Version 1.2
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Hello Jumper!

Welcome to Dreamland, you can now explore this vast world full of wonder, and beyond! Your stay here will last for the next 10 year, so you will have plenty of time to travel around Planet Popstar. Recently, a star-shaped portal opened up in the sky, and a strange flying sailboat crashed into the ground. The crash seems to have scattered Energy Gears and Ship Parts to all corners of Popstar. Perhaps you can lend a hand?

Before you go take this!

+1,000 CP

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

1. **Cookie Country - Filled with green trees and delicious chocolate chip flavored hills. The residents of this section are comparatively milder than in other corners of Popstar.**



2. **Raisin Ruins - You won't find many raisins here, but you will be surrounded by desert sand and ancient temples filled with obstacles. It is said that a dijn lives within one such temple, but such rumors have yet to be confirmed.**



3. **Onion Ocean - A tropical paradise befitting a land of dreams. Its warm waters may seem inviting, but the deeper you go the stronger the current.**



4. **White Wafers - A landscape covered in pristine snow, it seems like the perfect winter wonderland. Yet there still exist dangers, lurking in the snow are ninjas and living snowmen.**



5. **Nutty Noon - How they managed to build structures on top of clouds remains a mystery, but the view of the sunset is the best in all of Dreamland. They say at the top of the highest tower you can grasp the very stars!**



6. **Halcandra - A ruined world, abandoned by its former residents and left at the mercy of rust and volcanic activity. Apparently, the Lor Starcutter was discovered here sometime ago by Marglor.**



7. **Another Dimension - A strange realm that is not a location, but rather an ever-shifting rift between worlds. It is populated by the energy-devouring Sphere Doomers, and those unlucky enough to be sucked into a dimensional rift.**





Origin: (Free All)

When the sky was ripped open and the Lor Starcutter crashed, the entirety of Dreamland was affected. Occasionally, smaller rifts would suck up those nearby or even allow for creatures to pass through. As a Jumper, you have a degree of control over your role in this new adventure. Perhaps you were always a Resident, or maybe you are a New Arrival with a secret agenda.



Resident:

The day the sky opened, you were sleeping peacefully under a tree. Until you heard a loud crash and you woke to see numerous Energy Spheres falling around Popstar. With the fluttering of butterflies, you set out to discover what happened.



New Arrival:

A traveler from a far crossing dimensions and tribulations to arrive on Popstar. Perhaps you are seeking refuge from a foiled scheme. You may even be a native inhabitant of Another Dimension displaced.

Race:

There are many races here in Dreamland, and an opening into Another Dimension only added more. Maybe you are a Pink Puff cute on the outside, and unstoppable fighter within? Or possibly one of the many Dreamlander that make Popstar their home. You can even be an Otherworldly visitor from Another Dimension.

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 can choose to be of any race that can be found in Dreamland. Anything from Waddle Dees to dragons. You are one of many, but soon you will become more! Despite your appearance you are a natural fighter.

Otherworldly:
Taking these allows you to become an entity originating from Another Dimension or even beyond. The default appearance is that of an Margloran, but you can be virtually anything. Some perks may affect your race.



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.

Pause Screen (Free All) - Just by hitting a mental trigger you can freeze the progress of time. In this state you are aware of all possible uses for your abilities, as well as any ways to cooperate with your allies. But in turn, you cannot commit any actions, if you do the effect will turn off with everyone else unaware of what happened.

Defensive Stance (Free All) - By assuming and holding a defensive stance, you can minimize the amount of harm received from incoming attacks. This is not invincibility, but instead the knowledge of how to protect oneself from harm. Also, you may become a sitting duck if you hold the stance too much.

Dream Physiology (-100 cp) - No matter how unrealistic 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 a desert, there is no risk of melting. Of course, if you get hit by a fire attack, 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's Return to Dreamland. (ex: Mirror, Ghost, Wheel).

Origin Perks:
Resident:
Lost & Found (-100 cp) - Misplacing precious artifacts is a pain to deal with; thankfully by taking this perk you are able to make retrieving them easier. You now possess a sixth sense regarding locating lost items. Not only does it direct you to the general location, but it also gives hints on solving puzzles and opening locks.

Clown Trauma (-100 cp) - Some time ago, you were tricked by an evil clown. You were able to beat him up, but it still hurt to have your trust betrayed like that. Even now you can sometimes hear his annoying laugh. Any time someone attempts to trick or manipulate you, the laughter of the evil

clown will be heard in the background. No one else can hear the laugh, so you are able to figure out the deception without alerting the deceiver.

True Power of Friendship (-200 cp) - Being able to work as a team is an essential skill to have. This perk takes that up to a new level, granting flawless communication even in the heat of battle. You are able to easily pull off complicated team-based attacks. These attacks also strengthened the more people contributing. Not only that, but whenever you and your companions work together, it becomes easier to act in sync.

Martyrdom (-200 cp) - Sharing is caring, but you're taking it to a whole new level. After using a healing or strengthening item, you have a short window to share the full effect with others via contact. Not only that, you are able to share 1-Ups or Revival Perks with fallen comrades.

Signature Weapon (-300 cp) - Your dedication towards perfecting your skills has been awarded. This perk allows you to stretch the definition of possible, while wielding a weapon or tool of your choice. As your skill grows without limit, your weapon of choice will start to replicate the properties of other weapons. Not only that, but you will eventually be able to

simply summon your weapon at will and even incorporate elemental abilities into your strikes. Also, the greater your skill improves the more you can bolster your body's performance.

Challenge Accepted (-300 cp) - Even the greatest of Boss Rushes are possible to overcome. Whenever you are pitted against numerous powerful foes at once, this perk will activate. Upon activation, your speed, offensive capability, and "hit points" will double. You also have the option of fighting them sequentially; in the format of the Arena, complete with lobby, healing items, and Copy Essences. Taking this option will not break immersion or let enemies realize what actually happened.

Phase Precognition (-400 cp) - The concept of holding back is alright in moderation. If you only stop restraining yourself when you are half-dead, what comes after is just your fault. This perk lets you detect if your opponents are holding back their true strength or have a trick up their sleeves. However, even when they go all out, your experience from fighting still remains. It allows you to accurately predict and even instinctively dodge new attacks. As the fight goes on you will

eventually hit a point where you can flawlessly defeat your opponent through pure muscle memory.

Blue Fin Finisher (-400 cp) - You've been born under a particularly lucky star, it seems. Whenever you utilize any ability that operates with a degree of luck, you will get the greatest possible results. In game terms, you will auto-crit whenever you attack. This effect carries over to endeavors that "Do not rely on luck", but still possess an infinitely small chance of success. This perk combined with other similar perks exponentially raises the "power" of each success.

Planet-Cleaving Sword (-600 cp) - There is no way that something so small could be the extent of your abilities. No, to truly showcase your power; a bigger, grander display of might is needed. Taking this perk allows you to magnify the size of any weapon or product of your abilities. This will also increase the power able to be unleashed proportionately to its actual size. This perk will automatically judge the amount of power needed to destroy the target(s) and can immediately increase the size of your weapon to a point where you can end them in a single strike. Alternatively, you can just allow the size to grow continuously till even entire planets can be reduced to rubble. Regardless of how large the weapon is, you

will still be able to wield it the same way as normal. If you no longer need its destructive might, the weapon can shrink to normal size.



New Arrival:
Doors of the Future (-100 cp) - Regardless, if they are not supposed to open, any door you come across will open the moment you wish to enter. If a barricade or lock is preventing entry, it will temporarily not exist.

Why We Have Trust Issues (-100 cp) - You are able to assume the facade of an innocent person flawlessly. While using this facade, you can easily manipulate others to do your bidding. As long as you work to keep up the mask, any scheme you have is going to proceed smoothly. You can also gain insight into a

person's character if you look at them, which is perfect for finding usable pawns.

Energetic Gearhead (-200 cp) - Finding replacement parts for broken machinery is tedious work; wouldn't it be better if there was an easier method? Introducing the Energy Sphere! An derivative of Ancient technology mixed with a little bit of Margloran Magic. This perk gives you the knowledge and practical skills needed to create Energy Spheres. Energy Spheres are essentially the stem cell equivalent for machinery. Using a type of programmable energy, these devices can be used to substitute for any kind of components missing from a machine. Theoretically, if you had enough, say 120? You could even operate a starship purely off of these!

Second Impression (-200 cp) - How shameless can you be? After committing an offense, even one as vile as betrayal, you will still be given a second chance. While there will still be some wariness, as long as you are sincere, you can eventually mend your relationships.

Lor Seeker (-200 cp) - No one is quite sure how Marglor was able to discover the existence of Halcandra and the Lor Starcutter. However, by taking this perk you may be able to

accomplish similar feats. Thanks to this perk, you are more likely to stumble onto myths and legends that have a tangible basis in reality. It will also guide you along the path to discovering hidden artifacts and lost technologies. Additionally, this perk boosts the speed and accuracy of any research regarding legends and mysticisms.

Ancient Repairman (-300 cp) - Marglor was probably a genius polymath, because the sheer amount of knowhow for repairing an Ancient Starship like the Lor Starcutter could not have been done by an ordinary person. You now share that unique gift of repairing, and upgrading, highly advanced, magi-technology. By studying ancient and broken technology, you will gradually start to understand how to properly repair and even improve its designs. After a few weeks of repair, even a beast like the Lor Starcutter can be refurbished and returned to its optimal state.

Starcutter Design (-400 cp) - The Ancients wielded a mastery of technology and magic far surpassing any other civilization. This is evidenced in the dimension-hopping abilities displayed by the Lor Starcutter. Taking this perk gives key insights into the construction of Starships that, among other things, incorporate dimensional warp technology. Another branch of

technology included in the perk is the modular protection utilized by the Lor Starcutter. Allowing it to detach and safeguard valuable parts within impenetrable energy fields. This is to ensure that even if you end up shot out of the sky, all necessary parts can be retrieved and safely reintegrated without complication. Now go forth and explore the world!



A Visitor from Afar (-400 cp) - One of the leading causes of villain deaths is overcommitting to a plan. The sunk cost fallacy is real, and it can kill you. By taking this perk, you can always bail before the danger is too much to handle. You will also be able to retain key resources or find substitutes, to get back to where you were before. Not only that, your luck at finding new minions has improved significantly.

C-R-O-W-N-E-D (-600 cp) - Unlimited POWER!!! It would not be inaccurate to say you've become a god. All for the small, small price of your soul's damnation. By taking this perk you have stepped onto a dark path. You can tap into powers bestowed by cursed or corruptive artifacts and receive far more than what is normally bestowed. Any time you utilize an object that would be considered cursed/corruptive; you can take any benefits they bestow, and boost them to near god-like proportions. In fact, you are able to tap into dark powers, to ascend your very being, as an evil god powerful enough to give a decent challenge to Kirby. There are other methods of using corrupt energies; one such method is to use it to corrupt other powerful artifacts in order to control them. This perk will also greatly enhance your natural ability to use magic. Even creating entire dimensions sustained only by your power is feasible with practice.



Race Perks:

Pink Puff:

Useful Trinkets (-100 cp) - Just as it is described in the name, you will occasionally stumble upon Useful Trinkets such as invisibility stones and magical barrier sprayers. These items will often show up in areas that would normally be hard to cross without them. If you feel they would get in the way, you can always disable this perk.

Simple Tools (-200 cp) - Sometimes, when all you have is a big hammer, all your nails seem the same size. This perk essentially applies the idea that "one size fits all" onto any tool you happen to be using. If a smaller version of the same tool can do a task, so can the bigger one, and vice versa.

Landscaper (-300 cp) - Does that mountain seem breakable to you? Taking this perk brings your potency for destruction up to eleven. You are able to accurately discern the durability of anything you attempt to attack. When you attack an inorganic object, your attacks seem to become far more destructive than normal. Rend the earth with wild sword swings and topple monuments with your fury. Any target you hit will be reduced to powder.

Co-op Adventurer (-400 cp) - When you depart on a difficult journey, it's best to have companions you can trust. Something tells me that you misinterpreted the meaning. You have gained the ability to split into four clones of yourself. Each version of you has a slightly different personality and a unique color pallet. You can choose to manually control each clone or let them act independently. Every version of you has access to the same perks and abilities as the original. These clones can be dismissed with a thought, and brought back just as easily. If you dismiss and bring back your clones, they will return at peak condition.

Super-Charged (-600 cp) - Sometimes you need some extra push to get the job done. In the event that you do encounter an enemy, you are unable to scratch. This perk can make the problem go away. By being able to Supercharge an ability to an unstoppable level of destructive capacity. You can now collect a reserve of energy that can be used to enhance a singular ability. There is no set limit to the amount able to be stored, and depending on the amount used on enhancing the ability, its power will skyrocket. Outside sources of power can also be used to fill your reserves. If you were to spend a few days worth of collected energy, the resulting ability would be able to destroy dimensional barriers through raw power alone.

Dreamlander:

Kirby Proof (-100 cp) - It would be a shame if your journey came to an abrupt and pink end. Thankfully, there is a way to prevent such a fate. In the event of being consumed, by Kirby or another bottomless abyss. You can safely reappear a short distance away from your last position. This does not suppress any trauma, but at least you will be physically fine.

The 2nd Phase (-200 cp) - Congratulations, you are now a multi-phase boss! If you are ever reduced to half of your total health, you can "Stop holding back". In this state, you have a higher success rate of improvised attacks, coupled with an increased reaction speed, movement, and physical/magical prowess. If you are still having trouble holding off the enemy, you can also summon an ally of relatively equal strength.

Self-Contained Star (-300 cp) - You are blessed with a fount of infinite power. The caveat is that only someone other than yourself can use its full potential. If someone manages to tap into the power within you, they will temporarily be Super-Charged for a short time. Aside from that, you get a slight increase in durability, strength, and a cool glowing aura around your body.

Conjoined Quadruplets (-400 cp) - Are you four in one, or one of four? After taking this perk, you gain three extra consciousnesses. You and yourselves are capable of being one body, or splitting off into four separate forms. Each self shares thoughts and senses with the rest. However, you will never become disoriented from having many simultaneous thoughts. Perhaps due to the strange state of your mind. You are able to prevent corruptive artifacts from causing harm. Despite that, you can still receive the beneficial effects.

Return to Dreamland (-600 cp) - Hills made of cookies, underwater cities, and even towers on top of clouds. In Dreamland, you can explore such fantastical locations and more. Taking this perk allows you to build the land of dreams. Using this perk you can construct landscapes and architecture that go against the laws of physics and reality. As long as you can visit it in a dream, it can be brought to reality. The land of dreams is not bound by the limits of space or linear time. As long as the area is the same "dream" it can extend endlessly in all directions. Even if it should logically overlap with other locations, there will always be more to explore. Places constructed with this perk will also allow for various dream-related phenomena, such as spatial relocation and

temporal dilation. There may be strange interactions with lucid dreamers.

Otherworldly:
Mysterious Merchant (-100 cp) - Despite just meeting you, people seem to trust you easily. You are also an accomplished businessman, able to use your trustworthy demeanor to rake in hefty profits. Even if you start from nothing, you can quickly gather enough funds for even big projects, like an amusement park!

Corrupted Souls (-200 cp) - You survived, but at what cost? Upon the moment of your death, revive by latching onto the nearest source of power. Your revival will be heavily influenced by what was used to power it. Thankfully, if you manage to get severed from your source, you will eventually return to normal.

Anotherworldly Being (-300 cp) - Sphere Doomers are one of the few native inhabitants of Another Dimension. They are a race of dynavores attracted by the presence of Energy Spheres scattered throughout Dreamland. You acquire the ability to transform into a Sphere Doomer. With training you can even become a Grand Doomer, the most powerful kind of Sphere

Doomer, able to withstand multiple hits from even Super Abilities. You are also able to drain energy for sustenance, create dimensional rifts to Another Dimension, and selectively manifest traits of your Sphere Doomer body.



Margloran Mystics (-400 cp) - You trained for countless years in the Margloran Mystics under the tutelage of the masters. Your skill in magic is the real deal. Manipulate space into pretzels to teleport. Create powerful bolts of electricity and orbs of flame. The greatest practitioners of Margloran Mystics are even able to conjure short-lived dimensional rifts to Another Dimension! However, the true focus of Margloran Mystics is the containment and manipulation of mystical sources of energy. You are well versed in studying and manipulating sources of power. Taking this perk can give insight into how Super Abilities are created.

Master Corruptor (-600 cp) - Did that thing move just now? The Master Crown needed to have been made by someone right? It's not like it spawned from the aether to cause chaos. You have been given all the skills and materials needed to create cursed artifacts that rival the likes of the Master Crown in power. As you create these malicious artifacts, you can further strengthen their corruptive power. By adding more detrimental or sadistic effects imbued within the artifact, a user can bring out more power than ever before. However, if these artifacts were so obviously cursed no fool would be using them. Any artifact made can be built with a "safe mode", which allows a user a portion of the artifact's true power without detrimental effects. The "safe mode" will automatically disable at an opportune moment, but you can also choose when. The creation of cursed artifacts can be extremely hazardous to even the maker, so the artifacts are willing to spare you from any detrimental effects of using them. In the interest of proliferating more curses, of course.

Copy Abilities:

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

	**Lash foes with a whiplike beam! Hit and Cycle! Grab and Capture! Spin in midair for a Revolution! Charge up and BAM! Wave Beam!**
	**Prep a huge bomb, aim it, and--KA-BOOM! Get above your enemies and boom, boom, boom! Bowl a perfect BOOM!**
	**Charge up to build energy for a powered-up explosion! You only get one shot with this ultimate weapon!**
	**Cut through ropes with the blade of a well-aimed boomerang. Aim up or down, or charge up for a Hyper Boomerang!**
	**The perfect brawling Copy Ability! You can determine how strong or weak your attacks are! And you have a ton of them!**

	Feel the heat of hot flame techniques! Light fuses! Climb walls! Fireball Climb! And if you're on fire, it's Fireball Inferno time!
	Wield the hammer of kings! Pulverize hard objects! Drive down stakes! Light it on fire and you've got the Hammer Flip technique!
	Leap into the air with a Hi-Jump! Zoom back down with an unstoppable high-speed Rocket Dive! A hero has made his debut!
	Frozen foe? Give it a kick! Glide gracefully across the land with an Ice Skate, and even cool down those hot, hot flames!
	It's time to dance! The Leaf Dance creates a gorgeous swirl of razor-edged leaves. Use the cover of leaves to hide, and...huh?! You're gone!

	**Whoa oh oh ahee ahee! Dur dur yeah yeah yeah! Charge up for more power! If you sing three times, you'll be super happy!**
	**Prick your foes with a thorny jab! Really stick it to 'em! Roll from a dash to bring the pain with a Rolling Needle!**
	**Hide in shadows and fade into the darkness. Become a master Ninja and no one will expect your Blossom Storm!**
	**Block falling objects. Fill your parasol with wind, and go for a stroll through the sky. The best comes last! That's right: Circus Throw!**
	**Just...five more...minutes. Please...just let me sleep. If you must...wake me... Just...shake me... *Zzz...zzz...zzz...*** **Fully heal when done.**

	**Electricity in your hands! Charge up to create a Spark Barrier! Zap foes from above with a Lightning Strike!**
	**Raise your spear and lead the charge! Bust out Spear Barrages and Moon Drops! Use it underwater! Spin it around and take flight!**
	**Crush things to bits! Transform into who knows what! Uppercut with a fist of rock! Slide down slopes and make rapid progress!**
	**Don a green hat and take a sword in hand! Spin Slash! Do a Sword Dive as your finishing strike! It's all about the flourish.**
	**Round and round you go! Spin with unique controls! Increase rotation, charge up power, and send a whirlwind flying!**

	**Look out -- you're a water wizard! Ride the waves and cool down hot flames! Your Water Gun is supercharged too!**
	**Hang on to your hat! With such a long reach, whipping enemies is a snap! Pull enemies or items toward you too!**
	**Do a Shuttle Loop! Flap, fight, and rule the skies! Let your spirit soar as you spread your wings and bask in the glory of flight!**

Regarding One-Time Use abilities & Super Abilities:
Any Super Abilities created with One-Time Use Abilities will be transformed into an extremely powerful, multi-use form that is available for the duration Star Embellished is active.

Modifiers:
Star Embellished (400 cp) - Your Abilities are now SUPER!!! For a limited time upgrade an regular Copy Ability into a Super Ability. A Super Ability will often be restricted to only

one form of expression, but with practice you can regain the former versatility of the unenhanced Copy Ability. The Super Ability's duration will be shown by a mental timer. Using your Ability will strangely pause the timer, so theoretically you could spend entire days just firing off attacks nonstop before the timer manages to reach zero.

Items:

(Items have a 50% discount for matching Origins, 100 cp Items 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.

Motion Control Strap (Free All) - A particular accessory that takes the form of an adjustable nylon wrist strap. You will receive a total of four of these by taking this item. While outwardly unassuming, every strap has a few special properties. They are impossible to destroy, steal, and can automatically adapt to any size and form you take. They also prevent your actions from unintentionally harming the environment and people. Even something as drastic as throwing a blackhole at a bus, will completely fail to harm passengers or even damage the road.

Copy Ability Testing Room (-50 cp) - You gain a futuristic door that can be placed onto any property you own. Inside is a room filled with every Copy Ability Essence imaginable. In the room is also a respawning training dummy that can take a lot of hits. You can also adjust the interior decor, layout, and lighting with a small control panel to the side. There is also an infinite food dispense!

Tomato Box (-100 cp) - The Tomato Box will always contain a single maximum tomato, a powerful healing item that brings its eater to full health. Just throw the Tomato Box onto the ground and it will dispense its tasty treat!

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

Arena (-200 cp) - You've gained an intimidating gateway into the Arena, attached to a property of your choice. Once you step inside you will be sent to a lobby filled with Copy Ability Essences and a single Warpstar at the very end. Taking the Warpstar will lock you into a Boss Rush of your past enemies. In between matches, there will be a rest area with refreshments and two random Copy Ability Essences. Dying inside the Arena will not negatively affect you in any way; you will just be teleported back to the entrance. If you manage to complete 13+ matches in a row, you unlock the True Arena.

Lor Starcutter (-600 cp) - The Ancient Starship that once was dormant and in disrepair. The Lor Starcutter is fully repaired, and has all 120 Energy Spheres. As a safety precaution, all parts will be restored if lost again. The Lor Starcutter is

capable of traveling through Another Dimension into other worlds. In Jumps without a proven parallel world, you may be the first to discover them.

Resident:
Energy Sphere (-100 cp) - These strange orbs are a cure-all for your machinery! Simply insert them onto an incomplete or damaged machine and watch it spring to life. However, each Energy Sphere can only compensate for so much. If you are using them on highly advanced machinery, it could take more than a hundred of them. Every year you will receive a total of 12 Energy Spheres.

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.

Challenge Rooms (-300 cp) - A series of doorways show up on a property of your choice. Each one corresponds to a distinct skill, power, or Copy Ability. Entering a doorway will give access to a time trial or combat trial centered around the ability. You can also unlock more difficulties and variations by completing each Challenge Room repeatedly.

Dimensional Rift (-400 cp) - You have acquired a summonable Dimensional Rift. You can use it to access Another Dimension or to dispose of dead bodies. There is a guaranteed protection against hostile creatures from crossing over from the other side. You can also enter the rift to explore the strange realm filled with danger and hostile inhabitants. Occasionally, you may discover bits and pieces of Ancient technology. If you are lucky, you can even stumble onto a natural rift leading into a new world.

New Arrival:
Margloran Garb (-100 cp) - The classic hood and robes mage outfit. Made using 100% pure cotton and the finest enchantments. Offers protection from environmental magic effects and is self-cleaning. People are more likely to believe your lies while wearing these.

Authorization Locks (-200 cp) - Tired of having to make sure to lock your doors when you leave the house? Just install one of these onto a door of your choosing. The door will be able to open, close, and lock itself automatically. It will also detect if a person is an authorized individual and prevent access to intruders. You will get as many Authorization Locks as needed to fully upgrade any property owned.

Metal General (-300 cp)
A security robot that was found wandering the rusted ruins of Halcandra. While a majority of its systems are inaccessible due to many years without maintenance. Metal General remains a powerful fighting machine. If it was somehow restored to full functionality, it would certainly be a spectacle.

Master Crown (-400 cp) - The Master Crown, an artifact from the time of the Ancients, is said to grant limitless power to its wearer. However, there is more to it than it seems at first glance. In exchange for the great power bestowed, the Master Crown will corrupt the soul of its wearer. Sometimes it moves by itself.

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:

Beginning Of Something Wonderful (+0 cp) - You can now experience the events of other Kirby Games after the events of Kirby's Return to Dreamland are over.

Sidetracked (+100 cp) - There seems to be a mischievous spirit haunting you. Roads that are supposed to be straight paths become winding trails into the woods. It's only a detour that would add at most a half hour to your travel time. It may even be a good thing as you can find a lot of good scenery along the way.

Creepy Crawlers (+100 cp) - It's as if everywhere you go there are more creepy crawlies to deal with. It seems that summer is in full force, creating the perfect weather for all sorts of insects and insect-like enemies to pester you. The effect can be mitigated in certain areas.

Companion Wrangler (+100 cp) - Dreamland is a great place to explore and have fun. Unfortunately, you seem to have been relegated to being the responsible one of the group. Any group you form has the tendency to wander off or charge recklessly into battle.

Sphere Scrambler (+100 cp) - The butterfly effect is already in motion the moment you awoke. The Energy Spheres have all landed in places not explored within the game. Expect to find new levels unlike the ones from the actual game. Invalidates starting location rolls.

Hero of the Dees (+100 cp) - Bandana Waddle Dee seems to have gained some fans. By taking this perk, all Waddle Dees will be randomly given one of the following Copy Abilities. Bomb, Cutter, Hammer, Ninja, Parasol, Spear, Sword, and Whip.

Gourmet Racer (+100 cp) - Food is a scarcity now, ever since Kirby began sleep-eating. You must save Dreamland by defeating the sleeping Kirby in a Gourmet Race to wake him up!

Spring Breeze (+100 cp) - Something about this place just makes it seem like the perfect place to relax. You will frequently doze off into sleep if you don't have pressing concerns.

Insufficient Energy (+200 cp) - Perhaps your machines are built inefficiently, because they all seem to need frequent recharging every time you use them. Perhaps an Energy Sphere could fix this?

Key Demographic (+200 cp) - You seem to have earned the enmity of Mumbies and Scarfies everywhere, because they are awfully persistent in their attempts to kill you. Did you steal their keys or something!?

Inefficient Design (+200 cp) - Marglor seems to have been a little more lazy in his repairs of the Lor Starcutter. When the Lor Starcutter crashed, it burst like a piñata filled with 240 total Energy Spheres. Now all those Energy Spheres are

scattered throughout Popstar, who knows what trouble that could cause.

Giant Falling Gordos (+200 cp) - It may seem like the end of days, but it's actually giant Gordos raining from the sky. Thankfully(?), these Gordos are equipped with Motion Control Straps, so the only one going to get hurt is you. These Gordos cast some pretty big shadows so you will have plenty of time to get out of the way if you look up in time.

Three Seconds Till Impact (+200 cp) - What do you have against vehicles!? Every single mode of transportation that is not your own power will inevitably crash land onto the surface of the planet. This will not destroy the vehicle, but it may need several days to repair.

Dimensional Divers (+200 cp) - Usually, it's the monsters from the abyss that are doing the invading. However, several Energy Spheres have been taken by the Sphere Doomers into the Dimensional Rift. It's up to you to retrieve them from Another Dimension.

Robot King (+300 cp) - Robo Dedede leads an army of Robo Waddle Dees on a road of conquest for the fate of Popstar. Unless you stop them! They will be destroyed by Kirby... But also they are trying to ruin your day, in particular, until you destroy Robo Dedede, he will just return with a bigger army.

Ninja! (+300 cp) - It seems that an unknown individual has hired the ninja dojo for a hit on you. Until you discover who the client is, the relentless ninja assassins will follow you till the day you die. Or the Jump ends, but where is the fun in that?

Doomer Distraction (+300 cp) - Through pure bad luck, you are constantly at ground zero of a Sphere Doomer incursion into Dreamland. If left unchecked, an untold number of Sphere Doomers will escape Another Dimension. In order to close the rift, you must find and kill the Greater Doomer leading the charge.

Galbo Rising (+300 cp) - Galbo and Galboros all around Dreamland are being affected by the power of the Energy Spheres. They are becoming Dragons! Unless you retrieve all

the Energy Spheres in time, Popstar will be overtaken by water, flame, and dragons.

Third Time's The Charm (+300 cp) - After all that mess dealing with evil clowns and scheming mages, surely you've learned how to spot someone trying to deceive you. That is sadly not the case, sometime before the Jump ends, you will be tricked into helping some upstart villain accomplish their plans. Kirby will be sleeping at the time, so it's up to you to fix your mess.

Rift to Another World (+400 cp) - It seems like the arrival of the Lor Starcutter damaged something important, because you've become a frequent victim of spontaneous Dimensional Rift formation. The Another Dimension also seems to have increased the amount of enemies and environmental hazards. Perhaps the cause for these frequent rifts can be found deeper within.

Quadruple the Opposition (+400 cp) - For some reason it seems like there are more enemies than expected. All hostile creatures received the multiple bodies portion of Conjoined Quadruplets. They are also Kirby Proof, so you can't just inhale them all to get rid of them.

Dimensional Interference (+400 cp) - These Dimensional Rifts are more detrimental than expected; areas around the Rifts will forcibly remove/suppress the Copy Abilities of those around them. These Dimensional Rifts are seemingly stable. The only way to remove them seems to be, locating the Sphere Doomers and destroying them. Unfortunately, you will need to do this without a Copy Ability.

Rescue Required (+400 cp) - You've lost someone precious to you to a Dimensional Rift. Thankfully, there is still a chance for you to save them, enter the rift yourself, and rescue them. The landscape of Another Dimension is constantly shifting and filled with hazardous lifeforms. If you don't have a way to exit freely, you may end up needing to be rescued yourself. If you don't have a companion yet, Susie will be the one needing rescue.

Here Be Dragons (+600 cp) - Landia has somehow cloned itself in addition to obtaining the entire Dreamlander perk group. Of the four Landia(s) three of them will constantly be on the prowl to hunt you down. These clone Landia(s) can also further divide into smaller Landias, making a total of 12 dragons on your trail at all times.

He Brought A Friend... (+600 cp) - Marglor seems to need more beatings before he learns his lesson on using artifacts of unlimited power. The difference this time was that he brought his friend Marx as a collaborator, not that it would save them. Join Kirby and punish these rascals for disrupting the peace! Marglor will have the entire Otherworldly perk group, and Marx will have the New Arrival perk group.

Starfall (+800 cp) - This is terrible! The world is surely doomed! Halfway through your Jump, random inhabitants of Popstar are acquiring one of the listed perks. Planet-Cleaving Sword, Super-Charged, Self-Contained Star, Star Embellished. Those with a perk will seek to test their might against you. While Popstar will survive, you may not. Endure the apocalypse and show that you are indeed worthy of life. Should you survive for the next four years, peace will return and you will get to enjoy the last year in the Jump without incident.

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 homeworld 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:

- Special thanks to Kirby Wiki for inspiration and images.

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