Version 1.0
Jumpdoc By Green[734]

Kirby and the Forgotten Land

Hello Jumper!

Welcome to the Forgotten Land, a place located a dimension away from Dreamland. In this land full of mystery, the entire world is covered in ruins of a forgotten civilization. Yet despite the many ruins, This new world is a place of beauty. However, within this world sleeps an ancient evil. Unless it is stopped this world, and even Dreamland will be in danger! The first dimensional rift has already opened one week prior to your arrival.

Before you go take this!

+1,000 CP

Location: (1d6 or pay 50 cp to Pick)

1) Natural Plains - A vast grassland of beautiful greenery and vegetation, dotted across the landscape are the ruins of forgotten cities.

2) Everbay Coast - Beautiful beaches, tropical fruits, crystal clear waters. This is the perfect vacation spot for someone who enjoys swimming.

3) Wondaria Remains - The ruins of a theme park, which is suspiciously still operating just fine. Enjoy numerous attractions like the roller coaster, the race track and even a haunted house full of aliens!

4) Winter Horns - Welcome to the land of eternal winter! Discover the snow covered ruins hidden in this winter wonderland. You can even see an ancient castle in the distance!

5) Originull Wastes -This wasteland is said to have been the origin of all life, but in its present state very little can hope to survive. Traverse the burning desert sands and discover hidden treasures!

6) Redgar Forbidden Lands - Danger! Danger! Danger! This land is said to hide the secrets of the forgotten civilization. Recently members of the Beast Pack have been making this their stronghold. Beneath the surface, Lab Discovera has resumed activity.

Origin: (Free All)

Stranded: You were sucked up into a strange portal in the sky! Stuck in unfamiliar lands, you have the choice of siding with other Stranded, joining the Beast Pack and integrating with the Native, or simply going off on your own to explore the Forgotten Land.

Native: You have lived all your life in the ruins of a forgotten civilization. A constant reminder that you and the others were left behind long ago. Recently a new group called the Beast Pack was formed by a powerful king, who lived in a faraway place. You have the freedom to choose whether or not to join the pack.

Psychomeddler: An unique existence that has unnatural abilities unlike any native to this Forgotten Land. You are something that doesn't entirely exist in the physical plane. Whatever you are, it is certain that you do not originate from here.

Race:

Pink Puff (-200 cp): By choosing this you can explore Dreamland as a member of Kirby's species. In addition to being cute and cuddly you acquired the ability to inhale

your enemies and puff up like a balloon. You possess inner strength that far surpasses your appearance. Your appearance is not limited to a pink color pallet, it can be any color you want.

Dreamlander: You can choose to be of any race that can be found in Dreamland. Anything from Waddle Dees to sentient Trees. A star-shaped vortex had carried you off into the sky and deposited you in a strange land. You are far from home, and are unfamiliar to your new environment.

Beast: You are one of the numerous Beasts that make the Forgotten Land their home. Recently, a powerful leader has united many species under one banner. However, it is up to you to decide if you wish to run with the pack, or be independent. Most Beasts have a real life counterpart, but some are more alien than others.

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.

Wild Aesthetic (Free All) - After joining the Beast Pack, many of the former residents of Dreamland updated their looks to better reflect their affiliation. This perk allows you to change your outfit and body into a more rugged and primal state. This can also be applied to your possessions, giving them a more primitive or ancient look without hindering their functionality.

Help Wanted! (Free All) - Being able to keep up with the sheer number of orders during a lunch rush is an impressive feat. You are now able to keep up with any workload of your profession. Operate with perfect efficiency of movement, and an endless well of physical and mental stamina. If you have co-workers, this effect is applied to them as well. No customer service job can defeat you now!

Dream Physiology (-100 cp) - No matter how unrealistic your body is there is no chance of things like logic and physics ruining your time here. For example, if your entire body is covered in fur, there is no risk of overheating even if you happen to be in the Redgar Forbidden Lands. Of course if you are going to jump into the magma you still get hurt, it only protects against logic not stupidity.

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 and the Forgotten Land (ex: Fighter, Spark, Wing).

Origin Perks:

Stranded:

Mouthful Mode (-100 cp) - Traversing the dimensions seems to have permanently altered the physical properties of your body. Now your body can be endlessly stretched and expanded like a rubberband. If you are willing to, you can even stuff entire vehicles into your mouth! Thankfully, you can instantly regain a more conventional shape with just a thought.

A strange side effect of this transformation is that any piece of machinery you touch will operate as if it was in perfect condition.

New World (-100 cp) - Over the course of your chain, you've surely been to an uncountable number of worlds and places. This perk will let you regain, or perhaps preserve, the sense of wonder exploring a new world brings to you. However, for every buried treasure, there is always an enemy preparing to ambush you. You've now acquired a potent 6th sense, capable of detecting any danger that hides from plain view. Honing this 6th sense can let you use it even in the midst of combat.

Bandana Wearing Hero (-200 cp) - Not all heroes have grand tales of their exploits sung by bards. One such hero took up a spear and a blue bandana, and endlessly practiced with his chosen weapon until he could stand up to even the greatest heroes of his planet. Taking this perk grants skills equal to the greatest weapons masters in existence. Regardless of the type of arms used, your skillful handling will be of the highest level of your current jump. However, this is simply a plateau in your growth, going forwards there is no limit to the growth of your martial skills.

Making Yourself At Home (-200 cp) - Stranded in another dimension? Lost in a land of untouched wilderness, with no civilization in sight? If there is nothing there already, you will just have to do it yourself! This perk gives you all the requisite knowledge to build a great bastion of civilization from scratch! From agriculture to city planning, you can build from zero until you've become a king! To ease the burden, this perk comes with a supernatural grasp of logistics.

Royal Reward (-300 cp) - Even prideful kings (self-proclaimed) are willing to reward those that help them in their times of need. What better way to thank them than a big reward! These sentiments aren't exclusive to royalty (self-proclaimed), you can also give rewards to those that assist you. This perk allows you to bestow a portion of your abilities to anyone who has helped you in the past. This reward can range from magic, knowledge and skills, physical ability, even perks! There is a stipulation regarding the use of this perk. For the perk to function, those who already received a reward must help you again before another one can be received.

The Surviving Guardian (-300 cp) - It's tough being stranded in another dimension, it's even worse if there is also a powerful psychic entity attempting to mind control you. By taking this perk you can use 'willpower' to break its hold on you before you can be affected. As long as there are those you must protect, your spirit will never waver

even against the most powerful foes or slimist of odds. In order to better protect your people, you've somehow gained the ability to teleport in a flurry of darkness. With practice, you can learn to use your 'willpower' to do other strange reality bending tricks.

Triple Tap (-400 cp) - A perk for persistent enemies. Sometimes you run into beings that are better off six feet under, but even when you've destroyed them, they just keep coming back! You can now slay the undying by targeting the body, mind, and soul simultaneously. Even if they possess other forms of immortality, you can treat them like any other lifeform. Due to how this perk works, you can also avoid harming entities absorbed by the one you slay; it's like choosing which hitboxes to interact with. As a side effect, using this perk makes you very effective at fighting psychic entities.

Liquid Power-Ups (-400 cp) - When out exploring it's best to be prepared for trouble. That's why you should get some Liquid Power-Ups for the long road ahead! You've gained access to all of Item Shop Waddle Dee's special fruit juice recipes. These special concoctions can temporarily double a specific trait or quality of the drinker for a time. Depending on the amount and quality of the fruits you use, you can get better multipliers and time limits. With time and practice you can still get the improved results without using extra fruit in your blends. If there happens to be a trait without a corresponding

recipe. Perhaps inspiration for a new blend will come to you in a dream!

Unforgettable Finale (-600 cp) - After the final battle, the last farewell, and the end of an unforgettable journey. Only the curtain call remains for your time here, but was it a happy ending? It seems that your hardwork has indeed paid off in the end. Despite the devastation and ruin, all your friends have managed to make it through to the end. Even those you thought were lost have managed to be reunited despite a seemingly certain demise. From now on your meetings and departures will be blessed with eternal happiness. Your bonds with others will ensure that they will survive even the greatest of odds, until the end of the Jump.

Native:

Name of the Beast (-100 cp) - Sometimes you desire a little gravitas in your battles. Any time you encounter a powerful enemy, a short title card containing their name and a fitting epithet will flash before your eyes. This is purely mental and doesn't actually take time to happen. Or alternatively, this can just be a thing everyone else can see and experience. This time you are the boss! This perk can be deactivated at any time.

Master of Cages (-100 cp) - You are now a master of psychological warfare! Just like the metaphor of a baby elephant tied to a tree, your traps are "inescapable". In truth, a trap's containment ability is dependent on its construction and circumstance. However, you are capable of extremely sophisticated obfuscation of any flaws your traps possess. This will act like a mental blindspot to your captives, and unless external aid is given they will not attempt to escape.

Still Alival (-200 cp) - Even after thousands of years, untouched by the influence of time their captive remained in dormancy. You've unraveled the mysterious technology that is behind the Eternal Capsule. This technology is capable of keeping something in a state of perfect stasis. The only limitation of this technology is that without energy to power it, the stasis field will eventually dissipate over the passing centuries. This perk will let you incorporate this technology into anything you make. Allowing you to create objects and machinery that are unnaturally durable and long lasting.

Going Native (-200 cp) - When the denizens of Dreamland were stranded in the Forgotten Land, some like the Waddle Dees decided to create a new home. Others like Mr. Frosty, Bonkers, and Gigant Edge had gone Native, by the time Kirby washed up near Waddle Dee Town. By taking this perk, you can drastically reduce the

time needed for outsiders to fully integrate with your faction. Not only will they be more likely to find comradery, but they will also find niches where they are able to fully utilize their skills to the benefit of the group. As more members are assimilated into your faction, the net productivity of your entire operation will gradually improve.

This Forgotten Land (-300 cp) - You can now choose any location to be 'forgotten', a powerful information concealing effect capable of reaching into the past and future. Any location under the influence of this perk will seem like it has been abandoned for thousands of years. Any information found would have either been aged into an unrecognizable state or be completely absent. This perk can also make specific objects or ideas be forgotten as well, in which case all applicable instances will be 'forgotten'. In exchange for what was lost, this perk allows for something new to be born. A seed of potential that can eventually become something just as great.

The One Who Rules The World (-300 cp) - The Beast Pack is an unprecedented union of many Beast species working as one. This is only possible by the powerful charisma and unshakable strength of its leader. You now possess a similar charisma as Leongar. Not only are you a great leader, any organization you lead will be free of any significant internal conflict. While individuals can have their differences, they can easily be set aside for the good

of the pack. This perk will also allow for normally incompatible beings to peacefully coexist as part of your organization. An example of this is where carnivorous and herbivorous members of the Beast Pack can work together without animosity. In fact, any factor that would normally prevent cooperation and friendship can be safely ignored.

Subdue, Copy, Produce (-400 cp) - When Fecto Elfilis had initially invaded, it was quickly subdued and contained by the Research Team. Its innate psychic control over space-time was extensively studied during its captivity. Just like the Research Team, you can begin to replicate the powers and abilities of creatures you have encountered before. As long as it was an ability possessed by a living being, a technological equivalent can be developed. Of course, this is not limited to just biological organisms, anything that possesses some form of consciousness can be studied. This perk will allow you to refine and implement any new discoveries easily, even mass production and usage on a planetary scale is possible with enough time. As long as you possess an actual research sample, any R&D you do can be done in a tenth of the time it would originally take. Just in case you might miss out on interesting creatures. This perk will include an extensive mental database filled with information regarding creatures that were encountered in previous Jumps.

Elevated Lifeform (-400 cp) - Through careful psychic conditioning and a powerful spirit, you have become an elevated lifeform. Your mind can quickly grasp concepts previously unheard of with ease and rapidly learn complex subjects such as foreign languages, engineering, and leading entire organizations. Not only that, but you've instinctively learned to use your latent psychic powers. Fire laser beams from your mouth or channeling them into your limbs to create cutting projectiles. Through further development of your psychic potential, you will be able to perform the same process which turned you into an Elevated Lifeform on anyone you see fit.

To The Land of Dreams (-600 cp) - This is what Leongar envisioned as the future of his people. This perk will enable you to revolutionize and uplift a civilization under your control. Taking this perk will make it so that you are no longer just the sole beneficiary of your perks and special abilities. Instead, all members of your civilization are given weakened copies of your perks and abilities. This perk will also continue to work in other ways to advance your civilization. Developments in technology or mystical arts will almost always have a way to be used to benefit your civilization. Technology will be used to enrich the lives of your people, and powerful magic spells will be able to seamlessly integrate into existing structures. By combining the two, your civilization will eventually be able to create wondrous artifacts able to do the impossible. However, there are still rules that must be

followed in order to actually use the perk's effects. In order to take effect there must actually be a civilization under your rule. Likewise, any technological or magical advancements still require resources to utilize to its fullest effect. However, as long as you are a dedicated protector of the people, your civilization will enjoy limitless growth. Perhaps one day, you will reach the fabled 'Land of Dreams' as your predecessors once did.

Psychomeddler:

Gemini (-100 cp) -Perhaps as a result of your inherently psychic nature, you are able to split off portions of your mind into entirely separate entities from yourself. However, prolonged separation will cause increasing amounts of discomfort and instability of the body. In addition, a portion of your total strength will be lost until your separate parts reunite. The amount of power lost is dependent on how much of the psyche is separated from the main consciousness. Just make sure to not be trapped in a stasis field for a few millennia, or the separated portion could become its own person and refuse to be reassimilated.

Red Harbinger (-100 cp) - Your presence is now a harbinger of disaster, the red wings of a butterfly who descends on the promised day. This perk is always active in some capacity, and will guide you to the sites of great conflict and strife. This perk's effects manifest as an

instinctive impulse to visit certain locations or people. All of which will share the destiny of being involved in a significant conflict or great journey to decide the fate of the world. You are merely predicting the results of preexisting factors. So unless you start meddling, these events will come about one way or another.

Patience of a Prisoner (-200 cp) - The rage of Fecto Elfilis was that of a patient prisoner, something which grew endlessly as time passed outside the Eternal Capsule. However, its rage did not stop it from plotting a way to escape and reclaim its missing half. This perk will give you the 'learned patience' only prisoners can acquire. In addition to the limitless patience you now possess, you've also acquired the same planning ability needed to escape a seemingly inescapable prison. This perk will also enable psychic communication even while sealed away, this method will still be available even if you are locked away in a separate dimension or trapped in a prison of stopped time. You also have great luck finding useful pawns to assist in your escape.

A Star in Space (-200 cp) - The inherent psychic abilities of a Psychomeddler does allow for the creation of dimensional rifts. That is how Fecto Elfilis initially arrived in the Forgotten Land. This perk acts to enhance that particular ability to allow for greater freedom of movement and utility. While this perk is active, all forms of interdimensional travel will have the associated

dangers be removed. For instance, while in Warp of WH40k it will be as if there is a perfect Gellar Field around your mode of transportation at all times. As long as the rifts you create are for transportation, there is no chance of harm during transit. Another ability granted by this perk is the ability to perceive the destination portals created by your psychic might. What this means is that you will be able to see through dimensional rifts, without actually crossing the boundary of space-time. Further practice will allow you to use this as a way to search alternate dimensions for specific entities. This also allows for your portals to have a UFO-like effect where dimensional rifts can act like a tractor beam, abducting individuals across dimensions.

Malignant Memories (-300 cp) - A particularly potent variant of psychic constructs, Phantoms are versatile and able to replicate the form of a real counterpart. The tangible illusions created by this perk are based on your memories and perceptions of objects and entities encountered in the past. How accurate these copies are is dependent on what you know about the original. For example, if a man who is a master chef is copied, and if you did not know they are a chef, the copy will be unable to cook with the same skill as the original. To compensate, this perk will greatly enhance the known abilities of the Phantom's original, to the point where the copy is twice as potent in all (known) aspects. This effect is carried over to other forms of counterfeiting, and will

apply to any forgeries you create in the future. For this perk to function, you must have actually observed the subject copied, or the resulting Phantom will simply fail to manifest. When making very powerful Phantoms, an area saturated in psychic energy is needed for a stable manifestation.

Eternal Echo (-300 cp) - The eternal echoes of your being will forever haunt the dreams of your enemies. This perk will modify you on a fundamental level in order to ensure your continued survival. Your body, mind and soul can now exist independently of each other. Furthermore, as long as one of the three survive, the other two parts can eventually be restored after a period of recovery. In practice, this is essentially three 1-Ups which are gradually replenished upon use. Any regeneration factors you possess can speed up recovery of the mind and soul. The order of which part of your being is lost depends on which part takes the most damage. However, if all parts are damaged at once, the order is (body -> mind -> soul). If you are killed three times before you are able to recover, then it's obviously game over.

Chaotic Amalgamation (-400 cp) - Your innate psychic prowess is a potent weapon in your arsenal, however will your body be able to keep up? Taking this perk will boost your already powerful psychic abilities, to the point of compromising your physical stability. Should you choose to, you can tap into this extra reserve of psychic energy to

enhance your existing psionic potential. However, prolonged usage of this extra power will cause your body to destabilize into a strange shoggoth-like form. The size of which correlates to the psychic power you originally possessed You can still fit through tight spaces by compressing your form. While in this state, you may need to absorb other lifeforms to empower and restabilize yourself. Thankfully, after a day you will be able to return to your original form. If you had absorbed other lifeforms while in the shoggoth-like state, their bodily traits and psychic potential can be added to your own.

Metamorphosis (-400 cp) - Your soul bleeds crimson. Like a little red butterfly, your presence on the battlefield is a sign of imminent death. This perk allows the free travel into any location completely bypassing dimensional barriers and even the boundaries of the mind. Due to the nature of being a psychopomp, you can enter all sorts of hidden realms without raising alarms. Taking this perk gives you access to the powers of the Dream Eater, most prominently the power to absorb the souls of powerful beings in order to empower yourself. Of course this can be reversed, your lifeforce is exceptionally suitable in bringing those near death back to full power. In addition to resuscitation, entities that absorb parts of your power will come back even stronger than before. Other powers this perk gives you include soundwaves capable of causing insanity, stealing life force to create powerful weapons, and teleportation. This perk will also

protect you during any transformation sequences, letting you safely power-up without someone interrupting.

A Fading Dream (-600 cp) - The mind of Fecto Elfilis was able to persist even after the destruction of the body, taking shelter in the artificial world of the Isolated Isles. Taking this perk your psychic powers have begun to approach the level of a god. Your psychic abilities enable you to shake the boundaries of reality, letting you manipulate the fabric of space-time to create an entire world purely through psychic prowess. Within this 'dream land' you are the uncontested god, able to create and destroy anything you desire. Lesser life forms will be subjected to minor compulsions to obey you simply by seeing you. Your psychic power now possesses the greatest 'weight', letting you overcome the powers of other psychics with ease. You also can choose to consume other psychics to gradually increase your own power. Non-psychics can also be consumed for a lesser increase in power. This perk can be used to improve any psychic powers obtained from other Jumps.

Race Perks:

Pink Puff:
Forgotten Breeze (-100 cp) - How long has it been since you had an actual challenge? Your travels across numerous worlds has given you great strength, yet robbed you of worthy opponents...

By taking this perk, you are able to make changes to a Jump before starting it. You can adjust the 'difficulty' of any world you are in, either by limiting yourself or by raising the average level of strength of the world you visit. Should you wish to have a more relaxing time, you can always reset the difficulty. Any events of the past will remain as is, just that going forwards, the difficulty will return to its default conditions.

Dodge Specialist (-100 cp) - It's during the heat of battle that your reaction speed is at its highest. In the blink of an eye, positions change and danger encroaches. Thankfully, by taking this perk you have gained an excellent sense of timing during battle allowing you to weave in and out of the fight like a dancer. You've also become an expert at gymnastics, letting you do backflips mid-combat without endangering yourself. In fact, you are incentivised to do flashy tricks to evade your enemy! As long as you dodge right before an enemy's attack touches you, you will enter 'bullet time'. For a duration of 1.6 seconds, you can move at x10 speed while completely impervious to danger.

Dazzling Treasures (-200 cp) - Your luck regarding finding lost treasure is borderline unnatural. This perk greatly increases the likelihood of discovering objects of great material value. It's gotten to the point that simply poking around some bushes is able to let you afford a decent meal at a restaurant. However, the true value of this perk is its capacity to frequently locate dimensional

rifts. These rifts will always contain some form of challenge to complete, but it is worth it. At the end of the challenge, you can obtain a Rare Stone! In later jumps, the prize at the end will be a valuable resource of comparable value in addition to a Rare Stone.

Dream Raider (-300 cp) - It's like Tomb Raider but an even more egregious violation of privacy. You can now invade the inner worlds of any sentient being capable of dreaming. Thankfully, even if you happen to enter a psychic domain belonging to a genocidal alien invader, this perk will protect you from being erased by hostile godlike beings. One way to look at it, is that the perk nullifies the home field advantage of an enemy. There is just no easy way out of it, you are here and now they have to deal with it. In later Jumps, perhaps this can be used to access other hidden places.

Rare Potential (-400 cp) -You are a visitor from a distant place arriving at the shores of the Forgotten Land. Why have you come here? Was it simply fate, the actions of another, or was it <u>this</u>? By using Rare Stones or other precious resources, you have the opportunity to evolve your abilities past their base level of strength. Whenever you evolve something, you will be able to access a similar yet different version of the original. Details may differ however what is true is that the newly evolved ability will be measurably better than the original in one aspect or another. The best part is that this process can be repeated

as many times as you want, provided you have enough Rare Stones to spend.

Hero from Another Dimension (-600 cp) - No matter how detailed and robust a plan is it is hard to account for variables that originate from another world entirely. You are now a OCP (Out of Context Problem) on the same scale as Kirby was to the sinister plans of Fecto Elfilis. Even unknowingly, your every action can cause ripple effects that can thoroughly derail the machinations of hidden enemies. Even if the enemy possesses seemingly omniscient awareness of everything that is happening on the planet, the sheer amount of chaos you wreak upon the status quo will make their original plans worthless. Not only that, but your efforts in contracting any ongoing plots have become highly effective. From rescuing captives to making new allies, your capacity to foil the works of evildoers is immeasurable.

Dreamlander:

Protected Patronage (-100 cp) - The absolute worst thing to happen while watching a movie is running out of popcorn right when the action gets started. The second, is being interrupted by someone causing a ruckus in the theater. In a distant third place, getting sucked into an infinite abyss of unending hunger and darkness. Like the patrons of Waddle Dee Cinema, your time here is guaranteed to be protected from all three of those things

occurring. This protection extends to having sufficient butter on your popcorn at the exact amount you prefer. As well as letting you order from over 86 combinations of custom flavored popcorn + sodas at any time!
Also, you and your friends are safe from any attempted assimilation /or soul eating going forwards.

Obvious First Priority (-100 cp) - Even when stranded in a new world, facing the risk of being kidnapped for slave labor, it's crucial to remember “Have FUN!”. This perk increases your productivity as long as you have access to entertainment, a place to rest, and good food. Any action you take will have a higher degree of success and will even be conducted more efficiently. Allowing any task to be fulfilled twice as fast, letting you have more free time as a result. This will result in an overall increase in quality of life for all members of your community.

The Great King (-200 cp) - This perk bestows upon you the good fortune of having benevolent and capable authority figures, within the nation or community you are a part of. While not without flaws, when it comes down to it, those in power will act to protect and provide for the people they rule. They serve as inspirational figures, embodying qualities of bravery, resilience, and inner strength. On a more personal level, you will find it easier to understand the inner character of those you meet.

The Wiseman (-300 cp) - It appears that coming here has awakened a dormant minor psychic ability within you. You now possess a form of clairvoyance specializing in locating hidden or lost things, with a remarkably vast range that effortlessly spans multiple continents. Additionally, this psychic talent enhances your learning abilities and significantly increases your capacity to store memories. With time your ability to perceive hidden objects will continue to grow.

“Don’t Waddle, Get To Work!”(-400 cp) - Regardless of your opinions on the Waddle Dees' carefree lifestyle, it's undeniable that they exhibit an exceptional work ethic. This perk imparts upon you a similar talent for completing tasks as quickly as possible without compromising the quality of the final product. In proportion to the amount of workers, the speed and efficiency of completing projects is increased. For every worker, there is about a 5% reduction of the time until the project is completed. For example: With 9 workers, a project will be completed in about 55% of the projected time of completion. This perk also provides protection from workplace accidents. Letting you and your fellow workers operate with heavy machinery, and other potential causes for accidents safely.

A Forgotten Craft (-600 cp) - A previously forgotten craft has recently made a resurgence lately! The art of Evolving Copy Abilities had been recently discovered by the Waddle Dees after finding a briefcase full of old research notes. You were able to study these as well, and learned how to improve a Copy Ability. As a part of the process of improving a Copy Ability, a physical item that contains said Copy Ability is created. By using materials that are symbolically tied to the Ability in question, as well as having a sufficient understanding or blueprint of the Evolved Ability. You can modify the item using your tools and assembled materials to Evolve the Copy Ability, letting you use a similar yet undeniably more powerful version of the original. The same method can also be used to upgrade any powers or abilities from other Jumps in the same manner. This can even be applied to objects like buildings and cars to a lesser degree, letting you improve mundane objects to the point they start developing supernatural qualities.

Beast:

The Term is "Megafauna" (-100 cp) - The members of the beast pack are far larger than their Earth counterparts, they are the epitome of the term "Megafauna". Similarly, your physical size is now unbound by conventional biology, which would be unable to support the sheer weight and scale of your body. The square cube law is no

longer relevant to your body, as this perk 'smooths over' any complications that may arise. Nutrition obtained from eating food will also scale to match your bodily needs, so even if you are the size of a skyscraper a meal for an adult human will be enough.

Unexpectedly Dextrous (-100 cp) - While the vast majority of the Beast Pack lack opposable thumbs, they have learned to make due with what they got. Somehow, you are capable of grasping onto objects without fingers or even arms! This perk also lets you use your body to its maximum capacity, giving you perfect body control and balance. This can even let you perform actions unsupported by your physical structure with minimum deleterious effects.

Those Left Behind (-200 cp) - Even after thousands of years, left exposed to the elements, relics of the forgotten civilization have miraculously retained their functionality. Could it be that the Beast Pack performed some repairs during this time? With this perk, you gain the ability to repair and recycle old relics, reactivating abandoned technology regardless of its age. Moreover, the perk imparts the knowledge to replicate any damaged components, ensuring that you can restore and use ancient technology to its full potential.

Beast's Cage (-300 cp) - You can now create the blue barriers that periodically stop Kirby's progress. These special barriers can trap any opponent as long as you are also within the barrier's perimeter when it activates. While the barrier is activated, you will possess complete control of the area within it, allowing you to add hazards or let in allies to fight for you. The only way to lower the barrier is to fight until one side remains or until one side surrenders. The barrier's shape is by default the same as the dimensions of the area you are currently in. However, should you desire you can have free form control of the shape of the barrier. For example, creating a winding, maze-like obstacle course or a stationary barrier on top of falling platforms forcing your opponent into inconvenient positions in battle.

Beast Born of Chaos (-400 cp) - Your lineage has roots dating back to the days of primordial chaos. As a result your body has become something not quite biological in nature. Your unique constitution gives you the ability to absorb the energy around you to recover lost mass. Enabling you to survive all but the most punishing blows. You can also live in locations normally inhospitable for life, such as the vacuum of space.

Soul of A Beast (-600 cp) - Your soul burns with a noble power, like a shining star your very presence attracts others to your side. Those standing in your vicinity are able to feel the raw charisma of one worthy of the title "The King of the Beasts". Those that follow you are empowered by the strength radiating from your soul, elevating them to greater heights the longer they follow you. As time passes, expect more and more people to swear loyalty to your cause, so don't disappoint them! Another component of this perk is the strengthening of your soul until it literally is set ablaze! Befitting your status, your soul is more resilient than the common beast, glowing like a miniature sun inside the astral plane. Instead of passing on, your soul is strong enough to linger after death. In the event of your untimely demise your soul will scatter into many pieces. Should someone manage to gather all of them before the end of the Jump, you will come back to life with no down sides. The soul piece will naturally congregate in locations that you are the most familiar with. By retracing your steps, your followers will have decent odds of finding all of your soul in 1~3 days. In the case where there is an afterlife present, you can also decide if your soul will be sent there instead of remaining in the world of the living. During this time, any soul pieces will be protected from harm until they are all brought together to bring you back to life.

Copy Abilities:

Dreamlander and Beast receive one Copy Ability for Free.
Additional Copy Abilities may be purchased for 100 cp each.

 Sword	An all time classic! Wear an iconic green cap and slay evil with your sword. Upgrade this ability to obtain the following Evolved Abilities: - Gigant Sword - Meta Knight Sword - Morpho Knight Sword
 Hammer	Smash your enemies into the ground, set it ablaze for unmatched power! Upgrade this ability to obtain the following Evolved Abilities: - Toy Hammer - Wild Hammer - Masked Hammer
 Ranger	Bang! Bang! Pump your enemy full of lead with your gun. Upgrade this ability to obtain the following Evolved Abilities: - Noble Ranger - Space Ranger

 Cutter	It's time to slice and dice! Thow bladed boomerangs to cleave through scores of enemies. Upgrade this ability to obtain the following Evolved Abilities: - Chakram Cutter - Buzz-Saw Cutter
 Bomb	BOOM! Decimate your opponents with real firepower, fill the battlefield with explosives! Upgrade this ability to obtain the following Evolved Abilities: - Chain Bomb - Homing Bomb
 Tornado	You are the master of the wind! Start spinning to create a great twister and scatter your enemies! Upgrade this ability to obtain the following Evolved Abilities: - Fleur Tornado - Storm Tornado
 Ice	Wearing a crown of ice, your power over the cold is unmatched! Freeze your enemies and skate across the ground. Upgrade this ability to obtain the following Evolved Abilities: - Frosty Ice - Blizzard Ice

 Fire	Become the ruler of flames, unmatched heat is yours to command! Set enemies on fire to defeat them quickly. Upgrade this ability to obtain the following Evolved Abilities: - Volcano Fire - Dragon Fire
 Needle	Skewer everything with your spiky hat, collect objects to throw at your enemies! Upgrade this ability to obtain the following Evolved Abilities: - Clutter Needle - Crystal Needle
 Drill	Burrow underground to evade danger. You can also destabilize your enemies' footing! Upgrade this ability to obtain the following Evolved Abilities: - Pencil Drill - Twin Drill
 Sleep	Sometimes you just need to rest a bit before continuing your adventure. Take a nap to restore your health. Upgrade this ability to obtain the Evolved Ability: - Deep Sleep

 Crash	Charge up the ultimate weapon, release to destroy all enemies in the vicinity! Upgrade this ability to obtain the Evolved Ability: - Time Crash

*Post-Jump Copy Abilities can be evolved into various forms not seen in the game.

Modifiers:
Evolved (-100 cp) - Instead of starting out at the starting level of your copy ability, you can start out at a level above the baseline. Taking this as a Dreamlander or Beast essentially makes you a mid boss. As a Puffball this applies to any Copy Ability you have encountered before. This perk is free for Dreamlander & Beast origins.

Character Copy (-200 cp) - An upgrade for the perk Copy Abilities. Taking this perk allows you to acquire a more powerful set of abilities, based on an individual instead of a broad archetype. This perk can be deactivated at will to allow you to access the regular Copy Abilities.

Items:

(Items have a 50% discount for matching Origins, items costing 100 cp 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 music, basically any form and configuration of listening to the soundtrack is possible.

The Music of a New World (Free All) - Similar to the Sound Track of the Stars, you receive a mental playlist that is capable of playing music in numerous ways. Only this time the type of music in the playlist is determined by the world you end up in. The music in the playlist ranges from what is most popular in the present day, all the way to music that was common centuries or even a millennia ago!

Encyclopedia (Free All) - A magic encyclopedia that gives the owner access to a treasure trove of information about the New World. Within is information about all sorts of

topics ranging from medicinal properties of plants to the inner workings of the forgotten civilization's society. The information inside is at the level expected of an official encyclopedia found in places of learning, and will constantly update its contents to stay up to date. Despite the huge amount of information, the number of pages seems strangely consistent. Additionally, If you have been to Jumps prior to this one, you will receive an entire book set of Encyclopedias starting at your first Jump to the most recent one. As more Jumps are visited, additional volumes will be added.

Gacha Machine (Free All) - Several Gacha Machines have been added to your Warehouse / Personal Reality. Each one contains figurines inspired by events and people you have encountered in a prior Jump. Rare Figurines sometimes have short descriptions about what they are based off of. Aim for 100% completion!

Fishing Pond (Free All) - Just a small fishing pond that was added to your Warehouse / Personal Reality. It is filled with edible fish and sea-life that originate from places you have been before. Catching rare fish can be challenging, but don't give up!

Bandana of Willpower (Free All) - This stylish bandana gives its wearer a passive boost in willpower, making them more resilient. The material of the bandana for some reason obstructs mental manipulation directed at

the wearer. You can choose the color of the bandana, but the default color is a vibrant blue.

From Those Who Departed (Free All) - Some plushies of Wondreria's mascots, inside a working miniature space ship that appeared in your Warehouse / Personal Reality. able to fit up to eight people. Comes with media made by Wondaria Entertainment in the database of the ship. It is bigger on the inside, with fully furnished living quarters, and supplies that will periodically restock.

Weapons Shop (-200 cp) - You've recently acquired a fantasy-esque weapons shop, filled with various tools and materials used to create weapons. In the front of the shop are several display stands for your wares. The cool thing about these is that anytime a display piece is taken by a customer, a replacement copy will appear in its place. In the back is the workshop; as mentioned before, it contains various tools and materials that can be used in creating new weapons. Any materials used up will be restocked after closing the shop for the day. Should you find some more interesting materials to work with, you can add them to your inventory to maintain a renewable stock. Should you have the Copy Abilities perk, a corridor containing Copy Ability Essences of all known abilities becomes available.

Hat Upgrading Tools (-200 cp / Free) - These special tools are a copy of the ones belonging to Weapons Shop Waddle Dee. You find yourself receiving a strange toolbox containing nearly any handheld tool imaginable. These tools possess a unique property that allows the user to work with even the most exotic and rare materials in existence. You could be working with literal figments of imagination, psychic residue of a dead alien, or dark matter found in outer space—it doesn't matter! As long as you use these tools, anything can be shaped to fit your design and be used to create works of wonder. This Item is free with the perk 'A Forgotten Craft'.

Waddle Dee Town (-200 cp) - Perhaps due to the rampant dimensional instability, a star shaped portal connecting to Waddle Dee Town has opened up inside your Warehouse / Personal Reality. This is the same Waddle Dee Town from this Jump, so its condition will reflect its state the moment you leave. Its residents will still be able to leave the town and return to Dreamland if they desire. However, you will be restricted to the town's boundaries, should you try to leave town, an indivisible wall will prevent you from passing.

Waddle Dee Colosseum (-200 cp) - The Colosseum is the greatest gathering of powerful fighters this side of the portal. Just like the one in Waddle Dee Town, you can face powerful opponents in a gauntlet in order to win fabulous prizes! The 3 modes from the game are available for you to

challenge. However, this time there is a special bonus mode available! The Jumper Cup is a mode where your enemies from past Jumps can appear to have a rematch! Like with the other modes, emerging victorious will award you with lots of gold stars, Rare Stones, and even Ability Blueprints!

Origin Items:

Stranded:
Big Rig Truck (-100 cp) - An heavy duty Big Rig Truck, that shows up whenever you happen to need it. This massive machine has been converted to use 'Friendship' as fuel, giving it unlimited fuel in the right circumstances. Once it gets moving, it will give you the power to isekai anyone you run over (jk). In actuality, it has an optional turbo booster installed that will turn this moving hunk of metal into an unstoppable force of friendship.

Warp Star (-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.

Treasure Road Generator (-300 cp) - Once per day, this curious machine is able to open a dimensional rift like that of the numerous Treasure Roads littering the landscape of the Forgotten Land. Each one will test one aspect of your powers, and following its completion reward you handsomely. The first time completing the Treasure Road will reward you with a Rare Star, but subsequent attempts will reward you with an equally valuable resource along with a literal pile of gold stars.

Portal to Dreamland (-400 cp) - The massive portal created by Fecto Elfilis, connecting the Forgotten Land to Popstar has also managed to get linked to your Warehouse / Personal Reality. Even after this Jump ends you will always have the means of meeting up with your friends from Dreamland. A side effect of keeping the portal stable has restricted you to the upper atmosphere of Popstar. But otherwise you can explore to your heart's content.

Native:
Gorimondo's Banana Stash (-100 cp) - Did you see a pile of large bananas around here? Apparently, Gorimondo's secret stash has gone missing and he is looking all over the place. These aren't just regular bananas either, they are Mighty Bananas imported directly from Hyrule. Apparently, they can boost your physical power in addition to healing you. Eating them without cooking them gives the same effect, right?
*These Bananas restock daily, and are always in fresh condition.

Mad Boar Mask (-200 cp) - An tribal mask enchanted with a strange power. Wearing it gives a substantial increase in physical strength, as well as the ability to imbue attacks with fire to further increase their devastating power.

Geothermal Power Plant (-300 cp) - Your Warehouse / Personal Reality has gained a new installation, the Geothermal Power Plant from Redgar Forbidden Lands. This power plant despite its age is still able to produce considerable amounts of energy. As long as it is located in your Warehouse / Personal Reality, this power plant can produce enough energy to power any machine.

The Forgotten Land (-400 cp) - You now possess a stable portal that leads to the Forgotten Land. You now have access to a planet the same size as Earth with a single moon. As long as you don't antagonize the locals, you basically have free reign. No matter how much you explore, this land will always have hidden mysteries still left to find. By delving into the ruins of a lost civilization you will occasionally find ancient caches of technology. If properly understood, it will revolutionize society as we know it.

Psychomeddler:
"And here we are!"(-100 cp) - You now have a speaker system that follows you around at all times, it is hidden from all forms of detection. When it is turned on, it will

provide creepy music /or messages that will be broad casted on repeat. Anyone who approaches you will first have to listen to an ominous monologue about you. You can choose what kind of ambience will play, and change the message at will.

Eternal Capsule mk.II (-200 cp) - A portable version of the stasis capsule used to contain Fecto Elfilis, it has been miniaturized so that it is small enough to be easily thrown like a baseball. To use it simply activate the device by pressing the circular button in the middle. Then throw it at the target you want to capture, the top half of the sphere will open and a red energy will surround the target before sucking them into the capsule. Once inside, the capsule may wobble for a bit before the stasis fully activates. However the capsule is effectively impenetrable from the inside so there is nothing to worry about. The specimen can then be analyzed by the capsules internal scanning system. This new version comes with psychic shielding!

Forgotten Research Notes (-300 cp) - A strange black briefcase evacuated from one of the ruins in Redgar Forbidden Lands. It is impenetrable to every form of scanning tested on it and seems to have a volume unbefitting its size. Inside are research notes that provide a full breakdown of the principles behind the planetary warp technology once used by a forgotten civilization. There is another set of papers that provide an analysis of

the dimensional manipulation exhibited by a 'Specimen ID-F86'. Every year, a new set of research notes will appear inside the briefcase. While different each time, there is a commonality between all of them. Each focuses on creating highly advanced technology that is in some way inspired by a 'specimen' mentioned in the second set of notes. This item synergizes with the item; Eternal Capsule mk.II.

Isolated Jumps (-400 cp) - A refuge and a place to rest, this is a psychic dimension created from your own memories. This dimension will mimic the memories you have of past Jumps and create a landscape based on your strongest impressions. A maximum of 7 past Jumps can be 'displayed' at a time. Should you wish to change up the landscape, one of the 7 memories must be swapped out. There are no real lifeforms native to this realm. However, entities that are psychic in nature can enter should you permit it. This item can be fused with your Warehouse / Personal Reality should you desire.

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 the Forgotten Land. 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:

Unforgettable Journey (+0 cp) - You can now experience the events of other Kirby Games after the events of Kirby and the Forgotten Land are over.

Wild Instinct (+100 cp) - The Beast Pack will now be extra alert about your presence. It doesn't mean you are enemies, just don't expect to be stealthy. If you are a member of the Beast Pack, then those who came from Dreamland will have an easier time noticing you.

Oh Shiny! (+100 cp) -Like a curious kitten, you just can't resist the temptation of the glowing spots that are scattered through the area. Until you investigate each one, you can't bring yourself to move on.

Forgo-tten Land (+100 cp) - Your knowledge of the game is a bit inaccurate, each region's layout has been altered into something resembling the original yet not. The broad

themes of each area are the same, however specific locations will no longer resemble what was depicted in game.

Untouched Wilderness (+100 cp) - Unfortunately, the lack of yard work for thousands of years has rendered the area completely overgrown with vegetation. You would be hard pressed to find a clear path, unless you take it upon yourself to make some. This doesn't really have an effect on Originull Wastes and Redgar Forbidden Lands.

Builder of Tomorrow (+100 cp) -You are now a contracted laborer hired to help build the Waddle Dees a new home in the Forgotten Land. You choose your work hours, but the settlement must be complete by the time you have to leave the Jump. Even if you transport all the Waddle Dees back to Dreamland, you will still need to develop Waddle Dee Town as a tourist attraction.

Ambush Predators (+100 cp) - Occasionally, you will be ambushed by a pack of unruly Beasts. Until you defeat all of them you will be trapped by a blue barrier. As time goes on, the frequency of these ambushes will diminish.

Gacha Collector (+100 cp) - You have recently gained a Gacha addiction, until you have the complete set of all 256 figures that are featured in the game you cannot leave the Jump. Try not to run out of money in the meantime.

Rare Stone Hunter (+200 cp) - You just can't keep your hands off of those Rare Stones, it starts to seem like you are obsessed with them. It's a good thing that you seem to frequently find Treasure Roads to complete. For the next 10 years, you will need to complete a Treasure Road at least once a week. In exchange, the probability of you finding dimensional rifts has been significantly increased.

Breaker of Cages (+200 cp) - Go forth brave soldier! Bring liberation to the Waddle Dees, save them from their unjust entrapment! It seems that the number of Waddle Dees that were captured by the Beast Pack were more than initially expected. Instead of 300 Waddle Dees, the Beast Pack kidnapped around 600 Waddle Dees and trapped them in cages. You must find and free every Waddle Dee in the Forgotten Land.

Mental Cage (+200 cp) - A particular trend has started to emerge ever since you arrived. Everywhere you go, there is a strange force trying to make you go into obvious traps. While the type of traps may vary, ranging from simple cages to dimensional vortexes, the persistent compulsion will insure you will slip up at some point during your stay. Curiously, once a certain Psychomeddler is slain, the compulsion will disappear.

Environmental Awareness (+200 cp) - While traveling into the wilderness, having a good awareness of your surroundings is essential for survival. After taking this

drawback, the danger of the untamed wilderness has been noticeably increased. Jungles are filled with carnivorous plants, the heat and cold have been pushed to the extremes, and even the Beasts are a bit stronger.

Wilder Wind (+200 cp) - The time here will not be a simple spring breeze, prepare for a real challenge! Enemies will now be a bit faster, a bit stronger, and last a little longer in battle. As time goes on, every enemy you face will slowly become stronger and more skilled in battle. By the time ten years pass, expect them to be at least three times as strong as they started.

Pack Hunters (+200 cp) - One of the most significant advantages in battle is numbers. Any time you encounter an enemy, there is a good chance there are reinforcements on the way. Should you encounter any 'Bosses' expect their minions to assist them in battle. Most battles will end up being battles of attrition if you don't end it quickly.

Ruined Bridge (+300 cp) - At some point during your stay, you will be forced into a gauntlet of mid bosses. Each one has access to perks of the perks from the Beast perk group; any perk that is under 300 cp. The mid bosses will naturally possess an Evolved Copy Ability of their own, making them all difficult opponents to beat.

Soul Searching (+300 cp) - After Fecto Elfilis' first defeat, it retreated into the psychic dimension of the Isolated Isles, inadvertently dragging the shattered soul of Leongar with it. After these events come to pass, you will join Kirby in the expedition into Isolated Isles to collect all of the soul fragments. Of course if you were able to prevent Leongar's soul from being scattered in the first place, that would be ideal.

Obligatory Escape Sequences (+300 cp) - A staple for all horror games. There is just something about having a seemingly invincible monster chasing the protagonist that developers love. So now you will have your fair share of O.E.S. during your time here. Of course, you may feel that a cute and cuddly series like Kirby would be lacking in horrifying monsters...

[Alert: Containment Units (DM-34 - DM-40) Have Been Breached]

Workforce (+300 cp) - It seems like the moment you arrived in the Forgotten Land, your mind fell under the sway of Fecto Elfilis' mind control. Thankfully, you still have some control over your actions, but in order to fully break away you will need to sever the psychic link that connects your mind to Fecto Elfilis. Your consciousness can now access your own version of Isolated Isles. Destroy the manifestations of Fecto Elfilis' control to win back control of your body.

Expired Drinkpack (+300 cp) - You should not have been eating food off the ground in the first place! It seems that you drank an expired Life Up™ and received a debuff instead of a boost in stamina. For the first few days of the Jump you will only have half as much health as normal, even your defense perks are running at half power. Lets hope no one takes advantage of your weakened state.

No More Planning (+400 cp) - It seems that Fecto Elfilis was more impatient than in the game, because now he has gone full assimilator in hopes of reaching Elfilin before his body completely destabilizes. You have to somehow push back the tide (literally) in order to prevent a complete merger. This will happen within one year of the Beast Pack failing to capture Elfilin for the first time.

Dreamers and Stars (+400 cp) - The Stars have aligned; the dead dreamers have begun to awaken from their deep slumber. Together with Kirby, you must remind them of what awaits them in the waking world.

Fully Automated Tour (+400 cp) - "And Here We Are." the entirety of your time here will be accompanied by a fully automated audio tour. I hope you enjoy listening to the riveting story behind the mall's locker rooms. However, occasionally this will provide some genuinely interesting lore about the mysteries surrounding this place. The audio also has the annoying tendency to repeat what it says

constantly. Nobody aside from you can hear this tour, so others will not understand what is annoying you so much.

Primal Nemesis (+400 cp) - The self-proclaimed King of Dreamland has once again fallen under the influence of mind control. However, this time, for some reason, he is attacking you instead of assisting the Beast Pack in retrieving Elfilin. Expect to be attacked when your guard is at its lowest. When King Dedede attacks, he will do so with a group of the Beast Pack's toughest fighters.
Additionally, King Dedede has the Perks: New World, Bandana Wearing Hero, Royal Reward, and The One Who Rules The World. He also possesses the Evolved Copy Ability: Masked Hammer and the item: Mad Boar Mask.

Master of the Arena (+600 cp) - It seems like the thrill of combat is irresistible for a warrior of your caliber. Every month, Waddle Dee Colosseum will host a special tournament where all the strongest fighters of the Kirby franchise will gather to see who is the strongest. This includes the ones that should be dead. Perhaps the red butterfly is to blame...
Your goal is to make it into the top ten before the Jump ends.

Isolated Arrival (+600 cp) - Your point of arrival has been altered, instead of appearing in the Forgotten Land, your starting location is now the Isolated Isles. As the name of the drawback suggests, if you came with any companions

you will be separated as you enter the Jump. Thankfully, at the start of this Jump, Fecto Elfilis is still trapped in the Eternal Capsule dreaming until the Elfilin gets close enough to fully awaken it. However, you are still trapped in the dream realm of a psychic god. Should they detect your presence, the situation will worsen considerably. Understandably, this may complicate the effects of other drawbacks.

Forgotten Specimen (+600 cp) - Instead of arriving shortly before the events of *Kirby and the Forgotten Land*, your time of arrival has been set to the ancient past. You will arrive after Fecto Elfilis' first invasion and capture at the hands of the Research Team. You will arrive on the same day that Elfilin separated from Fecto Elfilis, after a warp experiment gone wrong. You are responsible for finding a way to survive the unknown amount of time until present day. At least you will finally get some alone time...

Invasive Species (+800 cp) - Did you think he came alone!? Fecto Elfilis was just the vanguard of an invasion force, counting 8 members in total. Until Fecto Elfilis completely awakens they will remain in stasis in a pocket dimension. However, 5 years into the Jump, if Fecto Elfilis is already destroyed or is unable to absorb Elfilin, the invasion will begin anyway. Just one was able to fight Kirby for an extended amount of time, who knows the amount of damage all nine can do! These invaders will

possess powerful psychic powers, repelling all of them is sure to be a challenge. They will also possess the Psychomeddler perks with the exception of Red Harbinger and Metamorphosis.

Little Red Butterfly (+800 cp) - On the final day of your time here, a little red butterfly will descend from the sky. It is the Fluttering Dream Eater and it is here for your life. This mysterious knight clad in scarlet, is a soul eater who devours powerful beings in order to cast judgment upon heroes and villains. For this occasion Morpho Knight has come prepared. In addition to the entirety of the Psychomeddler perk group, Morpho Knight has also used a modified version of the item, 'Isolated Isles'. Allowing them to absorb the souls of powerful enemies encountered in seven previous Jumps*. Empowered by otherworldly souls, Morpho Knight will be able to access each of their powers during battle. Should you emerge victorious, you will be among the most powerful beings to ever exist. In future Jumps, a certain red butterfly will occasionally make an appearance. However, it seems content to simply observe from a distance.

*If the number of previous Jumps is less than 7, the soul of Galacta Knight and other Kirby final bosses, will be used as a substitute for the missing Jumps.

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 or the Forgotten Land, 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 and Spriters Resource for inspiration and images.

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