completely new experiences that are the unseen consequences of previous events. Perhaps you'll save someone, or help clean up the rubble after a monster attack. Or maybe you'll find a charity you like and you can help them put together an event. Or if there's lost artifacts of power in the world you're in, you'll find loads of clues as to where you can go get them. This perk effectively treats things that do or could exist in the place you're in as a story prompt that'll guarantee you can potentially experience it, if you adventure long enough. It ensures you'll always have something to do and that every day can be an adventure of some kind. You'll find there's always something exciting about these situations, even if it's a normally mundane experience. There will be some aspect of these adventures that'll make it worth your time, such as teaching you a lesson, letting you meet a friend, or giving you a material or immaterial reward of some kind. But most importantly, you get to experience the joys of discovery as you explore the world and see things no one else ever has. You can toggle this perk off if you don't want to adventure for a while.

The Greatest of Friends (600 CP, discount Nobility): Friendships you form are ironclad and become more and more powerful overtime. You'll constantly be placed in situations where you and your friends can express more parts of your personalities and share more details. You'll also experience opportunities where you'll all have chances to grow as people and grow closer. The problems and challenges your friendships face are simply temporary ordeals that will improve your relationships once you overcome them. Even if someone became your friend just to manipulate you or to act as a spy, they're likely to end up becoming your true friend and abandoning their original plans. You'll quickly become aware of any threats against your friends in coincidental ways that'll enable you to lend a hand and prevent tragedy and misfortune from befalling them. Even really big problems will have small ways that you can contribute and help out with, until eventually you'll discover a solution that can make things better. If a friend is in a dire situation or needs a rescue, you'd be able to figure something out that can help turn the tides, even if it's a long shot. You'll never be useless, regardless of what's

happening. Where this power really shines is in working together. Everyone that you call a friend and who is your friend in turn is granted these effects, so the entire group will have chances to contribute and help out. You make other people feel wanted and cared for, and you know all of the best ways to befriend new people and deepen your current friendships. Their hobbies, their likes and dislikes, their hidden dreams. This is all information you'll quickly learn of and will be able to use right away.

Sibling Bond (exclusive for Nobility, Free): Did you notice how there are many perks for this origin? If you've bought both of them for a price tier, you can combine the effects of those perks. For example, having both The Greatest of Friends and Love, Compassion, and Empathy, would enable you to freely use the effects of either perks in the same context of the other.



Ruler:

Authentic Accent (100 cp, Free for Ruler): You da ruler of these parts. Might want to make it clear with a special accent to fit your personality. Come with your own laugh. HEHEHE!

Expert Driver (200 cp, Discount for Ruler): You know how operate any vehicle with wheels. Let it be a car, a tank, a robot with wheels. Whatever it is you can operate it with ease.

Hammer Specialist (400 cp, Discount for Ruler): You can't always rely on your position to get a head sometime you need to get physical. Might as well be able to defend yourself. With a Hammer. Like Deedee, you can knock foes pretty hard with your mallet. Also here's a free hammer! To go with your purchase of this perk.

Royal Durability (600, Discount for Ruler): You the big guy in charge. So, it would suck if something were to happen to you…Don't worry because with this, that won't be a problem. You can now shrug off being electrocuted, set a blaze, and blown up by a grenade. In short you have minor form of Toon physics. As long as it somewhat funny you can survive it. But things like a grenade, decapitation, being shot in the head, impaled, etc. This won't work. For example, if you accidentally swallow a bomb and it explodes, you'll be protected by this perk, if someone were to say fired a rocket to your face then you'll not be protected by this perk.



Items:



General Items:

Infinite Watermelon (100 cp): Watermelon!!! Kirby's favorite fruit in this setting and you have an infinite supply of them.

Complete Collection (100 cp): This entire Kirby Right Back at Ya series in DVD for your enjoyment. This also includes a separate version that includes your adventures here, and your entire Jumpchain adventures in Kirby Right Back at Ya style.

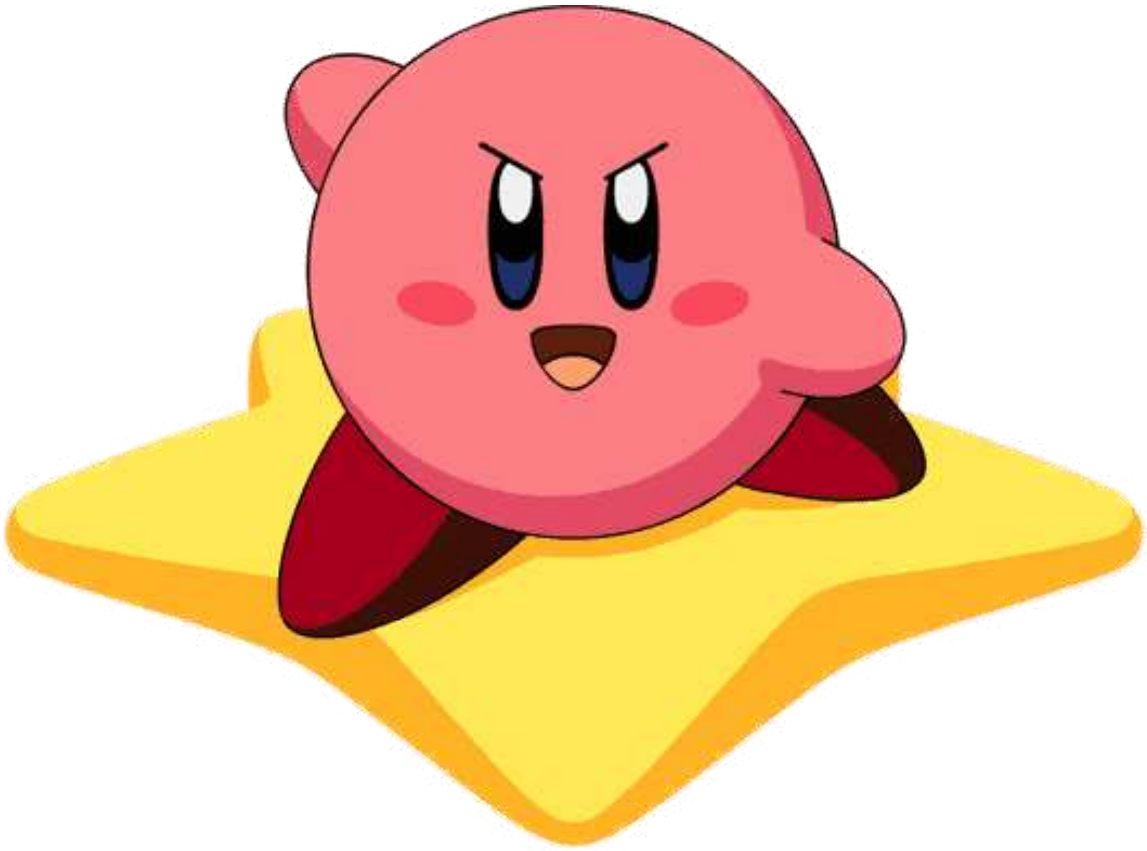
Pappy Pottey Books (100 cp): These books contain the story of Pappy Pottey. Who's Pappy Pottey? Essential Dreamland's equivalent of Harry Potter. They do much except tell a good story so enjoy.

Young Star Warrior:

Cozy Home (100 cp, Free for Young Star Warrior): A nice comfy household that looks like a dome with a chimney on it.

Star Ship (200 cp, Discount for Young Star Warrior): This Starship is similar to the starship that Kirby arrived on…though you can customize it to give it a different shape. By default, its star shaped

Jump Star (600, Discount for Young Star Warrior): What the?! This...you shouldn't have this! This is the Warp Star! Now in the games this thing acts as mode of transportation for Kirby, but others can use it and there seems to be quite a number of them. But in this setting, there is only one of them and it is the source of Kirby's power. I suppose seeing you're willing to pay we can give you a copy of the Warp Star. We'll call it: The Jump Star. In any case the Jump Star acts the same way as Kirby's Warp Star you can use it as means of getting around faster. And if you can inhale it can temporally become some sort of weapon of your choosing.



Veteran Star Warrior:

Metal Mask (100 cp, Free for Veteran Star Warrior): An armored mask that can be used to hide your face as well as protect your face.

Halberd (200 cp, Discount for Veteran Star Warrior): Metaknight's Personal ship or rather a copy of it. It comes with living quarters, kitchen, and various of other commodities for your leisure. In addition, it has several on boards weapons that can be use for combat.

Jumpaxia (600 cp, Discount for Veteran Star Warrior): While Metaknight has the Galaxia you have your own legendary galactic weapon forged by Photron, the mighty ruler of the fire people. It can be any weapon you can think of. It can cut nearly anything



Nobility:

Iconic Clothes (100 CP, Free for Nobility): Exactly what it says, clothing that is unique to your own look and aesthetic

Sports Equipment (200 CP, Discount for Nobility): Soccer ball, Baseball Bat, Football, etc. Everything you need for your sporty needs.

Kabuu Statue (600 CP, Discount Nobility): This one is a bit odd. This large monolith is not the same Kabuu from the series but a replica that has some mystical properties. It can give some vague hints, charge magical relics, even repair said magical relics. It can be useful to you in the long run, so keep it safe



Ruler:

Royal Attire (100 cp, Free for Ruler): A nice regal garment for your to wear.

Royal Car (200 cp, Discount for Ruler): Car might be the wrong term for this vehicle. It an automobile with a FREAKING CANNON attached to it! Good for blasting any pesky foes standing in your way.

Castle (600 cp, Discount for Ruler): A nice castle that contains three bedrooms, an arena, a living room and so much more. You feel right at home!



Companions:

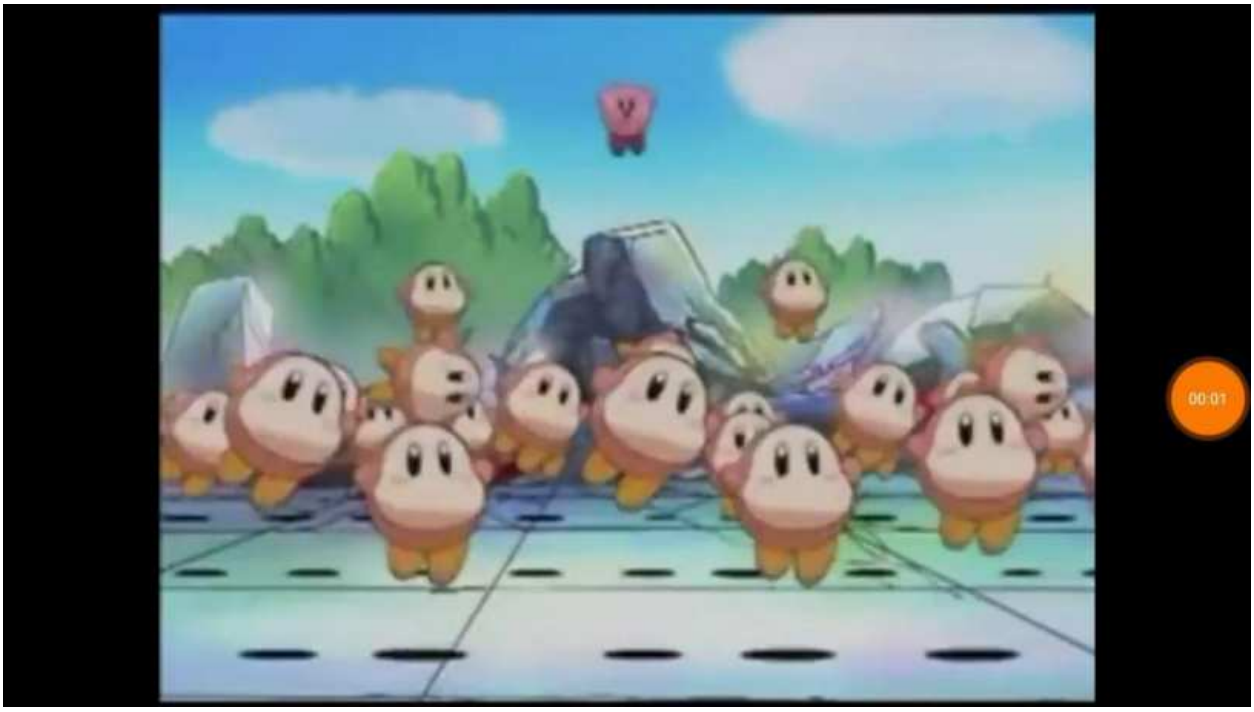


Import (50-200 cp): Kirby didn't make it though his journey alone. So why not bring in some help? Pay 50 CP to import or create a companion or pay 200 CP to import or create 8 companions. They get a background of their choice and 600 CP to spend on perks, powers and items. You can pay more to give your companions more CP.

Canon Character (100 cp): You can NEVER have too many friends and chances are you are gonna make some while you're here. So why not use some of your CP to get some of the locals to join you on your journey. The Exceptions here are the Waddle Dees, Waddle Doo Captain, Escargoon, King Dedede, Meta Knight, Blade Knight, Sword Knight, Tiff, Tuff, and of course Kirby. They have their own purchase options displayed below.



Escargoon (200 cp, discount Ruler): Dedede's lackey and yes man. He…doesn't have a lot going for him but he can be useful.



Waddle Dee subjects and Waddle Doo captain (200 cp, discount Ruler): These guys can be summed up as Servants. They are not that great at combat but they can do household chores so they are some what useful. Comes with a single Waddle Doo to lead them



Tiff (200 cp, discount Young Star Warrior): This girl is the most knowledgeable person in cappy town. She has fiery temper but she's caring. She'll often be seen reading something in her spare time. She will accompany you if you purchase this option.



Tuff (200 cp, discount Young Star Warrior): If Tiff is the "smart" sibling then Tuff is the "jock". This boy just loves to play around and get into all sort of mischief. And you look like someone who can get into all sorts of trouble so he wants in on the whole jump chain adventure.



Blade Knight and Sword Knight (200 cp, discount Veteran Star Warrior): A pair of knights that follow Metaknight around. Under Metaknight's orders they are going with you.



King Dedede (400 cp): Well after seeing that you are some sort of interdimensional creature, Dedede decides that maybe he can get stronger by sticking with you.



Meta Knight (400 cp): The mysterious star warrior swordsman, has noticed you and the powers you have. He has decided to come with you. For what purpose? I frankly don't know. Maybe to Train you, maybe to keep from becoming evil. He won't say.



Kirby (400 cp, Discounted if you take Tiff as a companion): The little star warrior has taken a shine to you. You can take him with you on your adventures if you'd like. You get a discount if you take Tiff with you. After all she wants to keep an eye on Kirby and you apparently.

Drawback:



Young (+100 cp): You are now a child…if you are a Young Star Warrior you'll be the same age and mindset as Kirby

Annoying Otakus (+100 cp): There is a group of these annoying weirdos that are constantly stalking you and making some odd fan art of you.

Clumsy (+200 cp): You can't move no more than 3 feet without tripping on something

Clobber that there Jumper (+400 cp): Dedede HATES your guts. Now he will consider you just as big of a problem as Kirby. So he'll either purchase some monster to destroy you or fight you himself.

Metaknightmare (+400 cp): Either Metaknight considers you a threat or a worthy foe. Either way he is going to challenging you to a fight every week during your stay here.

THERES TWO OF THEM?!(+600 cp): WHA- HOW?! Ok, ok. Let's calm down for a moment somehow both video game and anime versions of Kirby had their universes merged. Now you have to deal with Nightmare Enterprises and all of the enemies from the games at the same time…good luck because they will join forces to defeat both versions of Kirby and YOU!

Enemy to N.M.E (+600 cp): N.M.E and Nightmare Enterprises considers you a problem to their rule. They will send their best monsters to get you. If you taken this and "Clobber that there Jumper" NME will give Dedede Monsters for free as long as its for your destruction. In which case expect double the trouble and double the amount of monsters to get you.

BOX OF TROUBLES!!! (+700 cp): WHAT THE HELL?! Okay what is happening?! Apparently every show, series, and anime that was shown on the FOXBOX has now merged with this setting. More bad guys to deal with as well as trying to prevent everyone from fighting each other

Ending:



Go Home: Return back to your home and end the Jump chain

Stay Here: You've taken a liking to this place and decided stay

Move on: Time to go to the next Jump

Notes:

By SonicCody12

This jump is based on the American version of the Kirby Anime.

Thanks to Burkess for helping with perk Ideas