

KIRBY



PART 1: RETRO ERA

(1992 - 2000)

INTRODUCTION

+1000 DREAM POINTS (DP)

On a delightful planet known as Popstar, in a delightful kingdom known as Dreamland, lives a delightful little puffball named Kirby.

As the name implies, Dreamland is downright utopian in how peaceful it is. The residents live without any worries beyond enjoying delicious food and restful naps filled with pleasant dreams.

However, there's no shortage of threats to that peace, both from within and without. This is where Kirby: Dreamland's gluttonous hero, comes in.

Whether it's thwarting the selfish schemes of the cruel King Dedede, purifying a living nightmare, summoning a clockwork star to stop the sun and moon from fighting, or travelling the whole solar system to fight off an eldritch god from the darkest depths of the cosmos. Kirby may be small, but there is no challenge too great for them.

You may choose to start anywhere within Dreamland. Whether you're one of the easy-going natives, a subject of a certain king, a noble knight, or a visitor from another world. One way or another, you found your way here.

You'll stick around long enough to experience the events of every Kirby Game released between the years 1992 to 2000 (as well as any notable remakes of those games).

SPECIES CHOICE

CHOOSE AGE & GENDER FREELY, IF APPLICABLE

DREAMLANDER - FREE

Popstar and seemingly every other planet in this solar system is populated by an infinite variety of small and often adorable creatures. As long as it doesn't give you any significant advantages and it roughly fits the style of this setting, anything is free game.

Whether you're a sentient animal like DDD or Rick, a ball with limbs like Kirby or the Waddle Dees, a seemingly normal human being, a basic enemy like Wheelies or Poppy Bros, or even something you just made up.

TREE - FREE

You are a sentient tree, similar to Whispy Woods. You are able to drop an impossible quantity of fruit from your branches and can pull up your roots to attack from below. It's not easy, but with practice you can learn to uproot yourself to move to a new location.

FAIRY - 50 DP

One of the inhabitants of planet Ripple Star. You resemble a small human child, albeit one with insect-like wings you can use to fly. Ripple Star is a peaceful world like Popstar, but without a hero like Kirby to protect them, they have few means of recourse should they catch the eye of a malevolent entity like Zero.

MOCK/DARK MATTER - 100 DP / 200 DP

You are an amorphous blob of concentrated negative energy and emotions. Through unknown means, you have completely separated yourself from Zero's hivemind that almost all other Dark Matter are part of.

For **100 DP**, you are a "Mock Matter" just like Gooley (sans his inhale ability). Despite being made of negativity, it doesn't have the slightest effect on your personality. You also gain a long prehensile tongue.

For **200 DP**, you are a true Dark Matter. In addition to the ability of flight, you can phase through matter and possess living beings, turning them into a stronger, more malicious version of themselves. You can also attack from a distance, either by launching your spherical "petals" or by firing projectiles or lightning made of negative energy.

VIRUS - 200 DP

You are... I'm honestly not sure. Your "body" appears to be a holographic projection of something akin to a computer operating system, but with no apparent projector. The only way you can interact with the world is through the framing device of a turn-based RPG. From one of these windows you can physically manifest enemies to act on your behalf, albeit through turn-based rules.

During their turn, they can freely act while being immune to harm. During their opponent's turn, they become vulnerable and unable to retaliate for several seconds. Every time one of your summons is defeated, you take a percentage of damage. Losing five summons does enough damage to cause you to crash, making you vanish until you've had time to recover. Crashing repeatedly in quick succession can cause permanent damage to your system. That, or facing an enemy so much stronger than you that you can't even process how much damage they're dealing, can corrupt your systems with a fatal error.

CELESTIAL - 200 DP / 500 DP

For **200 DP**, you are a being akin to Mr. Shine, Mr. Bright, Kracko, etc. You are composed of or tied to some cosmic object/weather phenomenon. A moon, a cloud, a shooting star, a sun, etc. This grants you the ability to manifest this phenomenon in a localized area and demonstrate powers related to it. Whether it's changing night to day and emitting lethally hot light, or conjuring rain clouds and absorbing them to heal your body.

For **500 DP**, you don't just embody an astral object, you are that object. You are a fully sentient sun, moon, star, comet, etc. similar in size to Popstar's own sun and moon. You can move yourself through space fast enough to circle Popstar in minutes and exert great physical power. Although there isn't that much to do in space, so try not to get bored.

BACKGROUNDS

ANY BACKGROUND CAN BE TAKEN AS DROP-IN

HELPER - FREE

You're someone content not taking center stage. Maybe you're simply unambitious or maybe you just know you're more suited to a support role. Whatever the case, you're someone who always has their friends' backs, just as you know they'll always have yours.

FRIEND - FREE

Everything about you oozes love and happiness. Whether that's because you're a local hero or you're just that naturally charming. You could make friends with almost anyone, barring those who just seem to hate seeing others happy.

ROYAL - FREE

You are royalty, supposedly. Whether you have any actual authority is irrelevant. As long as you wear a crown and act important, most Dreamlanders will just take your word for it. However, a certain hammer-wielding penguin may not appreciate the competition.

KNIGHT - FREE

One of the few inhabitants of Dreamland who appreciates discipline. You are a mighty warrior, one who will never waste an opportunity to test your strength. You won't wait for some puffball to bail you out of trouble; you'll face any enemy with your own power.

ENEMY - FREE

Regrettably, not everyone in Dreamland is content with peace. Whether you're a wild beast who lashes out at everyone who gets near, a cruel bully, or a sly manipulator. You have no qualms making others suffer for your own benefit. Perhaps you even enjoy it.

DREAM PERKS

BITS AND PIECES OF THIS WORLD'S PECULIAR LOGIC

DREAM BUFFET - FREE THIS JUMP / 100 DP TO KEEP

Anything you eat is instantaneously digested, sustaining you and greatly speeding up your healing rate after you eat. It doesn't even matter what it is or where you got it. As long as it's not spoiled and hasn't been deliberately poisoned, a piece of candy you found on the ground will nourish you just as well as meat or vegetables you bought from the store. As a final gift, you'll never have to worry about getting cavities, making yourself sick, or putting on excess weight no matter how much sweets or junk food you eat.

DREAM BATTLE - FREE THIS JUMP / 100 DP TO KEEP / 200 DP

This gives you the ability to ensure your attacks don't do anything more than disable an enemy or knock them unconscious, rather than kill them outright, even if it makes absolutely no sense. You can even choose for defeated enemies to vanish in a shower of stars until they've recovered enough to get back in the fight. This won't help if an enemy is killed due to someone else's actions, nor is it ideal for situations where an enemy's death is the only way to truly halt their ambitions. As such you can toggle this on and off at-will. For an additional **100 DP**, you can choose for any enemies you've defeated to immediately be restored to perfect health the instant they leave your line of sight.

DREAM LIFE - FREE THIS JUMP / 300 DP TO KEEP

It's incredible how well Dreamland manages to function with very little in the way of complex societal structures. People here rarely get sick or injured, at least not to any extent that can't be resolved by stuffing their face. Food is so plentiful it can just be found lying around in the wilderness. If Dreamland has anything resembling an economy, it clearly isn't necessary to interact with it. Paying for this will cause causality to slightly warp around you in a way that just makes living an all-around easier task. Even if literally the only thing you do all day is sleep and eat, things will somehow always work out. You won't be living in luxury, but you won't be destitute either, and you'll never have to worry about food, shelter, money, or sickness. The only exceptions to this are if you actively put yourself in harm's way, or the deliberate interference of a single obvious bad actor.

DREAM WORLD - FREE THIS JUMP / 300 DP TO KEEP / 600 DP

Whether you're a fish or a hamster, having a proper environment is more of a convenience than a necessity. The environment around you has a negligible impact on your mobility or survival. Whether it's an arctic wasteland, an active volcano, a disease-ridden swamp, the depths of the ocean, or even the vacuum of space. This doesn't protect against direct contact with any hazards. So even if you could comfortably laze around a few feet away from molten lava, that lava would be just as deadly if you touch it directly.

For an extra **300 DP**, you can apply more of this world's bizarre dream logic to outer space in future worlds. For starters, not only can you breathe in space, you can speak and hear as if there was an atmosphere or even control your movement in zero gravity without anything to hold onto. In addition, planets and similar astral bodies are far closer together than should be physically possible. If you were strong enough, you could strike someone with a hammer to launch them outside the atmosphere.

The basic nature of these astral bodies can sometimes completely change depending on the context. If you want to talk to the sun, then suddenly it becomes a fully sentient being. If you need to battle on the moon, then it's just a big rock. If you feel compelled to pluck the stars out of the sky, then not only will such a thing be possible without a spaceship, these stars will be reduced to a harmless ball of light that can fit in the palm of your hand.

This won't retroactively alter how space works for everyone else in future Jumps, just you. Although if someone is interacting with these forces as a direct result of your actions, this logic will extend to them as well. Meaning someone you launched into space will still be able to breathe, and if you stole a star out of the sky and handed it to them, it won't suddenly transform back into a scientifically accurate star.

DREAM ELEMENT- FREE THIS JUMP / 400 DP TO KEEP

This world can sometimes have a straightforward "damage is damage" mentality. In other words, any resistances a target should have against a given element simply don't apply. You'd have no more trouble freezing an enemy made of snow, or burning an enemy made of fire, or shocking an enemy made of electricity, than you would any other target.

GENERAL PERKS

POPSTAR - FREE

Even in its earliest games, the Kirby series is well known for its cheery and catchy music. You may choose to add various songs from the Kirby series into your own personal soundtrack. You can even choose to have your own personal theme in the same style.

VICTORY DANCE - FREE

Whenever you achieve some notable victory, a short jingle will play, during which you can initiate a short victory dance. Any nearby allies will also hear the jingle and feel compelled to join in. If you don't have any allies with you, you can produce two powerless clones of yourself to dance alongside you for the duration of the jingle.

SHAPED LIKE A FRIEND - FREE / 50 DP

Like most beings in this world, you are unmistakably adorable (or at least as cute as your current alform allows). For **50 DP**, you have two faces you can switch between at-will or according to your emotions: one cute and unassuming, the other frightening and malicious. Think of the two faces of Scarfys or Ticks. You can choose to manifest either version of this perk to make other altforms more cute or creepy as appropriate.

BULLET HECK - 50 DP

You are able to release some type of ranged attack. Do note that this perk will not interact positively or negatively with any other Perks that provide ranged attacks. So if you gain a ranged attack from a **COPIED ABILITY**, buying this will give you an additional type of projectile that doesn't even need to relate to your overall theme. You may decide the specifics of this attack, but every notable advantage must be balanced by a proportional disadvantage. Perhaps you fire a spread of bullets that do negligible damage individually, or a single deadly projectile that moves so slowly it's almost impossible to hit anything, or a massive beam over a large area, but requires a prolonged and obvious charge time.

BONUS GAME - 50 DP

At the conclusion of every significant “stage” or milestone of an adventure, you will be able to take part in a peculiar “bonus game”. If you perform well in this game, you will receive some rare or helpful item, whether it be medicine, trading cards, currency, or just some delicious food. You only get one shot at each bonus game. The nature of the game can vary slightly between adventures. Sometimes this game will manifest in the world, but usually you’ll be taken into some tiny alternate dimension that exists solely for this game.

INHALE - 100 DP / 200 DP (DISCOUNT W/ COPY ABILITY)

The trademark ability of both Kirby and King Dedede. You are able to open up your mouth impossibly wide to produce a powerful tornado-like sucking force. Most small or weak creatures can be easily inhaled, creatures that are slightly larger or stronger can only be inhaled while unconscious, while some entities are too mighty to be inhaled period. If you’d prefer, instead of swallowing whatever you suck up immediately, you can simply hold it in your mouth, at which point you can spit it back out with great force as a dazzling star.

There are a number of peculiar sub-abilities that come with this. For starters, you’ll find that many attacks from significantly powerful enemies will briefly leave behind strange star-shaped masses of energy. These don’t appear to serve any purpose beyond being inhaled by you to launch back at the enemy.

You can also somehow suck air into your lungs to make your body puff up and float like a balloon. Releasing this air in itself is a quite effective attack.

At the base price, the capabilities of your lungs and stomach are equal to King Dedede. While their capacity is well beyond what should be physically possible, allowing you to easily eat well over twice your weight in not just one sitting, but one bite.

For double the price, your stomach has been replaced by an immense (but not outright infinite) pocket dimension. You’d need to eat a literal mountain of cake to feel full, and it won’t be for long. Anything inanimate you eat will quickly break down into raw energy. That means you’ll never have to use the toilet.

Despite what you might expect, instead of being digested, any living beings you inhale are teleported a short distance away. Unconscious, but otherwise no worse for wear.

HEAD IN THE CLOUDS - 150 DP (FREE DARK MATTER OR FAIRY)

In one way or another, you are capable of unassisted flight. The greater your speed and control, the less time you can spend in the air. On one end of the spectrum are Meta Knight and Galacta Knight. Their wings allow them to fly with great speed and agility but can be tiring to use continuously for several minutes. On the opposite ends are Scarfys and Mumbies, who somehow suspend themselves in the air indefinitely, but are quite slow in pursuing their targets. Something like a Bronto Burt would be right in the middle.

STAR POWER - 100 DP / 200 DP / 400 DP / 800 DP

This perk provides a boost to your raw physical and mystical abilities. Each tier is at least twice as strong as the prior tier. It's hardly impossible for a weaker opponent to beat you through greater skill, weaponry, strange abilities, or counters specific to you.

- **MID-BOSS [100 DP]** - You are significantly stronger and tougher than most enemies, but far from top of the food chain. (Bonkers, Kawasaki, Bugzzy, etc.)
- **BOSS [200 DP]** - Your power would allow you to easily wipe out a small village or city without any hope of recourse. (Kracko, Wispy, Dedede)
- **FINAL BOSS [400 DP]** - You are like a force of nature. Entire countries are powerless before you. (Dynablad, Dark Matter, Nightmare)
- **SECRET BOSS [800 DP]** - Your raw power is great enough to destroy entire worlds, and this alone may make you a target for those who see your mere existence as a threat. (Zero, Galacta Knight, Marx Soul)

HEART MATTER - 400 DP / 600 DP

One has to wonder why Dark Matter doesn't simply possess Kirby directly. Perhaps it's not that they won't, but they can't. By taking this, you are wholly immune to any unwanted possession, mind control, or supernatural corruption.

That said, perhaps Kirby isn't just immune, perhaps they're so fundamentally pure that the last time Dark Matter tried to possess them, it led to the creation of Gooley. For an extra **200 DP**, any supernatural entities that attempt to corrupt or possess you will find your nature purifying them instead. Malice, envy, fear, greed, etc. all melt away until all that's left is a friendly bundle of joy. Purified forces may lose some power in the process, and godlike entities such as Zero will be able to completely resist this influence.

ABILITIES

ALL BELOW PERKS ARE MUTUALLY EXCLUSIVE

POWERLESS - +200 DP

Taking this bars you from purchasing anything else from this section.

COPIED ABILITY - FREE (ONE PURCHASE ONLY)

Many entities in this world have some kind of “theme” they gain power from. It could be as simple as a Broom Hatter’s competence with a broom, a Kacti’s thorns, a Hot Head’s fire breath, etc. At no cost, you can pick any ability, with the exception of Copy, to grant you abilities themed after it. If you want, you can even choose a theme that hasn’t appeared in the series. No matter what you choose, the overall power will be in-line with canon abilities. The power of abilities can be improved with training like any other skill.

MIRACULOUS - 600 DP

You are something of an anomaly. Like Miracle Matter, you have one base form that is invulnerable but immobile, and seven forms you can shift between, each based on different abilities. Each form is vulnerable to attacks of the same type, with all other attacks being repelled by a forcefield. Fire beats fire, bomb beats bomb, spike beats spike, etc. Naturally, this includes using your own attacks against you.

COPY ABILITY - 300 DP / 400 DP

Like Kirby, you have the ability to copy an enemy's abilities in order to transform into different forms based on that ability. Each form grants you a new accessory or outfit reflecting it. If taken with **INHALE**, then you automatically copy the powers of any compatible being you inhaled. Otherwise you can choose a different method of copying, like some kind of scanner. Some abilities are significantly stronger than others, but this is almost always at the cost of being far rarer or having limited uses before losing them.

This perk can come in one of three forms. You can purchase multiple versions at full-price to be able to switch between them at-will.

- **BASIC [300 DP / 400 DP]** - When you copy an enemy's abilities, you get an ability based on their general theme rather than their specific abilities. Be aware that some enemies don't have any abilities to copy, and attempting to do so will just knock them out without giving you any new powers. If you receive any attack while using a copied ability, it will be expelled from your body as a bright star that you have a brief window to try and re-copy before it vanishes. For an extra **100 DP**, you can combine up to two abilities at a time to create new, often stronger abilities. You can even combine two of the same abilities.
- **DELUXE [300 DP]** - Bad news is, you can no longer actively copy enemies. Good news, hidden all throughout future worlds, you'll be able to find "Deluxe Copy Essences" representing different abilities. By collecting these, you gain the ability to change into any of these abilities at-will. With that said, any collected DCEs are lost between Jumps. However, it's usually a safe bet that anywhere that's exceptionally mysterious, secluded, or dangerous (ancient ruins, active volcanoes, haunted mansions, etc.) will have at least a dozen DCEs hidden throughout.
- **SMASHING [300 DP]** - A bit different from the prior two versions. Instead of replicating the general theme of a target, you can simply copy that individual directly. This grants you a simplified version of that specific target's appearance, powers, and even equipment. This means you'll never have to worry about targets not giving abilities, not to say that all abilities are equally useful.

HELPER PERKS

100 DP PERKS FREE AND OTHERS 50%-OFF FOR HELPERS

WELCOME DISTRACTIONS - 100 DP

You have a natural affinity for puzzles of all sorts. You find it effortless to construct fun games or puzzles to entertain others with. You can handle everything from gauging what kinds of games others would enjoy, designing the rules, and creating any necessary tools or sets. This also gives you a knack for devising the solutions to puzzles posed to you.

ONE OF THE GANG - 100 DP

You'll never have to worry about feeling left out. Your friends enjoy your company and make a point to include you in their activities whenever possible. Whether it's a picnic, a party, or a galaxy-spanning adventure. This doesn't mean they'll force you to tag along, but they'll almost always offer, unless doing so would be completely unreasonable.

WATER UNDER THE RAINBOW BRIDGE - 200 DP

As long as you don't succeed in doing anything truly unforgivable, and you don't appear to be wholly evil, your foes are bizarrely willing to forgive you of any past wrongdoings. It doesn't matter whether you almost plunged the land into a famine or tried to kill them directly, as long as you ultimately didn't succeed and seem to have changed for the better, the transition from nemesis -> rival -> friend will be a surprisingly easy one.

A FRIEND OF FATE - 200 DP

Kirby's allies really have an uncanny talent for crossing Kirby's path as soon as their respective talents are needed, even if it makes no sense for them to be there. Similarly, as long as it's even remotely possible for you to get there, even if they're on another planet, fate will ensure you are always in the right place at the right time to help your allies. Only applies if you already know said ally is on some kind of mission or quest.

SCAVENGER HUNT - 400 DP

Even with the Crystal Shards guiding them, it's nothing less than a miracle that Kirby and friends were able to find every shard scattered across the galaxy. Similarly, whenever you're seeking some kind of artifact, treasure, or power that has been broken into pieces and scattered over a large area, the more pieces you gather, the more fate will intervene to make it easier to find the rest. Even if all you have to go off of is what planet they're on, you'll coincidentally land a stone's throw from where several pieces are gathered.

BETTER THAN ONE - 400 DP

Like Kirby's animal friends, you have the ability to allow allies to focus any of their abilities through you in order to enhance and modify them in some way. Perhaps the power to summon a single blade, allows you to launch three razor-sharp feathers, or fire breath allows you to harmlessly coat yourself in flames to become a living missile, or you focus their electrokinesis into laser beams, etc. You can only use this on one person at a time, and you must stay in very close proximity with them the whole time.

ALWAYS A CHOICE - 600 DP

You are much like the enigma known as Gooney. Your moral compass is so strong that you can completely transform your form, abilities, or your very essence to better match it. Perhaps your heroism shapes you from a ghostly cloud of darkness into a lovable gooball. Maybe your empathy distorts your ability to forcefully control others into an ability that lets you mimic others. It's not uncommon for the affected trait to become slightly weaker. Initiating this process is instant but reverting it can take years to complete.

HYPERREALISM - 600 DP

Like the young Adeline (among others), you have the ability to bring your drawings into reality. Drawings of simple objects become wholly real, while drawings of living beings are doodle-like drones that mindlessly follow your every command. Drawings can be no stronger than "Mid-bosses" like Bonkers or Mr. Frosty, even if they depict a much stronger being. Any exceptionally powerful or complex objects will be similarly weakened. A painted Galaxia or Master Crown would be good for little more than decoration.

FRIEND PERKS

100 DP PERKS FREE AND OTHERS 50%-OFF FOR FRIENDS

ESSENCE OF A HERO - 100 DP

While deeds are a major component of being a hero, there's also a more intangible aspect to it. Even if you're a goofy pink puffball, complete strangers can tell with a glance your potential for heroism, honesty, kindness, etc. This isn't meant for deception, so this will do nothing if you are a genuinely terrible person to your core.

INEXTINGUISHABLE - 100 DP

You are the embodiment of joy. The intensity and consistency of all positive emotions or sensations are far greater than before. Your favorite food will be just as good the thousandth time as the first. Sleep is more restful, food is tastier, jokes are funnier, friendships are more fulfilling, and you're basically immune to depression.

SMELL OF ADVENTURE - 200 DP

Opportunities for adventure have a way of just falling into your lap. Whether that be catching rumors of wrongdoing or distressed damsels literally dropping out of the sky. As long as you are embarking on some kind of mission, it is pretty much impossible to get lost. Even if you're just charging in a random direction, you always somehow end up exactly where you need to be, though not quite as quickly as if you took a more direct path.

TILTED - 200 DP

You are somehow able to transform into a durable and bouncy sphere. In this state, you can slightly and temporarily tweak reality nearby to resemble any ball-based game, whether that be tilting the very ground to move yourself and enemies or altering terrain into an open field while you launch yourself with an invisible golf club. The difficulty of the game is directly proportional to the difficulty of completing the challenge normally.

STRESS BALL - 400 DP

The benefit of being so soft and bouncy is that it's surprisingly hard to actually hurt you. Your body can stretch and distort to an unnatural extent, and in general you can take far more of a beating than should be possible. You could take a rocket thruster to the face and fall hundreds of miles into the sea before getting back up like nothing happened. Swords, hammers, lasers, missiles, etc. don't do nearly as much damage as they should. You're hardly invincible, but don't be surprised if your foes start to suspect otherwise.

HELPER TO HERO - 400 DP

One of the many strange traits that Kirby demonstrates for one game before vanishing without explanation. You are able to sacrifice an ability you currently possess to transform into an ally embodying that ability. You can only have one helper at a time. If they die or you decide to manifest a different ability, the helper's consciousness will transfer into the new body. Unlike Kirby, abilities you turn into helpers are returned once they're dispelled, however, you lose access to all abilities within that category during this period.

STAR HEART - 600 DP

For unknown reasons, you have a natural affinity with positive energies, whether it comes from benevolent magical energies or simply the gratitude of those you've helped on your travels. You can focus these energies to purify the land of corrupting forces or to create weapons effective against dark or evil entities. Whether it be an evil-banishing sword, a flying chariot, or a magic wand with the potential to destroy a cosmic god of darkness. These artifacts vanish once the current threat has been dealt with.

SHINING STAR - 600 DP

Purifying the land is one thing, but most corruption comes from within. By defeating someone in battle, you can purify them of the darkness within their heart. External forces of corruption like possession can be resolved after 1-2 battles, but evil born from their own vices can require dozens, if not hundreds of such battles to fully purify. Simply put, the more times you defeat someone, the better a person they become. This has no effect if a target is evil to their core, or if this darkness is foundational to their very being.

ROYAL PERKS

100 DP PERKS FREE AND OTHERS 50%-OFF FOR ROYALS

EXISTENTIAL ROUTINE - 100 DP

Somehow, when you experience some kind of psychic possession or corruption, you won't experience any unintended lasting effects once it passes. This doesn't make you any more resistant to such effects, but you won't find yourself traumatized or your brain fried once the psychic threat has run its course, unless that was explicitly the point of the effect.

LOVABLE HEEL - 100 DP

Say what you will about Dedede, he knows how to put on a show. You have a similar charisma and flair for the dramatic that lets you effortlessly gather an audience for any presentations or events you have in mind. Even if you're a menace to society, people can't help but want to see you in action, if only in hopes of seeing you knocked down a peg.

PENGUIN POWER - 200 DP

Who needs diplomacy when you have simple brute strength? You are strong enough to demolish stone walls or send someone flying with the strike of a hammer. Your muscle mass also enhances your stamina, durability (though nowhere near that of **STRESS BALL**), and weight. Although, despite being heavier, you don't seem to have any trouble running great distances or jumping high into the air.

PINBALL MAGIC - 200 DP

You have learned the bizarre magic to summon structures akin to a giant pinball game. Plungers to launch projectiles, flippers to let you leap high into the air, bumpers to block enemy attacks, etc. Standalone components vanish a few minutes after you summon them, but if you summon an entire giant pinball game it will last for up to an hour. These structures are sturdy for what they are, but far from indestructible.

BOSS RUSH - 400 DP

DDD must have some kind of charisma to earn the loyalty of (relatively) powerful figures like Wispy, Kracko, Meta Knight, Mr. Shine & Mr. Bright, etc. You also find it bizarrely easy to befriend powerful individuals. Should you wish to defend a specific location, up to the size of a castle, you can set up four portals leading to four allies of your choice. Unless these four are all defeated, it will be impossible to enter the building by force. Of course, it's another story if your foe has the power to wipe the whole building off the map.

DIVIDE & CONQUER - 400 DP

One of Dedede's tricks to stop people from thwarting his schemes. You have the power to take any powerful artifact and duplicate it. Each duplicate divides the power of each one proportionately and makes it impossible to utilize the full power of the original. With that said, recombining these fragments is as simple as physically bringing them together, even for those without any kind of magic. So if you want to use this to keep an artifact out of the wrong (or right) hands, make sure these fragments are sufficiently hidden or defended.

BIRTHRIGHT - 600 DP

All the perks of being a king with none of the work. Territories you rule have a weird way of running themselves, even if you don't actually do anything. Unless you or some invading force goes out of their way to make things worse, your land will be happy and prosperous. You'll never have to worry about your domain suffering from famine, disease, poverty, political corruption, etc. Everyone will generally assume this is somehow your doing, even if you've done nothing to deserve this faith, earning your subjects' loyalty.

BARBARIAN KING - 600 DP

DDD's talent for larceny goes beyond mere skill and borders more on magic. You are able to pull off heists that shouldn't even be possible with the time and manpower you have. You and a few dozen Waddle Doos could personally steal all the food in Dreamland. Need I remind you this is the same Kingdom where you can hardly walk five feet without tripping over a piece of perfectly preserved food. You could pluck every star out of the sky, assuming the physics of the current world allows that to be even remotely possible.

KNIGHT PERKS

100 DP PERKS FREE AND OTHERS 50%-OFF FOR KNIGHTS

BEHIND THE MASK - 100 DP

You are an enigma, wrapped in a mystery. In addition to being somewhat stealthier, nobody is really sure what your deal is in general. Your motives, your emotions, your nature, even your past, everything about you just raises questions that may never get answers. Still, this mystique only serves to add to your overall popularity and cool-factor.

KNIGHTHOOD - 100 DP

As long as you always strive to fight with honor, it will greatly boost your dignity, willpower, concentration, and reflexes. While the specifics of the honor code are up to you, the more restrictive this code is on you, the more potent the effects. Breaking this code will cripple this effect until you feel you have sufficiently redeemed yourself.

FREE REIGN - 200 DP

You just have this look of "I'll get the job done" about you. As a result, you are often given a ridiculous amount of freedom to execute your duties. As long as you have a track record of results, all but the most obsessively controlling superiors will give you total discretion in how you serve their will. This makes it much easier to act against them from the shadows. Even if you get caught, it's fairly easy to convince them it was all for their sake.

IDEOLOGICAL WARFARE - 200 DP

It's not really clear what Meta Knight's plan was to overturn the lazy lifestyles of the people of Dreamland, but he must have had something in mind. You similarly have an intuitive grasp of how to induce sweeping ideological changes on an entire country. There will be a lot of resistance, and your methods are rarely kind, but as long as you have the power to quash any sign of rebellion, they'll see things your way sooner or later.

SIDE PROJECTS - 400 DP

Dreamland's technology level is ambiguous. Sometimes it appears almost medieval, other times it shows signs of modern technology, other times it's downright sci-fi. You are one of the few inhabitants of Dreamland capable of creating the kind of sci-fi technology behind creations like the Halberd. From laser cannons, antigravity generators, or automatons like the Heavy Lobster. Your technology is FAR from the most advanced this galaxy has seen, but it's anyone's guess how you reached such heights on this lazy planet.

RAISED BANNER - 400 DP

As a noble knight, you find it quite easy to earn the admiration and loyalty of those who fight under you. Once you have earned someone's unconditional loyalty, you gain the ability to summon them to your person from anywhere in the galaxy. They will intuitively grasp the situation, and fight by your side for a maximum of five minutes before returning to their prior location. You can only summon up to four allies at a time, and you can't use this on allies that are larger than you or bound to a specific location/environment.

BATTLE MANIAC - 600 DP

For such a wise figure, Meta Knight's thirst for strength is insatiable. Like him, the very act of battle itself allows you to rapidly grow in combat power. The effect is less significant the weaker the enemy is compared to you, but single-handedly carving your way through an entire army of weaklings would have the same effect as a year of dedicated training. This also ensures you never have any trouble coming across strong (for the setting) foes to test your blade against, as long as you're looking for them.

DIMENSIONAL SLASH - 600 DP

It's easy to forget just how impossibly strong Meta Knight is. With a swipe of his blade, he can stir up tornadoes or launch shockwaves just as deadly as most blades. Similarly, you find that once you have trained up your skill in your weapon/fighting of choice, you can push it to a blatantly physics-defying extent. Meta Knight's feats are just the start. With enough decades or centuries of practice, you may reach the same heights as Galacta Knight, able to destroy planets and slice holes into other dimensions.

ENEMY PERKS

100 DP PERKS FREE AND OTHERS 50%-OFF FOR ENEMIES

PARTY TRICK - 100 DP

You have a bright future in the circus. You have an uncanny level of balance. To you, a tightrope is like a sidewalk, and you could spend every moment of the day balancing on top of a ball or even incorporate this into your fighting style somehow. In addition, you can carry yourself with a jester-like jollity that makes others underestimate you.

EVIL EYE - 100 DP

For cyclopean masses of eldritch darkness, Dark Matter can be surprisingly stealthy, and so can you. You are naturally talented at finding and sneaking up on people with their guards down. In addition, you're good at figuring out the weaknesses of others to use to your advantage, such as a hero's naivete, a king's vanity, a knight's paranoia, etc.

PHASE 2 - 200 DP

Through some magic, you are able to create a much weaker sealed form you can assume. You can freely decide its appearance, but this form has no more than 60% your full power (or less, if you choose). If your sealed form is "killed" you will revert to your true form, and none of the damage or exhaustion from the prior form will carry over. In this instance, you will be able to assume your sealed form again after 24 hours.

SCHEMING JESTER - 200 DP

Like Dreamland's favorite clown, you have an uncanny talent for manipulating others. Manipulating others and setting up elaborate schemes to empower or enrich yourself comes as easy as breathing to you. Whether it's pitting celestial bodies against each other or sending heroes on wild goose-chases. You also have a talent for catching winds of powerful artifacts or powers that you can use as targets for your schemes.

JUMPER SOUL - 400 DP

Death isn't always the end, especially not for one as stubborn as you. Should you die, you are capable of reviving yourself in a SOUL form. This form essentially represents your maximum potential, enhancing all your abilities and unlocking new ones. While this SOUL form makes you much stronger, damage to this form is damage to your very soul. You can only revive in this way once per Jump, and only if you die in hard-fought battle. You will be restored to your non-SOUL form at the start of the next Jump.

BLANK ABILITY - 400 DP

How ironic that the few beings immune to Kirby's signature power are often some of the weakest. Much like Gordos, Shotzos, or Scarfys, you are immune to any vacuum-like force (though it's still extremely irritating). As long as you aren't pushed in by an external force, you can take Kirby's inhale head-on without moving an inch. Not only that, you appear to be immune to any attempt to copy your own powers, even those that don't rely on consumption. Don't get too cocky. Inhaling is far from Kirby's only means of attack.

COSMIC MAGIC - 600 DP

A similar magic to that granted by Galactic Nova to Marx. However, you won't be able to match their mastery or raw power without extensive practice. You can manipulate cosmic energies for a variety of effects like flight, short-range teleportation, phasing, various projectile attacks, or briefly transforming into a tiny black hole. This can also produce various random effects like spitting out bombs, dropping seeds that instantly sprout into thorny vines, or transforming your whole body into balls of fire or a harmful paint-like goo.

MOTHER OF MONSTERS - 600 DP

A common ability for many powerful beings. You are able to somehow produce small loyal minions. These creatures are reflections of your most notable traits or abilities, albeit much, much weaker. Each one possesses a miniscule fraction of your full power. Should you match a creature like Kracko in power, your offspring would be comparable to Waddle Doos. If you want your spawn to be a match for Dark Matter in power, you yourself would need to be equal in power to a cosmic menace like Zero.

GENERAL ASSETS

PINK BUTTONS - FREE THIS JUMP / 100 DP TO KEEP

There are many mysterious secrets hidden throughout the land. Most of these come in the form of well-hidden areas containing giant pink buttons. Pressing these will reveal the path to a secret area. Though, other times you won't need to worry about these extra steps and simply stumble into hidden portals leading directly to these areas. These secret areas can hold mini-games you can play for prizes, or a rare weapon/ability that can give you an edge. If you're lucky, you'll find one of the "HAL" rooms, which are often full of various valuables, powerups, and delicious food.

COMPANION EXPORT - 50 DP PER

With one purchase, you receive a slot that can be used to recruit a native of this world as a companion, with their informed consent. Each purchase after the first doubles the number of slots you receive through this option.

COMPANION IMPORT - 50 DP PER

With one purchase, you may import or create a companion with **600 DP** to spend. They can also take Drawbacks for more points, barring those that inflict setting-wide changes. Additional purchases double the number of companions you can import or create.

MINIGAME COLLECTION - 50 DP

You receive a variety of the minigames that appear in this setting, as well as some based off of spin off games like Dream Course or Pinball Land. Pinball, crane machines, minigolf, etc. You even receive the pieces needed for one of Dreamland's favorite pastimes: ~~Puyo-Puyo~~ Puyo Avalanche. You don't get any rewards from these, but they're still fun.

VISAGE - 50 DP (FREE W/ ROCKET HAMMER OR GALAXIA)

A thick protective mask. In addition to protecting your face, it has an odd effect that compels others to take you seriously. Even if your appearance is somewhat silly or you have a long history of failures, enemies will give it their all against you regardless.

POWER-UPS - FREE THIS JUMP / 200 DP TO KEEP / 300 DP

Throughout the world are special items that provide certain advantages when consumed. An invisible force suspends them off the ground and perfectly preserves them against any environmental factors, whether it be temperature, pathogens, dirt, disease, or even the passage of time. Other life forms can't even perceive or interact with these unless they have this perk, or you deliberately call attention to it. Post-Jump you can toggle whether even you can see or interact with these, if you want to avoid the visual clutter.

By paying **200 DP**, you'll be able to find these in future Jumps, with the exception of the **INVINCIBLE CANDY**, which demands an additional **100 DP**.

- **POINT STARS [VERY COMMON]** - Strange star-shaped objects you can find just about everywhere. They don't do anything, but you can pull up a counter in your mind showing how many you've collected in the current Jump.
- **FOOD [VERY COMMON]** - Various pieces of food such as cake, sandwiches, pudding, ice cream, meat, etc. They're quite delicious, but don't serve any practical purchase, unless you have some perk that provides advantages specifically for eating regular food, such as **DREAM BUFFET**.
- **ENERGY DRINK [COMMON]** - Drinking the contents of this small bottle will restore $\frac{1}{3}$ to $\frac{1}{2}$ of your total vitality.
- **MINT LEAF [SEMI-RARE]** - Eating this leaf gives you minty-fresh breath. For some reason this allows you to puff up like a balloon to float and rapid-fire air pellets, even if you didn't purchase **INHALE**. Lasts several seconds.
- **SUPERSPICY CURRY [SEMI-RARE]** - This curry is so unbelievably spicy that it allows you to breath fire after eating it. Lasts several seconds.
- **MIKE [RARE]** - A small microphone. This can only be used once before disappearing, but it allows you to magnify your voice to the point it instantly knocks out weak enemies in your vicinity and does significant damage to stronger ones.
- **MAXIMUM TOMATO [RARE]** - Eating this tomato will instantly restore your vitality to full.
- **INVINCIBLE CANDY [VERY RARE]** - Eating this candy coats you in a rainbow aura that renders you completely invulnerable. Weak enemies will be defeated simply by touching you, while strong enemies will take significant damage from every second in contact with you. Lasts several seconds.

TRUE ARENA - 100 DP / 200 DP

A peculiar arena has been added to your Warehouse. By entering here, you can undertake a continuous gauntlet where you are somehow able to battle perfect copies of every major enemy you or your allies faced over the course of the current Jump. You can also choose to access "The True Arena" where you battle against alternate universe versions of the various enemies you faced that are significantly stronger than the ones you're familiar with. The roster of the Arena and True Arena are cleared between Jumps. If you pay double the price, this is not the case and you will be able to re-challenge any notable enemy from any Jump you've been to, including those from before this Jump.

PLAYER 2 - 300 DP / 400 DP

Through peculiar circumstances, you've become bound to a pseudo-Dark Matter, akin to Goocy. Unlike regular Dark Matter, they are fully tangible, and cannot possess others, though they can somewhat tap into to transform into a form capable of unassisted flight. Their physical capabilities are slightly less than your own, and they are somehow capable of replicating some of your most notable powers or abilities, even if you only gained said abilities after this Jump. You can summon them at any time. However, doing this will permanently reduce your maximum vitality by half until you choose to reabsorb them, which you can do at any time. This strange entity isn't especially intelligent, but they're unconditionally loyal to you and is surprisingly cheerful for an organism physically composed of condensed negative emotions. For an extra **100 DP**, summoning this entity will only reduce your maximum vitality by 20%, instead of halving it.

JUMP STAR - 600 DP / 1000 DP

An entire planet to call your own. You can freely decide the outward appearance of this planet, even if said appearance is an abomination against the laws of physics. You can also decide the climate, culture, and population. Perhaps you want something like Popstar, with a seemingly infinite variety of different species living together in (relative) harmony, or maybe you want to create a specific species to act as the dominant life form, like how Ripple Star has such a high fairy population. You can choose to design this species with minor environmental advantages like wings or gills, but nothing exceptionally powerful or overtly supernatural. You can also choose for the population of this planet to view you as their de-facto ruler. For an extra **400 DP**, then like Popstar, your world has quite the impressive history. If you know where to look, there are plenty of mighty heroes, hidden civilizations, magic practitioners, and potent magitech artifacts left behind by a mysterious ancient civilization, comparable to the Dream Fountain or Rainbow Bridges.

CLOCKWORK STAR - 1000 DP

Somehow, you will gain the ability to summon an artificial star known as a Nova in future Jumps. They will grant any one wish asked of them upon being summoned (even if the one making the wish isn't the same person who summoned them). It is somehow able to perfectly interpret even the vaguest query, in both letter and spirit. In other words, it will never misinterpret or intentionally subvert the intentions of any wishes made to it.

The full extent of their wish granting abilities is unknown, but granting godlike power, summoning legendary heroes, allowing passage into alternate dimensions and even different points in time, and destroying planets are all within their means. Even delaying their approach would require the combined might of the sun and moon. With that said, Nova is ultimately a machine, and it is possible to destroy them from the inside.

Naturally, summoning the Nova isn't as simple as yelling for them. You must gather the "star power" from seven different planets near your starting world. These are often uncovered upon defeating a large monster or completing some similar challenge on that world. Once the Nova has either been destroyed or succeeded in granting a single wish, you will be unable to summon them again until the next Jump.

HELPER ASSETS

100 DP ITEM FREE AND OTHERS 50%-OFF FOR HELPERS

ART SUPPLIES - 100 DP

The perfect tools for the aspiring artists. A sketchbook that will never run out of pages and an easel that can conjure any mundane paint, along with a replenishing supply of crayons, colored pencils, markers, paint brushes, palette knives, etc. You can even tear out a page from the notebook to transform it into a blank canvas, complete with a stand.

R.O.B. - 200 DP

The “Robotic Operating Buddy” or “ROB” is an advanced automaton created by Professor Hector. This robot stands twice as tall as an average human, can fire lasers from its eyes, and can throw top-like objects known as Gyros. Its intelligence is theoretically equal to any human, but it is still immature, lacking real-world experience to shape its personality. All the same, it has been programmed to obey your orders unconditionally.

MYSTERIOUS RUIN - 400 DP

An enormous ruin in the shape of an octahedron, built with technology from an unknown ancient civilization. It is identical to the ruin found on Rock Star, and like that ruin, most of its functions have broken down after centuries, if not eons of neglect, but perhaps in time you’ll be able to reverse-engineer some of its functions like anti-gravity or hard light technology. Who knows what secrets this will reveal if fully restored.

RIPPLING CRYSTAL - 600 DP

A large magic crystal akin to the sacred treasure of Ripple Star. The full extent of its power is unknown, but it appears to possess a will that is solely focused on the destruction or purification of evil in whatever form it may take. Towards this end, it will assist you in whatever way it can, whether that be divining an artifact’s location, opening portals over galactic distances, purging others of corruption or mind control, or transforming into a weapon that can even destroy godlike entities of darkness like Zero. Naturally, it will be far less effective or cooperative in situations where you’re clearly the villain.

FRIEND ASSETS

100 DP ITEM FREE AND OTHERS 50%-OFF FOR FRIENDS

SWIMMING GEAR - 100 DP

Whenever you find yourself in a large body of liquid, you can choose to summon either an innertube to help you float near the surface, or goggles and a snorkel that somehow allow you to stay submerged without running out of air for hours, even if you're nowhere near the surface. You can choose to banish them just as easily.

ANIMAL FRIENDS - 200 DP / 100 DP (UNDISCOUNTED)

A group of three large intelligent animals that have grown quite close to you. They benefit from the perks **A FRIEND TO FATE** and **BETTER THAN ONE**, allowing them to modify your abilities and cross paths with you often when it would be convenient. They all share one companion slot, and future purchases are divided between them. You can spend an additional undiscounted **100 DP** to increase the number of animal friends to six.

WARPSTAR - 400 DP

Kirby's favorite form of travel. This odd star-shaped vehicle allows you to travel vast distances, even between nearby planets, in seconds. Those holding onto this don't seem to require any protection from the absurd speeds or the vacuum of space. That said, it's exceptionally difficult to land this without just crashing into the ground. You also receive a cute cellphone that lets you call the Warpstar to you from anywhere in the universe.

FOUNTAIN OF DREAMS - 600 DP

In future Jumps, you will know the location of a Fountain of Dreams. You can activate this to release a mist that ensures every intelligent being on this planet will always have restful sleep and pleasant dreams. However, should any especially malevolent beings manage to corrupt the fountain, it will instead inflict nightmares on the world's inhabitants. At the center of the fountain is the Star Rod, an extremely powerful weapon for destroying entities of concentrated evil or darkness. However, until the Star Rod is returned, those under the fountain's influence will not experience any dreams, good or bad.

ROYAL ASSETS

100 DP ITEM FREE AND OTHERS 50%-OFF FOR ROYALS

STOLEN STAR - 100 DP

This strange ball of light is an actual star that was once torn from the night sky. Visually, it is a ball of light, small enough to fit in the palm of your hands. It produces nowhere near the light, heat, or energy of the stars you may be familiar with, but on a metaphysical level, it is indistinguishable from any other star. It's up to you to find a use for this.

ROCKET HAMMER - 200 DP

A piece lifted from Dedede's armory. This massive metal hammer is heavy enough to create shockwaves when it hits the ground that are dangerous in their own right. Oddly, you have relatively little trouble lifting it in spite of that. The front of the hammer can open up to launch a seemingly unlimited supply of missiles, though the barrel is only big enough to launch one at a time, and you need to stand still while doing this.

ROBO-JUMPER - 400 DP

You have somehow constructed a pilotable battle robot made in your image. It stands about as tall as a single-story house. While quite strong, it's painfully slow. It can make up for this by producing small but fast drones that also resemble you. If you prefer, you can instead receive a copy of the HR-H robot found on the abandoned Shiver Star. Don't worry, its genocidal tendencies have been patched out.

CASTLE JJJ - 600 DP

What is a king without subjects to rule over? You receive your own castle, overlooking a large territory that will follow you between Jumps. This territory is populated by a variety of species commonly found on Popstar, with Waddle Dees making up the majority. This population recognizes you as their rightful king, even if they aren't entirely sure what a king is beyond someone who lives in a castle and bosses people around. In that sense, they're actually quite easy to manage. As long as everyone gets plenty of naptime and snacks, they'll never think to question your authority or competence.

KNIGHT ASSETS

100 DP ITEM FREE AND OTHERS 50%-OFF FOR KNIGHTS

FAIR PLAY - 100 DP

A single masterfully crafted but otherwise mundane sword. Should you currently be wielding a different type of weapon like a hammer or firearm, it will transform into a mundane example of that. The purpose of this is to spare you the dishonor of dueling an unarmed opponent, but there's nothing stopping you from wielding it yourself.

DIMENSIONAL CAPE - 200 DP

An enchanted cape similar to that worn by Meta Knight himself, though you can choose to alter its design if you wish. You can summon or banish it at will or even transform it into wings you can use to fly. Most notably, it allows you to briefly phase out of existence, albeit only for a split second. During this, you can either return exactly where you were or teleport a short distance away in a direction of your choosing.

GALAXIA - 400 DP

An obscenely powerful melee weapon. It is indestructible and can slice through solid stone like butter. A swing of this can launch projectile shockwaves or create small tornados. This weapon can absorb energy from every enemy it defeats, which can be spent to produce seemingly magical effects like boosting your speed, restoring all your health, summoning allies for a combo attack, or just a single absurdly powerful attack.

THE HALBERD - 600 DP

Your own colossal airship similar to Meta Knight's signature battleship. It can travel the skies and even through space. While it isn't meant for aquatic travel, being submerged for an extended period won't cause much damage. The central engine is powered by dozens of Wheelies rolling back and forth with seemingly no need to ever rest, providing essentially perpetual energy. As a battleship, this vessel is armed to the teeth with countless canons of various shapes and sizes. You can't operate this on your own, so the vessel comes fully staffed by a suicidally loyal crew of dozens upon dozens of Dreamlanders.

ENEMY ASSETS

100 DP ITEM FREE AND OTHERS 50%-OFF FOR ENEMIES

PARASOL - 100 DP

An unassuming red and white parasol. It makes for a surprisingly effective weapon on its own. Whether you're a tiny Waddle Dee or a hulking Bonkers, falling with this parasol in hand will slow your descent to the point you almost seem weightless. Somehow, you can hold onto this even if you don't have anything resembling hands.

RAINBOW BRIDGE - 200 DP

A seed-shaped object of constantly shifting colors. With a thought, you can transform this into a hard light bridge extending over a distance of your choice. You can also retrieve it just as easily. This bridge can stretch over dozens, if not hundreds of miles, but don't think you can use this to travel between planets. All travel done along the path of this bridge is slightly faster than it should be, even if you or your vehicle isn't directly touching it.

FROZEN FACTORY - 400 DP

A copy of the run-down factories from the abandoned world of Shiver Star. It needs a lot of work to get up and running again, but once you do, it'll be able to produce dozens of loyal robots to fulfill a variety of roles (though none on the level of HR-H). Alternatively, you can receive a lab full of a variety of biological experiments to create artificial lifeforms. Still, the end result is the same, a synthesized workforce at the cost of a little renovation.

DARK STAR - 600 DP

Somehow or another, you've gained possession of a personal pocket dimension akin to the Dark Star or Hyperzone. The entrance to this dimension is a black swarm of dark energy that you can freely manipulate or even morph into a comet to travel to distant planets. By concentrating on a part of this mass, you can manifest eyes to see through. This darkness isn't true Dark Matter, so the most you can do with it is cast a whole kingdom in shadow. This mass is extremely weak to positive energy. Powers rooted in light or positive emotions can dispel this darkness or even breach the inner pocket dimension.

DRAWBACKS

NO DRAWBACK CAP

PIECES OF TIME - +0 DP

Time in this series can be ambiguous. Certain games clearly take place before others, but there's no way to know how much time passes between. This Drawback lets you work out the details of how everything fits together chronologically, including whether spin-offs like Dream Course or Tilt 'n' Tumble are canon. The only restriction is you can't use this to incorporate later Kirby games into this Jump.

PROPERTY OF NINTENDO - +0 DP

As one of Nintendo's most beloved IPs, Kirby has received its fair share of cameos from other Nintendo characters. From Mario to Samus to R.O.B. and more. This makes all those cameos canon. They may or may not be the versions of these Characters you've met in other Jumps, but their personality is pretty much the same either way.

HARDWARE LIMITATIONS - +50 DP

How tragic that you're unable to experience this world's full vibrancy. You are unable to perceive color. Everything you see is some mix of white, black, and grey. This doesn't make it any harder for you to tell what's going on around you, nor does it affect your other senses, but it's hard to feel like you aren't missing out.

NIGHTMARE IN DREAMLAND - +100 DP

The Dream Fountain should make bad dreams impossible under normal circumstances. In spite of that, you will be plagued by terrible nightmares every time you fall asleep. This also cancels out anything that would remove your need to sleep or reduce the amount of sleep your body needs. Don't expect your sleep to be very restful.

TREE MUGGER - +100 DP

I'm not sure what you did, but any sentient plants you come across will be unusually driven to beat you into mulch. That includes Floras, Lovelies, Kacti, etc. It should go without saying that Whispy Woods and his family will be none too pleased if they find you anywhere within their territory, which will occur improbably often.

GLUTTONOUS GOURMAND - +100 DP

Kirby and Dedede are both big eaters, but the main difference is that Kirby wants to share the joy of food with others, while DDD wants to monopolize it. You have an insatiable appetite. No matter how much you eat it's never enough. If you aren't careful, you risk going to grotesque and destructive extremes just to fill your stomach.

OVERSHADOWED - +100 DP / +300 DP

Much like the lonely Dark Matter that once tried to invade Dreamland, you are plagued by a ceaseless feeling of loneliness. You find it immensely difficult to connect with others, and even if you do, you're prone to overreact to anything that could even vaguely be perceived as rejection. Just.. do try to find a less destructive outlet for these feelings.

If you instead receive **300 DP** for this, then things just got a lot worse. You now find it fundamentally impossible to experience any positive emotions: Joy, love, pleasure, amusement, trust, comfort, etc. In turn, all your negative emotions have been magnified: pain, anger, loneliness, fear, sorrow, longing, envy, disgust, etc.

TRIAL BY FIRE - +200 DP

Like a certain masked knight, you have a frankly unhealthy obsession with conflict. Those who avoid conflict or simply revel in peace are weaklings in your eyes. You will often seek out greater and greater challenges to refine your own strength. If you grow especially desperate for a challenge, you may even turn your blade on your own allies or pick fights with monsters well above your weight class, all in the name of strength.

HAMSTER IN DISTRESS - +200 DP

Similar to Kirby's animal friends, you just can't catch a break. Even if such an event should be all but impossible, you'll regularly find yourself getting kidnapped. Somehow, trapping you in a burlap sack is all it takes to disable you, at least for a few minutes. Normally this will only happen once a month or so, but during especially hectic adventures, you'll be lucky to last a full day without getting kidnapped at least once.

USUAL SUSPECT - +200 DP

You have a real talent for being in the wrong place at the wrong time. Whether it's the arrival of an alien invader or a nightmare demon corrupting the land, you often find yourself at ground zero. Your affinity for such incidents has earned you a (perhaps deserved) reputation. Whenever some major incident seems to be going down, you're usually the first one people point their suspicions towards.

CHILDISH SOUL - +200 DP

You possess a mentality that can only be considered childish. You are absurdly trusting and forgiving. You trust even complete strangers at their word and even if someone tried to destroy your entire planet, it won't even cross your mind to suspect them of future misdeeds. Those with a propensity for manipulating others will be able to sniff out your borderline self-destructive naivete from a mile away.

WELCOMING VESSEL - +300 DP

You and King Dedede have a lot to trauma-bond over. For some reason, you frequently find yourself a target for possession or similar psychic attacks. Whenever the land is under attack by enemies or phenomena that can corrupt the mind, you're almost guaranteed to be one of the targets. This negates any defenses you might have against psychic threats. Luckily, being defeated in battle is usually all it takes to purify such influences.

DARKNESS WON - +300 DP

Dreamland isn't the happy paradise it once was. Enemies aren't just defeated, they're killed. DDD is crueler and more despotic than ever, Dark Matter faces barely any resistance as they terrorize the population, and Dreamland's own protector is little more than a ravenous monster that leaves even more death in its wake than the foes it opposes. In essence, this is Dreamland with every last spec of joy and innocence stripped away.

SHATTERED STAR - +400 DP

Upon entry to Dreamland, DDD decided on a whim to blast you with a canon. This somehow caused all your perks and powers from past Jumps to be scattered all around Dreamland as "shards". You must collect these shards to regain your former power. While nobody else can use these shards for anything, those who find these are possessed by an irresistible feeling of greed and protectiveness towards these shards.

STRONGEST IN THE UNIVERSE - +400 DP

You share the same tragic fate as Galacta Knight, sealed away for eternity within a magic crystal by those you fought to protect. However, there is hope for freedom. Stories of your power have spread far and wide. Warriors from all corners of the universe will go to any lengths to summon you for a duel. Should you fall in battle, even after being freed, the seal will reassert itself. Remaining sealed by the end of this Jump will end your Chain.

A MATTER MOST DARK - +300 DP / +600 DP

Your arrival in this universe did not go unnoticed by Zero. They recognize your power, your potential, and have made it their top priority to rob you of your free will and force you under their control. You'll need to be on constant alert for Dark Matter attacks. Sometimes they'll come individually to target you or possess those close to you to guide you indirectly. Other times they'll attack in great enough numbers to blot out the sun. Knowing what you're capable of, Zero will be far more strategic in their campaign against you as opposed to Kirby, and far less willing to put themselves at direct risk.

For double the payout, things won't end there. Think very carefully before taking this, because it will extend the influence of Dark Matter even past this world. Even should you manage to defeat Zero in this world, his essence will somehow manage to not only survive but follow you into future Jumps. They won't strike immediately. They'll hide away in the farthest reaches of the cosmos to strategize and amass power for decades, if not centuries. As they grow more confident, they will begin to act against you. Like before, their attacks will vary in scale from precise infiltration to total planetary invasions.

Slowly but surely, they'll regain and even surpass their former strength. In time, Zero's power will grow to such an extent that comparing them to their incarnation in this world would be akin to comparing a supernova to a firefly. Should you permanently defeat Zero after they have reached this point, the power released by their destruction will be great enough to catalyze your soul, birthing your Planeswalker Spark.

To make this task more manageable, following this Jump you will gain an immunity to possession from Dark Matter. They will be unable to forcefully possess you while alive. However, they will quickly realize they don't need to. Once you are eliminated, they will be able to extract the dormant Spark from your soul and continue the Chain in your place. This immunity applies exclusively to Dark Matter, not forms of possession from other worlds. It should go without saying this resistance doesn't extend to companions.

ENDINGS

WHAT HAPPENS NEXT?

A GENTLE MOON - GO HOME

After the brightest days comes the tranquil night. You deserve a rest, so you will put your Jumping days behind you and return to your home world.

A VIBRANT SUN - STAY HERE

You've just had so much fun here, and you aren't ready to let it end yet. You've chosen to end your Chain to keep playing in this world forever.

A SHOOTING STAR - MOVE ON

It's been delightful, but it was never meant to last. There are many worlds to visit, many adventures to be had. You've decided to continue your Chain.



NOTES

JUMP BY GENE

I don't mind people reposting my Jumps in other communities, but if you see someone complaining about a dead link to one of my Jumps, let them know I post my completed Jumps on the /tg/ drive.

Games covered by this Jump are: **DREAMLAND 1-3, ADVENTURE, PINBALL LAND, DREAM COURSE, AVALANCHE, BLOCK BALL, TOYBOX, STAR STACKER, 64, TILT 'N' TUMBLE, NIGHTMARE IN DREAMLAND** and **SUPER STAR ULTRA**.

If you're curious how quickly Zero and the Dark Matter will amass power and begin acting against you in **A MATTER MOST DARK**, it depends entirely on what best fits your story. If you want to have a climactic showdown with endjump Zero 1-3 Jumps after this one, go ahead. If you want hundreds of Jumps to pass before you ever see another Dark Matter, and even more before it's time to confront Zero, that's also valid. With that said, I'd suggest holding off on defeating Zero until I release my next two Kirby Jumps.

Regarding **STAR POWER**:

For any perks here that require training or practice to master, this is essentially the equivalent of already having done all or some of that practice, depending on your tier.

Regarding **HYPERREALISM**:

While Adeleine does at one point create 1-ups in the game, creating anything like that will be wholly impossible for you until post-spark.

Regarding **HELPER TO HERO**:

Regarding the final line of the perk, this relates to any redundant powers you may have. So if you decide you want to turn your fire-bending into a helper, not only do you lose access to that, you lose access to every pyrokinetic ability you currently possess. Of course, there's nothing stopping you from gaining new pyrokinetic abilities during that time, assuming that's something you have the means to do in the first place.