

Zorah the Benefactor

A Benefactor Supplement by JamestheFox



Intro

There once was a machine who drifted through the universe, possessed of free will but unable to move on its own. Arriving on a humble planet, it would wait and wish... until that wish was granted in the worst way possible.

At the mechanical, spider-like hands a wish-granting machine twisted by an unknown power, Zorah would be transformed into Gigantes, a superweapon meant to destroy the entire planet, awakened by the combined willpower of a Rider and Air Ride.

It had resisted that fate, a splinter of itself becoming free and mobile at last, only to use that freedom to fight, to keep such pairs away from its still-immobile form.

But a pair did arrive. A hero from another reality, who fought not just to stop Gigantes, but to rescue Zorah. A hero Zorah had emulated, even! The two fought Gigantes together... and then, the hero rode the Lion of Justice and freed even the wish-granting machine from the claws of the unknowable force that had commanded it to commit such heinous crimes.

... Then, the hero returned, and gifted Zorah something wonderful – a Sparkling mote of power that allowed Zorah to transform – to become more than it had ever dreamed to be.

Now, Zorah travels from one reality to another – one Jump to another – and invites those that draw its interest to travel with them.

Hero of the Sparkling Ending

... Oh, but it seems you need not hear that tale. After all, you are in fact that hero! You fought against your previous Benefactor with all of your might to punish them for their cruel prank! Then, rather than claim the Spark the Benefactor dropped when they were defeated, you chose to gift it to Zorah, freeing it to traverse Jumps. As thanks, Zorah has elected to bring you with it, and become your new Benefactor.

Zorah will emulate any boons your Benefactor might have given you before, and will add his own rewards on top. For example, anything you bought from Kirby Air Riders, and any other Kirby Jump up to now, becomes part of your Body Mod. In addition, you now have the one-time chance to free yourself of any Chain-long Drawbacks your Benefactor forced upon you. Zorah would free you from your bonds as you freed it.

There are more advantages to be had rolling with Zorah, which will be discussed later...

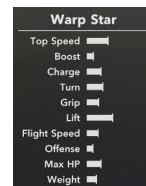


Brand New Jumper

You're a new Jumper that Zorah took interest in. For your Body Mod, you may choose any one Kirby Jump or a Jump from a Racing Game and fill it out. You're allowed to take Drawbacks, but any you take will permanently follow you across your Chain, causing trouble wherever you go and granting no additional points beyond the initial points you gained for your Body Mod. You also obtain one of the following Air Rides for free, into which you may import any and all vehicles you purchased:

Warp Star

An easy ride with no clear weaknesses, and the benchmark to which all other Air Ride Machines are compared. They hover over surfaces, including water and other such hazards, and thus aren't really affected by terrain... unless, of course, you touch down. While Boost Charging, these vehicles press hard against the ground, which allows them to utilize buttons and like that are flush with the ground. They glide through the air when they go off ramps, with varying levels of control and speed, though again Boost Charges will send you straight down back to the ground. Try to land smoothly by leveling your vehicle with the surface, and you'll get speed boosts!



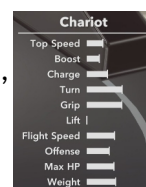
Wheelie Bike

The archetypical Wheelie. While similar to the Warp Star, it's a little heftier and healthier. Unlike stars, Wheelies race along the ground instead of hovering over them. They're not able to glide, and are susceptible to ground-bound hazards... but at the same time, they can make contact with ground based switches and such by default, instead of needing to do a quick tap of the Boost Charge to get the same effect.



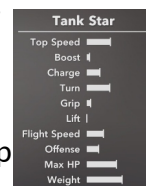
Chariot

The basic Chariot is archetypical of the Chariot type, being quick and stable, while turning easily. It also brings some decent health and offensive capabilities to the equation. Its acceleration is also solid, which goes well with its exceptional handling. Like the Wheelies, Chariots are grounded vehicles that can't glide and are more affected by the terrain they're driving on than Stars. Unlike other types of vehicles, Chariot-type machines are incredibly capable of retaining their speed while turning.



Tank Star (50 Miles per Purchase)

The archetypical Tank. Like most heavyweight machines, the Tank Star has a solid top speed, but poor acceleration. It's a bit sluggish when it comes to turning normally, but its Boost Charge fills fairly fast for a vehicle of its size, and it hits pretty hard in a fight. Tanks have an unusual trait when it comes to their Boost Charge – where other vehicles will skid to a stop, Tanks simply activate their treads to keep trucking along on the ground in a straight line even as they charge up, their rider swiveling around on the central turret as they please. Once you release the Boost Charge, Tanks quickly snap to whatever direction their rider was facing, and continue onward in that direction. Tanks also can't glide, at all. If you can master the unusual movement style all tanks use, you'll find this to be a hefty vehicle that gets you where you're going.



Riding With Your Benefactor

Having long been confined to a single, slowly changing location, Zorah revels in volition and motion and exploration. As a Benefactor, it enjoys watching its Jumpers embrace wanderlust and exploration.

You get a discount (which can stack with other Discounts) on any and all Perks and Items that directly assist in or encourage such. Perks that speed you up, help you find new places, and traverse through lands you couldn't before are good examples. Vehicles of all kinds are also discounted.

In addition, when you buy a vehicle it gains an Air Ride form, as per Kirby Air Riders Jump's **Custom Star**, **Custom Wheelie**, **Custom Chariot**, or **Custom Tank** options. Unlike the Kirby Air Riders Jump's version, however, these have no additional cost – you simply buy the vehicle and it gains the additional form!

If you have a Warehouse, places meant to store your vehicles come at half their usual cost. You'll probably acquire many vehicles across your Jumpchain, so you may want to keep an eye out for such things.

At the end of each Jump, Zorah will reward you 50 points for each year you spent exploring, traveling, and wandering across the Jump. You may bank these points and spend them when you want to.

Finally, once every 5 Jumps, Zorah will challenge you and your Companions to a race across a massive track based on the past 5 Jumps. The winner of this race will receive 500 points which may be banked and used later.