



Kirby Air Ride Jump [MJC #3 Edition]

Version 1.0 by Tri-Sevon

Seems that Dreamland is up into doing something different for once, namely taking in various inhabitants getting involved in Races. And even the pink puffball and hero himself, Kirby, is going to be joining shortly.

Of course, there may also be more than just the pink puffball. Like the other colored puffballs that look like him, a 'Masked Warrior', and the 'So-Called King'...And now you as well, Jumper. Here take these **1000 Air Points** to get yourself ready or to see what you want to take with you.

Air Ride Environments (Locations)

These are a selection of various locations around this setting you find yourself in. And in case you wish, you can roll some dice to determine where you start instead. Take your time to pick where you wish to arrive.

Air Ride Tracks

These are the tracks with the most traditional-adjacent form of Racing around here, though each of them offer their own spin of the theme of their respective location. This is where you will find almost all of the Ride Machines being used as well...

Includes Fantasy Meadows, Celestial Valley, Sky Sands, Frozen Hillside, Magma Flows, Beanstalk Park, Machine Passage, Checker Knights, and Nebula Belt.

Top Ride Tracks

The smaller, yet still varied alternative to the Air Ride Tracks. These ones are raced using the Free Star and Steer Star as the main options to choose between.

Includes the Grass, Sand, Sky, Fire, Light, Water, and Metal.

City Trial

Perhaps one of the most common attractions out here, and for good reason. This is a special location used to act as the 'Hub' for the City Trial Events. Namely, the aim here is to gather the best machine and patches in a limited amount of time before advancing onto the main event located nearby.

As for the City itself, it also has a few sub-areas that you may pick to start in. Either during the timed mad-dash or on the downtime with the main events going on.

Includes Green Canvas, Electric Lounge, City Wharf, Castle Hall, Heat Top, and the Sky Garden.

Other

In case you rather be there in the actual world of Dreamland, this is your option with a means to get back or join in the races any time you want.

Sign Up Details (Background)

Given the multitude of racers participating, you are allowed to determine the background of who you are if you wish to do so. This does include age and other personal details, if you wish to influence what exactly they may be outside of the competitions around here.

(You can also use dice to roll up whatever age you end up at as well.)

Racer Form (Origins/Species)

Puffball

Yes, you can be like Kirby himself, if you wish. And in colors other than pink if you would wish to have a say in the matter.

Dreamlander

In case you wish to be any of the inhabitants of Dreamland, like the Waddle Dees and other creatures/enemies that Kirby has encountered. And yes, this does mean any of them that aren't seen in Air Ride.

Masked Warrior

While this option allows you to be like Meta Knight (who is some version of whatever Kirby's species is), this can be used for any other (...)

Penguin King

Well, the source individual ain't really an official King...But you can be whatever kind of Penguin-like creature he is instead. Also, it does not give you an innate desire to clobber any Puffballs out there...

...You have to get that on your own.

Other

In case there aren't enough choices in the options with the above, you can use this to pick other inhabitants in the Kirby Series that aren't restricted to inhabiting the known lands of Dreamland. Or if you want, you can be something else entirely with this one.

Tricks & Skills (Perks)

You gain 5 Ride Tokens as Freebies for any of your purchases here. And in case you wish to go for an alternative option, forgoing the freebies will allow you to get a stipend of 800 AP to use.

Quick Spin [100]

With a simple action, you can make any vehicle you are driving able to perform a combative spin move. This won't damage your vehicle while in this brief state, nor would it mess with its momentum and speed.

Fog Maker [100]

This special ability allows you to dispense a field of fog over an area. You can control how dense the fog will be, alongside allowing yourself and any others to see through it just fine if you wish.

However, this ability will need time to recharge after being used, alongside also being limited at first to only encapsulate the range seen in covering the City and Sub-Areas in City Trial.

(That said, you can, with time and practice, make your ability to summon fog be stronger, denser, and cover more areas...And yes, you can also use this to help speed up removing fog in an area if you wish.)

Form & Machine Fuel [100]

One could say that eating food for an organic being is perhaps a form of 'refueling their internal engine'...But this may be going in a strange new direction.

With this, you can now eat as much as you want without any negative consequences while being able to regenerate a small bit of health with each food item. But what makes this special is that this regeneration also applies to any vehicle or machine you are piloting at the time as well to fix any damages they may have.

Natural Sword/Hammer User [200]

Even if you never held a sword (or hammer) in your life, you now find yourself easily able to balance (either) weapon in your hands/possession while being able to perform the moves that Kirby can do with (either) weapon. In fact, the balance is so precise that you could use (either) weapon in the middle of a high-speed race to attack and disrupt your foes if you can hit them.

However, what this also allows you to do is to also be able to use the various moves and attack variations seen and used by Meta Knight and King Dedede if you practice and train with these weapons in general. And even better, these moves will work on even the mediocre and most advanced iterations of said combat items...

Multi-Track Builder [200]

You find that you can easily create the various Tracks seen across Air Ride, Top Ride, and even the Stadium Tracks in City Trial. And the best part about this is, that you can easily modify them to allow for more than just races relying on Stars/Wheelies.

This also provides the skills in creating rails, switches, boost panels, ramps, and ease of incorporating environmental factors to create aesthetically pleasing track designs, signature set pieces (and optional hazards) to make it stand out.

Ride Machine Creator [200-300]

In case you want, you now have the skills to make ***almost all*** of the machines seen in Air Ride, Top Ride, and City Trial. Meaning, you can make the Classic Warpstar,

but also the other variations of it. Not to also mention, this also includes the Wheelie Machines. Meaning yes, you do also have access to making Wheelie Tech as well.

And in case you wish, you can spend a bit more (an additional **100**) to easily make any other machines and vehicles able to easily incorporate Energy Tanks and other special seen in any of the Ride Machines, ranging from their ability to hover above the ground, drifting, boosting, grinding rails, and so on.

Meteor Call [300]

You now have the ability to call down meteors from the sky with this, albeit with some options to go along with it. The first option is to control if they end up being flaming or non-flaming meteors, while the second one allows you to bring down either a barrage of small ones or a lesser amount of far larger ones.

And the last and most important part is that you can control where they land and if they end up doing damage to the environment, structures, or living matter in the impact zones.

And as a special note, you may find that the meteors you call down may have useful resources on them, though do be aware they may be low in number and scattered about if they land in odd locations.

Restorative Light [300]

Much like an odd lighthouse in the City near Electric Lounge, you now have the ability to emit a series of coned-lights that will slowly and gradually restore vitality to organic beings and repair any damages to machines and artificial creatures...

...You will also be able to channel this energy into a special projectile (akin to Kirby's rare one-off Light Ability) that can be fired into the air to create a large healing AoE field to wash over an area for a limited amount of time.

(If you take your time in practicing and refining this ability, you can improve the heal rate from its gradual regeneration into a far stronger and longer-lasting effect. It will

also allow you to extend the range and timespan with the coned-lights and the light burst function...)

Meta Flight [400]

You have the ability to summon and unsummon wings that allow you to fly, but also take on a specific shape and function for use in races as well. These can be any kind of wing, like the bat-like wings of Meta Knight or any others you may have seen out in your travels.

You will also get something special about these, as you will also get the combative moves of the Wing Ability that Kirby uses as well, alongside the talent to make new ones as well. And to further sweeten the deal, you find any of your spin-focused moves/attacks are now more effective and efficient in all areas...

Patch Creator [500]

Patches are strange items seen in City Trial, with their main function to boost the attributes of the Ride Machines that collect them. And now, you can make them to provide an attribute boost for yourself, your companions, and your equipment...

...You can easily produce the ones associated with 'Speed, Boost, Charge, Offense, Defense, Glide, Weight, and Turn' alongside the grayscale/negative ones to decrease an attribute. And if you really wish to be tricky, you can also create the 'Fake Patches' that inflict damage and negative effects on anyone foolish to take them.

(Though to mention as a warning, generating real upgrades/downgrades and fake patches will take up energy or stamina from you to make them. Not to mention, the positive attributes can be stolen or lost (and need a method not offered with this Perk) to make them permanent.)

Ability Card Summoner [500]

A truly special power is now yours, which allows you to summon various large cards then when used will bestow the user to perform the corresponding ability depicted as if they were Kirby.

Meaning, as an example, if one was to draw a 'Plasma Ability' Card...They would be able to use the moves that the Plasma Ability would grant Kirby. Of course, to reiterate, these will be temporary and the user will always know how much time they have left to use the Ability.

If you wish, however, you can also produce a 'Random Ability' Card (marked with a ? **Symbol**) that will grant what is said. And to be clear, this does include the chance to get the '*Sleep Ability*' if your luck plays out a certain way.

*(Also, you can only a small limit of cards (around the range of 5-7) that only include **Bomb, Sword, Tornado, Spike, Wheel, Wing, Fire, Freeze, Mike, Plasma, and Sleep**. And if you want to get other abilities to summon, you'll have to practice and train this power in order to expand the pool of options to include other abilities.)*

Hydra/Dragoon Power [600-800, Can't Use Ride Token]

The Legendary Ride Machines, known either as the Hydra or Dragoon are now a part of you. And with that, you find yourself with a lot of responsibility with said power (and it may change your form to resemble key parts of the Hydra or Dragoon)...

Well, unless you use it to win races and competitions. Then at that point, you may want to tone it back. Outside of competitions, the respective powers on offer different between the two.

The **Hydra** focuses on building up a large reserve of energy, before then unleashing it into a massive reaction. This reaction energy will boost your speed in terms of movement, agility, and reflexes to an extremely high degree that you could outpace even the fastest of ground vehicles and anything in the skies. And with the inherent toughness and offensive power radiating from you...You could land so many attacks that will overwhelm anyone unable to handle the barrage.

The **Dragoon**, on the other hand, focuses on a significantly lesser degree of power, defense and speed. However, while it could be said this one may be weaker...Do not dismiss it easily.

The power inherent is more focused on the sheer power in truly moving around in any and all directions at speeds out of the gate compared to the Hydra. And as for using all of this power, it offers an extremely potent potential for singular, aimed strikes that can wipe out nearly any foe and use said power to get out of range and sight of said foes.

Of course, if you wish to be able to replicate the abilities and powers of either Legendary Machine to give to others (or perhaps merge it with other powers of your own far more easily), you will have to spend an additional **100** to acquire what you seek.

If you do wish to have 'both', you will need to spend an additional **200**...And if that is the case, you will be able to grant both of their powers to others and freely mix and merge said powers with any others you own if you wish.

*(And if you do happen to have **Ride Machine Creator**, (especially its upgrade), you will also be able to create more of the machines with their original designs or your own takes on them. You can also make any artificial being, metallic being, or Magitek machine also able to have the physical qualities inherent with either Legendary Machine and their receptive powers.)*

Ride Driver Equipment (Items)

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Multi-Air Ride Collection [Free]

A free set of multiple consoles, game copies, and at least 16 controllers for you to set up with a matching old-school TV. And in case you want, they are easily modifiable to run on less or more developed tech formats.

Air OST Collection [Free]

An entire set of the official and remixed version of the soundtrack as heard in the game, alongside orchestrated/remix versions in any audio format you want. Yes, even in vinyl.

Simple Wheel Cart [Free]

In case you want to use it, this is the simple grounded cart used by Waddle Dees seen across a few of the Race Tracks. This version will always be able to accommodate your form's size/dimensions and will generally be faster than anyone trying to run or sprint on foot.

And it'll always be able to move over any type of terrain, including inclines and declines. That said, this can be destroyed...But you'll find a new one nearby to use in case that happens.

(It is also open for modification and customization, if you wish to explore that.)

Sword Hoverboard [100]

An alternative to the Waddle Dee Cart, this is the Hoverboard used by Sword Knights. They are actually faster than the carts, while also allowing more control in speeding up or slowing down.

And thanks to their innate design, they can easily hover over any dangerous or hazardous terrain and easily ride along any rails if you happened to cross or float across them.

(Also yes, it is open for modification and customization, if you wish to modify it further.)

City Boxes [100]

A regenerating supply of various Blue, Green, and Red Boxes. These can be used to act as storage boxes, with all of them able to increase in size to carry more items or bigger objects in general. And then if you wish, you can shrink the boxes (and their contents) into a smaller state for reduced storage space and transporting.

Dreamland Food Collection [100]

A special large wooden picnic basket that is full of the various meals, drinks, and other cooked food seen around in Dreamland. Yes, this does include various sweets and so on...

...But also includes Curry, Hamburgers, Hot Dogs, Ramen, Sushi, Omelettes, Roast Chickens, Energy Drinks and on very, very rare occasions when the basket is opened...A fully intact *Maximum Tomato*. Which will fully heal you from eating the entire thing.

(Any food inside will not spoil until you take it out, and if you wish to include more food items to add to the basket, there is a special set of handwritten notes on how to easily accomplish it.)

Offensive Tools Bag [200]

A special bag kit with small crystal trinkets, then when used by the wielder, will spawn the related offensive items. One of them is a **Firework Cannon**, which will fire off 25 high-damage explosive firework projectiles in a rhythmic pattern.

Another is a **Sensor Bomb** that will remain hidden underground till someone that wasn't the deployer steps on and causes a large explosive blast to occur.

And lastly, the third and last one is a **Gold Spike**. This will summon three artificial 'Mini-Gordos' that can then be thrown to allow them to expand into their true size and begin poking and damaging anyone caught in their range.

(All of these crystal trinkets will regenerate after being used to summon the offensive tool. And in case you lose or get the special bag destroyed, you'll find a new copy

with fresh trinkets inside your Warehouse or any other property you own in about a day's worth of time.)

Wheelie Bike/King Wheelie [200-300]

A Ride Machine in the shape of a custom Wheelie. The main advantages this has over other machines is perhaps its weight and its ability to automatically use boost panels and any ground-based switches in race tracks...

...Of course, this version of it will have a togglable mode that can be shifted at will to allow it where you wish to use the buttons and/or environment. And it can drive on even the most volatile of environments with its wheel.

For an additional **100 AP**, you can spruce up this Wheelie by making it into a **King Wheelie** (or in other words, the kind used by King Dedede here), with the offensive, defensive, speed enhancements it offers. Oh, and you can also get a free Dedede-Style Hammer with it as well.

(And in case it ain't clear...Both the Bike and King Versions are fully modifiable and customizable. Oh, and if you want the boosted stats of the King Version without losing the Bike Version's design, you can apply the stats to add onto it.)

Dyna Flute [300]

A specially designed flute with the colors of Dyna Blade. By simply using this flute, you can summon Dyna Blade to assist you with whatever aid she can offer. Some examples include getting you across vast distances you can't cross, offensive attacks, or acting as a guardian over an area.

In case you do not want to have the actual Dyna Blade, you will instead summon a magical or robotic copy that can copy her feats and talents. And if either version of Dyna Blade does get defeated...

...The Flute will go colorless until they can be summoned again in tip-top shape. And you'll also always have an idea of how long that will take.

Wheelie Scooter [300]

This is a smaller version of the Wheelie Bike Machine, albeit in the shape of a Scooter. The main features are the comfy seat, the headlight on the front, and its remarkable ability to get high distances off ramps and jumps.

What makes this one special compared to other standard copies, is that this one is fully modifiable, customizable, and is faster and heavier (in the sense of not getting knocked around) with no impact on its turning and charging capabilities.

*(And yes, this does have the same environmental travel protections and togglable ability to interact with ground-based environmental panels/switches like the **Wheelie Bike Item**.)*

Rex Wheelie [300]

If the Scooter was like the smaller sibling to the Wheelie Bike, then the Rex Wheelie here is the bigger sibling to both of them. As said, this is one of the Wheelie Machines albeit with a much larger wheel, seat, exhaust pipes, fresh coat of black and yellow paint, and some regal features.

However, beyond the fact this is fully modifiable and customizable...This one has enhanced turning, jumping, boosting, and stronger acceleration than the normal models alongside a small boost with its offensive and defensive power.

*(And yes, this does have the same environmental travel protections and togglable ability to interact with ground-based environmental panels/switches like the **Wheelie Bike Item**.)*

Huge Pillar Capsule [400]

This is a special clear capsule with a simple switch containing a miniature of the Mysterious Pillar that shows up in City Trial. By flicking the switch and throwing the capsule at the ground or a target...

...A full-sized version of the Mysterious Pillar will drop onto where the capsule landed, acting as a possible means to damage a foe, provide a barricade/cover, traversal method, or something else altogether.

If the pillar ends up broken, it will also release items and temporary power-ups for you and your allies to use. And you'll get a new capsule to use again after a day or so has passed, regardless if the pillar was destroyed or not.

Jumper City [400-500]

If you ever saw the City Trial local and thought of wanting to own it for your own uses...Well, this is for you. This special property includes the entire city portion of the 'City', with its rooftops and underground areas, the various Railways and the connecting areas encircling around the 'City'.

And since you now own it, you can modify, create, and build on this City as you see fit while having the option to revert any changes you made if you need to. That said, one thing that can't be fully removed is the random triggering of 'Events' that happen...

...Though any harm or danger inherent in any of them will be numbed down to be harmless or cause comical mischief while they are ongoing. And in case anything does get damaged, there is a self-regenerating repair/heal effect to take care of it quickly.

You'll also find that there are sub-areas connected to the City via doorways or portals, that act as further testing grounds for any Ride Machines or any vehicles you own.

For an additional **100**, you'll also find you are able to trigger any of the events seen occurring in the city, while being able to have Patches, Boxes, and other things to spawn and show up here.

(If you also wish to import this City (and connected areas) into any property, you can actually control what and how much actually gets merged in, alongside any of the

effects/events you wish to occur...Though do be careful with this in case you can cause problems with this.)



Friendly Competition & Rivals (Companions)

Companions can purchase more companions.

LAN Party Import [200-300]

You can bring along 8 companions for 200 AP. They will each individually get 600 AP to spend for themselves or instead receive 3 Ride Tokens for Perks.

If you wish to bring in more than just 8, you can spend an additional 100 AP to bring in as many as you want.

Rival/Buddy Recruit [100]

If there is anyone you meet on your travels, this allows you to bring them along as long as you can convince them to join you. If they end up saying no at the end, you will be refunded for the AP you spent.

Gordo Buddy [100]

It seems one of the Gordos out there has crossed paths with you, but also wants to join you in your adventures. The spiky sphere creature can also in fact talk and move around, while also being able to make its spikes be retracted or unable to damage anything or anyone.

As for what they can do besides being a friend, they also help act as a scout and aerial recon thanks to their ability to be in the air. They can also easily handle any dangerous environments that are extremely hot, cold, or deep underwater with all of its pressure.

And as a possible bonus, they have some very inspiring ideas on various recipes involving kabobs, fondue, and smores if you want some help in making such things.

Rider Dee [200]

This little fellow with the scarf and goggles is looking for someone to help them out with traveling around the world of Dreamland and beyond...So why not lend a hand?

This Waddle Dee ain't much of a fighter, despite lugging around some heavy wrenches and tools with their custom Wheelie Scooter...But they are one very talented mechanic that can break out into new fields besides fixing and customizing Air Ride Machine and Wheelies.

And also, if you need someone to test your racing prowess against, this fellow also knows their way around the race track around these parts. And who knows, maybe they can also be good at handling other kinds of races without Ride Machines...

Heavy Driver Lobster [300]

This is...either a malfunctioning or a very unique Heavy Lobster that got lost from the Halberd. The reason why is that it seems to be able to talk and express its desire for the need of speed and a Ride Machine to use.

Outside of its desire for the adrenaline-inducing effect (despite being a machine) of high speeds, this mechanical fellow is a tough combatant armed with innate weapons and agile parts to make it able to speed around the environment and reach any foes hovering too close in the air.

And even best of all, no amount of paint or anything that would gunk up its golden armor will make it blind anymore. So relying on that is a no-go. That said, maybe you can also help them work on other defensive qualities if you pick them up as a companion and friend.

Track Hazard (Drawbacks)

Extended Air [+100 CP]

For each purchase of this your time here is extended 10 years. You get a max of 3 time extensions before you can't get any more points.

Cramped Tracks [+100-200]

You find that there are a lot more Racers out on the tracks, meaning more competition to account for if you aim to try to establish a racing career. And for an additional **100**, you will find even more Waddle Dees and other Dreamland inhabitants also taking up space in the tracks as well.

Gordo Convention [+200]

You will find that there are a lot more Gordos around Dreamland. And let alone more of them being on the various tracks, even on the ones that didn't normally have them. Thankfully, they will move onto other areas and places if enough time passes by.

(And if you do happen to have the 'Gordo Buddy' Companion, they won't bother you by being out there among the other Gordos.)

Volunteer Work [+300]

Someone has to keep the tracks in tip-top shape, meaning you now have a responsibility to, on occasion, go out onto the tracks when no races are going on to clean them up and make them look nice.

Thankfully, none of the hazards or dangers will be active during that time and you can also get other people to chip in and help if you can convince them to do without any charisma boosts of any kind.

Fragile Machines [+400]

You'll find that any Ride Machines you use here are likely to take more damage than they normally will. And in case you think you can rely on passive repairing effects Perks or Items...

...They will be made null thanks to this. That said this has no effect on fully active repair jobs if you do end up doing them on or off the race tracks.

Star Competitors [+500]

You will find that Kirby, King Dedede, and Meta Knight are now going to be far more effective racers than normal. And in case you want to make a winning streak, you best bring your skills in each and every race they get involved in...

Ride Lockdown [+600]

You have no access to any outside Perks, Gear/Equipment, or your Warehouse. Anything you get from here will be all you get, outside of any companions you bring in/along (if applicable). Good Luck!

Finish Line Decisions

You have a decision to make going forward...

Onto The Next Race

With your time here done with your wins and/or losses, its time to see what else is out there...

New Dreamland Champion

Stay and enjoy your current life.

Homeward Trip

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Suggestions Section

-Perk Suggestions

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-Gear Suggestions

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-Companion Suggestions

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-Drawback Suggestions

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Change Log

Version 1.0

Completed

Version 1.X

In Development