KIRBY GENERIC

BY THEGALLANTROBOT

As all things start, they start from nothing. More commonly known as the **VOID**.
Otherworldly nonexistence of all imaginable power and an omnipresent deity that exists in infinite dimensions.
An eldritch amalgamation of all chaos and possibilities. Dream, Dark, Soul, and Heart.
THE PROGENITOR OF ORIGINATION.

Then millennia after millennia, after seeing a radiant form of it that resembled a star.
The Ancients, people of the past, whose skill in both magic and science could alter the fabric of reality to their will began to transcribe cryptic mysteries and mystic sciences of this Star-being into numerous books, namely The Book of Legend.

According to the Book of Legend, Void Termina's Originator, the Jamba Heart, which apparently came from a dimensional rift, was producing darkness and was trapped in a seal by four heroes of yore using spears of the heart.
Afterward, the four heroes mysteriously vanished and were never seen again.

However, let's ignore all that important history and go to the present on a Dreamlike planet called **Popstar**.
A Utopia, where there are those whose days are filled with feasting on food and hanging around those friends and family which they love. You could even say that they lived in a Dreamland.

This is the land where one day, a Hero of Legend will come from a simple spring breeze.
A Hero who was borne from the stars themselves shall eventually come into fruition.
A Warrior of Light who shall unleash the infinite potential of the cosmos in a blast of pure power
A Star Warrior.

That Star Warrior is a pink puffball named **Kirby**.
A round, adorable life-form who is ready to make friends and to take on kings with loyal followers to eldritch gods.
All to have his friends enjoy life and spread the positivity of Friendship along the way.
Have **1000 CP+**, Onward to New Adventures!

Aspects:

There are four aspects in which **VOID** has Originated in the multiverse that stands above all others.
Which one calls out to you?

Dream: *Have you ever wished upon a Star? That the reality of the world was different. Then you fell asleep and dreamt of that reality. Wasn't it filled with a gradient? A world of your very own commanded from your desires. A world that wasn't bad nor good but could be flown upon so high with wings made from Dreams.*

The Aspect of Dream is the domain where the impossible of reality is made possible just by the desires of its users. Mostly associated with desires, stars, wishes, intellect, and of course, actual dreams.

Dark: *Emotions are powerful, heavy, and painful things. Slashing people agape with the hate you wield like a sword made of shadows. Burning people alive with greed engulfed in your eyes. But emotions can let people leave bad situations beyond or allow them to give their appreciation with a goofy smile.*

The Aspect of Dark is the domain where people are driven to change their presence by the feelings toiled inside their bearers. Mostly associated with selfishness, emotions, eyes, and of course, actual darkness.

Soul: *Do People matter in the Universe? If one dies and they are alone should they bend reality? If one has been wounded, if one has lost what made them...them. Should that matter to the world? Must the world see that Butterfly die and cause a tornado on the other side of the world? A Butterfly of Death.*

The Aspect of Soul is the domain where the self matters to reality. That the spirit to keep on should change the reality or become reality. Mostly associated with butterflies, death, living, and of course, actual souls.

Heart: *I Love You. Three simple words with the ability to change the fate of time itself. Tying red strings of selfless emotion to another in the effort to make their day better. However, even love can break those unprepared to hold its burden which seems light at first but is enough to crush its bearers*

The Aspect of Heart is the domain where you focus your entire being on making the reality of the world into something worthy of your loved one's life. Mostly associated with selflessness, envy, infatuation, and of course, actual hearts.

Race:

Age and gender may be chosen freely.

Waddle Dee: With tan, pear-shaped faces, and chestnut-colored eyes. Waddle Dees are the natives of Planet **Popstar**. They are notable for their docile, carefree nature, even as foes, mostly walking around aimlessly and never going too far out of their way to attack.

Human: An endangered race with only a couple of living survivors such as Adeline, the Artist. These people are considered to be highly technologically advanced. It is even said that the frozen planet **Shiver Star** used to be their birthplace until climate change occurred.

Beast: Fur, scale, Beasts are an animalistic race that evolved from their days of pre-sentience. This has caused them to have a lifestyle based on pack bonding and their mightiest considered to have the right to rule over them.

Insect: Chitinous, skittering, Insects are a race that has evolved from their primitive unsightly selves into a people of beauty and grace.

Plant: These are people of passive livelihood and have a sedentary lifestyle. Plants have been known to be deeply spiritual, most commonly worshiping the Sun.

Robot: Even though magic permeates the universe, it also has robotic lifeforms. You are one of these sentient creatures of technology, your body unyielding steel and capable of incorporating upgrades, should you deem it necessary.

Fairy: A race of small winged humanoids that live on the planet Ripple Star. Fairies tend to be a very kind and welcoming race. Their most noteworthy member is the fairy Ribbon who aided Kirby during his battle against the Dark Matter. They are ruled by the kind-hearted Fairy Queen.

Kirby: These people are a mysterious race of small, round creatures with a pair of arms and feet. Known members are Kirby, Meta Knight, and Galacta Knight.
"First you draw a circle. Then you dot the eyes. Add a great big smile. and presto, it's Kirby!"

Aspect Matter [600]: Made from one of the pillars of reality. Aspect Matters are creatures which embody the Aspect that has created them. Such as Dream Matter living within dreams and manipulating them to their desires. They can either be good or bad, so being a Dark Matter doesn't make you evil. Just look at Gooey!

General Perks:

Age and gender may be chosen freely.

Gourmand [Free]: You can heal instantly by eating food. If you were a picky eater before, then that has changed. You could eat anything from fries to sushi to broccoli without a fuss, or any adverse health effects.

Triumphant Return [50]: You have the entire Kirby soundtrack, which you can play mentally or out loud as you wish. If you play it aloud, people will not think it's strange unless you want them to. You can control the soundtrack as if you have a music player in your head. Rewinding, shuffling, repeating tracks, and making playlists are all things you can do, and more. You can set the soundtrack to play fitting tracks in appropriate situations. You may also set it to create new Kirby-styled tracks on the fly which will always be to your tastes and can be permanently added to the overall soundtrack if you like them. Lastly, you gain your own fitting leitmotif that will be seamlessly integrated into the soundtrack. In climatic battles and difficult situations, so long as you have even a tiny chance of success, hearing your leitmotif will harden your resolve and boost your chances. The more likely your success is, to begin with, the less effective your leitmotif is. Your leitmotif may show up in other soundtrack/music perks, if you wish.

Mirror-World [100]: Did you come from a different world, a whole new world? Every decade or new Jump, whichever is soonest you can change the look of your form and your power set to an equivalent different variation. Maybe, you are a Shadow Kirby or a King Golem instead of a Whispy Wood?

Power Nap [100]: You're not lazy, you're just conserving your energy for more important things. You never have any trouble falling asleep nor can anything short of being attacked reduce the quality of your sleep. You can fall asleep at will and decide your sleep's duration down to the exact second. Any sleep requirements you have will be reduced to thirty minutes a day or reduced to a tenth of what it normally is, whichever is better. Your healing is accelerated during sleep. Make bruises disappear with a quick five-minute snooze or close up nasty gashes by shutting your eyes for an hour. Lastly, after awakening from a rest, you will receive a random x1.5 boost to your damage, speed, or durability. The duration of this boost will be three times the duration of your rest. Sleep for thirty minutes and the boost will last for ninety minutes. Get a full eight hours of sleep and the boost will last an entire day.

Star Spit [200]: You gain the ability to inhale, though it's nothing too special when compared to Kirby's species or even King Dedede. You can suck up lighter foes and perhaps pull heavier foes off balance with the vacuum. You are also able to spit out inhaled objects and enemies as hard-hitting projectiles. Whether they are spat out in a star-like form or not is up to you, though turning into a star tends to be fatal for weaker foes. Spitting out two or more enemies/objects will result in them staying bundled up into a larger projectile as they travel, only coming apart once they lose enough speed.

Continue? [400]: Once per jump, when you would die or chain fail without any 1-ups to fall back on, you will instead be awoken in your warehouse or any owned properties by a levitating, animated white glove. Should you choose to get up, the jump will continue and five of your 1-up perks/items will be instantly replenished. You may choose to rewind time to any period after the start of the jump, retaining any improvements and memories. Your companions will also retain improvements and memories. Should you go back to sleep, the jump will end (Jump failure) but your chain will not end unless you want it to.

Copy-Ability Artisan [400]: Coming from a long-line of artisans such as blacksmiths, carpenters, enchanters, and even cabinetmakers. They have passed down their trade secrets and skills down to you and caused you to have all the knowledge and skills you need to create masterwork weapons, gear, and armor. Create swords out of the love held within your heart for your friends, helms forged by the screams of the dead, and sew up sleeping caps out of sweet dreams. Each marvelous feat of Copy-Ability creation can be continuously upgraded and every improvement is an order of magnitude better then the previous.

Ultimate Life-Form [600]: From the infinite depths of space came the Ultimate Life-Form. You are that impossible being, the evolution peak of your species with every single aspect able to reach their supposed limits. Even pass them in certain traits. Your primary evolutionary advantages are capable to be strengthened to godly extremes such as Fecto Elfilis whose natural inclination in the psionics and biological assimilation of their own species to gain their genetic strengths was capable of going past the usually average door-sized Star portals of their species to the Planet-sized through brute forcing it in power instead of skill. While able to assimilate even species not even close to Elfilis at all in genetics such as an Awoofy, a Poison Croakum, Sssnackers, and Leongar.

This option allows you to choose instead to become the Fecto Elfilis Species, if you want. ***Beast Origin****.*

Legendary Star Warrior [600]: Every civilization has its mightiest heroes. Renowned for their skills in battle, their potential for greatness, and bigger-than-life personalities. Then there are those heroes which have overcome all those other heroes in their species. You are one of those legends with mythical combat skills, peerless reflexes, and magical capabilities with an emphasis on battle. The martial skill you wield allows you to use all weapons either offensive or defensive and martial arts to an equivalent of one-of-a-kind masters in their craft. Your peerless reflexes are able to dodge attacks that seem impossible to dodge. Seamlessly passing attacks that they end up looking like time has slowed down for you and you had invincibility in those minuscule moments. The magical knowledge and skill you possess also have a repertoire solely focused on conflict. You are a Star Warrior.

The Strongest Warrior in the Galaxy [800]: If Star Warriors are considered legendary warriors of might, magic and skill. Then the title for yourself shall emphasize the gulf in abilities between yourself and them. As many stars in the galaxy vs their singular powerful star are the difference between you and them. You are The Strongest Warrior in the Galaxy and this shows with your divine skills in the martial capacity, inimitable reflexes, and stellar thaumaturgical abilities with a significance in the art of combat. The martial skill you wield allows you to use everything as if they were legitimate weapons with their own unique style of combat to the level in a class by itself for not even masters could imagine it being able to be used in the way you can with ease. Your reflexes have gone beyond just being able to dodge seemingly impossible attacks, if you can perceive with any sense an attack, you can dodge it. Even the impossible. Your subconscious and magic is so finely tuned with the arcane that you are constantly figuring out the secrets to magic without effort on your part. Your subconscious focuses more on the troubles you are currently having, so if you are having trouble with finding food within the desert. If you have either enough intelligence or arcane knowledge, you can even subconsciously figure out how to transfigure food out of the desert sand. Ohh...Dessert Sand. Delicious.

This is a Capstone Booster!

Dream Perks:

Discounts for Dream are 50% off, with the [100] perks being free.

Starborne Mind [100]: The stars themselves have blessed you with a mind attuned to the unlimited scope of dreams and versatility of magic. This has caused your memory to be perfect, instantaneously allowing you to recall within your infinite storage, spatial reasoning granting you a supernatural aim, and the creativity you possess gives you the capability to always find inspiration wherever you are. Life isn't boring when you look toward the stars!

Lucid Dreamer [100]: You always retain your powers and consciousness in dreams, illusory worlds, deep dive VR and other similar situations where you are sleeping or in a sleep-like state. In fact, they're twice as powerful in these instances as you are less shackled by the confines of reality. Anyone who tries to intrude on your sweet dreams is in for a terrible surprise.

Star Mage [100]: Magic has always been in your life. You are a master mage capable of influencing the mystical energy of the universe into energy blasts, controlling the elements of the world, channeling magic into weapons to launch sword swings, and having the knowledge of how to perform rituals to higher levels of magic than the more freeform spell weaving. You even have a specialty field of magic that lowers the amount of magic you need to perform it and have a repertoire of spellwork based on your mystical field.

Collector [200]: Just like the wishes of an entire planet, you have the instinctive knowledge of the quality of something you are collecting, how complete your collection is, an eye for forgeries, and the technique of the Spinning Cage is known to you. The Spinning Cage technique is a dexterity-based skill that allows the person to spin like a tornado with a cage in one hand and then seamlessly have the person captured if they are in a close enough range to the person using the technique.

Desc [200]: Desc

Desc [200]: Desc.

Cult from the Stars [400]: What is the purpose of life without a purpose? Well, you seem to know the answers the people need at their lowest. You are a charismatic leader of the people able to have people indoctrinated to your own desires. This is especially helped by your ability to awaken people's latent potential. Those potentials could be secret powers, talents, skills, and anything abnormally better than average within them. This sixth sense of potential can detect in a humongous range and be able to measure the amount from the source from lightyears away.

Air-Ride Artificer [400]: Everyone has had that dream of flight. That moment of blissful tranquility sprung about when you're just on the edge of the cloud height and the sky sweeps to a distance unfathomable to those within it. Well, you have just the answer to those dreamers wanting to turn that dream into reality. An answer that comes in the form of the magnificent Air-Ride. You have the knowledge of the fine magi-sciences and superlative engineering, which Air-Ride Artificers require to create Air-Rides that are able to achieve beyond light speed while being able to be handled by child-like entities. You also know how to upgrade and repair them. With enough study, maybe just maybe you can even create something better than the Legendary Dragoon.

Desc [400]: Desc

Knight of Dreams [600]: Desc

Dream Lord [600]: Whirling landscapes of green-laden woods, pitch black mountains which allow one to peer down to see the entire world, and so many vistas are felt in dreams. While most people have a small portion of the Dreamscape to own and to dream upon. You are the Ruler of Dreams, the Dreamer Who Always Dreams, and have dominion over a massive portion of the Dreamscape. A world of your own imagination. This land is yours to mold and shape however you please and those who try to trespass will find themselves in a nightmare of their own creation. Should you desire you can leave the Dreamscape and return whenever you wish.

Celestial Archmage [600]: It seems like you have a mind for magic, my dear scholar. You are a genius in the field of magic able to levitate freely within the air with just the latent environmental magical energies, effortlessly absorb entire fields of arcane studies within only weeks of study, have a strong understanding of the underpinnings of the universe where you can manipulate the local temporal fabric, and your arcane talent allows you to unconsciously know the very best way to form spell foundations. Therefore, you do not ever need to create an entirely new spell whenever you want a bigger spell effect, you can just add more magical energies to your current one. A fireball into a tsunami of fire scorching with a rage untold.

Capstone: Desc

Dark Perks:

Discounts for Dark are 50% off, with the [100] perks being free.

Karma Houdini [100]: You find that you're able to more easily evade the consequences of your behavior. Be a jerk if you'd like, and you will not face any significant retaliation from anyone. Steal someone's cake, and even Kirby will forgive you if you at least look like you're sorry. But truly heinous and large-scale actions, like trying to take over the country, the planet, and even the universe, will be forgiven without issue once and only once per jump should you end up failing to enact your plans. Forgiving does not mean forgetting, so try not to go too far again.

Shrewd Gaze [100]: The eyes are truly the window to the soul for you. By maintaining eye contact for a few seconds, a being's soul can become visible to you. Their every thought is not laid bare, but you will be able to get a general sense of their emotions and mental state. You'll also be able to glean their opinion of you, as well as their receptiveness to manipulation and material goods. You can enhance intimidation by staring right into their soul, unsettling all but the hardiest. While a soul is visible to you, it can be viewed from any distance and through any amount of solid matter. The effect lasts for a day at first but can be trained to last for much longer.

Knightmare [100]: Desc

A Perk which allows you to manage properties without actually managing them like a Business, Empire or Guild.

Thieving Rat [200]: Raised amongst those who treated stealing like a game, you've learned the arts of the thief.

Desc Trained Thief Perk like Squeak Squad

Anathema [200]: The corruptive influence of Darkness allows you to influence the emotions of your target and makes it easier to manipulate them to your bidding. This mostly manifests as black clouds which don't need to be physically entering inside of them, and presumably without using mind-controlling clouds. A novice mage can use this talent in corruption to engulf an entire castle with these clouds. While a sorcerer of levels equivalent to an archmage can envelop the planet enough to blot out the sky. For those with the capability and made out of magic can even substitute corrupting those they influence into full body possession. However, those with a strong enough will or soul can fight off your corruption.

Rotten to the Core [200]: If you're walking the path of a bad guy, you will probably butt heads with Kirby at some point. Being swallowed and absorbed by him would not be good for your health, to say the least. Now you don't have to worry about that, as you are simply inedible. If anything ever attempts to eat or absorb you, you will just be spat out unharmed while also inflicting whoever tried with symptoms similar to food poisoning. This even extends beyond your physical body to every part of you. If a devil wished to eat your soul, he'd spit it out in disgust and beg you to take it

back. A vampire will only try to take one sip of you before realizing your blood is the worst they've ever had. Your emotions and memories are unpalatable. Even beings with no concept of taste or revulsion will find themselves spitting you up.

Final Boss [400]: Desc Perk for you to be Puzzle Maker, Powerful Wards, having it be like the games where you are the final boss having different levels and worlds.

Witchcraft n' Maledictions [400]: Desc Cloning And Curse Perk

Marxiavellian [400]: You are a cunning trickster, a master manipulator able to turn celestial beings into pawns with some clever words. It is safe to say that you have a platinum tongue rather than a silver one to justify your skills with speechcraft. With time, planning, and a few careful words you can manipulate others into following your whims with none the wiser. Even those skilled in detecting lies and falsehoods would fail to see through you.

Knight of Darkness [600]: By following the sacred path of Dark, a philosophy where you learn

Desc Hero of Yore Equivalent of Aeon Hero

Destroyer of Worlds [600]: Desc

Warhammer Monarch [600]: Desc.

Soul Perks:

Discounts for Soul are 50% off, with the [100] perks being free.

Unyielding Spirit [100]: You naturally possess a near-inexhaustible supply of willpower and an all-around amplified soul. Enemies that seek to harm your soul will find it taking twice the usual effort, the force of your soul-powered attacks will be double the usual amount, and so on.

Gordo-Buster! [100]: Gordos are a race of big-eyed, black balls with spikes that float aimlessly around certain areas. These creatures are impervious to harm and are usually avoided to prevent injury. This has now changed as now you are capable of destroying these creatures as you would any other being. This is not the end of this perk's abilities as now you are capable of destroying anything deemed "indestructible" whether it's a weapon, artifact, seal, or more.

Universal Language [100]: Poyo! That means “Hello.” Poyo! It also means “Can I have a piece of cake?” You have the ability to speak with a universal language that speaks directly to the soul. This allows you to condense an infinite amount of information into a one-word phrase which can be understood by anyone with the ability to comprehend language. This universal language even gives you the comprehension of any language read or spoken in your nearby vicinity.

Desc [200]: Desc

Unity of Self [200]: Many gurus say that true power lies within a strong spirit. Attain that, and you will not want for anything else. Now this is especially true in your case. When you train your spirit, you will gain equal benefits in every other conceivable part of you. An hour of meditation would count as an hour of rigorous physical training, as well as an hour of rigorous study, an hour of training any powers you have, an hour of skill training, an hour of rest and recovery, and so on. Even aspects of you that may not be easily trained or trained at all will improve alongside your spirit. Your body, mind and soul work together in seamless harmony, allowing perks and powers sourced from them (ex. Biological, psionic, spiritual) to combine together effortlessly and become far greater than the sum of their parts. Energy pools are similarly united, allowing you to substitute one energy for another with no issue.

Goriath's Teachings [200]: Not only are you a skilled martial artist, you are also able to sense, generate and manipulate chi, the vital energy present throughout nearly everything. By controlling your own chi flow, you can amplify your body, extend your blows like you’re made of rubber, adhere to walls, fire energetic projectiles, get a vague sense of someone’s intent and other such wonders. In addition, pick an element. You gain an innate affinity to that element, boosting related abilities and objects and turning their drawbacks into strengths. Beings associated with the element will look more favorably on you, automatically feeling at ease in your presence unless given reason to feel otherwise. You are able to use your chi to create and control your chosen element and draw on outside sources of the element to gather chi in excess of what you’re normally able to create. For example, if you chose Ice, you could gather chi from a cold environment and fire an entire barrage of energy blasts without tiring.

Soul of a Survivor [400]: If your soul would ever be completely destroyed, it is instead split into one to three hundred pieces and scattered across the current jump’s setting. They are never in spots that your companions or followers cannot reach, though that does not mean it will be easy. Normally your physical body would be stabilized in a coma, but if you have the means to function without a soul, then you may search for your own soul pieces. Regardless, you will chain fail if you don’t at least have a partially complete soul by the end of the jump. Your soul is considered partially complete if two-thirds of your total soul pieces are recovered and brought to your body. If you’re

unconscious, you will wake up at that point, though your personality may be a bit off as your soul slowly heals the missing portion. If you have the means to regenerate your soul, then you would only need a single piece so long as you've regenerated at least two-thirds of your soul by the end of the jump.

Soul² [400]: At the final heart-wrenching moments of your fight with victory on the cusp of your hands. It had been taken right out of your grasp. No! While your body cannot continue fighting, your soul must fight. Every year when your defeat is about to be met, you have a temporary SOUL-Mode. This Soul-Mode enhances your mystical might and the power of your strength by orders of magnitude. Every part of your arsenal is upgraded to the degree that a initiates fireballs can rival those made by an archmage, a squire can fight swordmaster through pure skill of the sword, and etc. Allows you to temporarily take a new monstrous form to match the intimidation given by the powerboost.

Desc [400]: Desc Leongar's Berserker Mode

Knight of Souls [600]: By following the sacred path of Soul, a philosophy where you learn the importance of a soul and the wisdom in letting the soul become magical.

Desc

The Beginning, The End [600]: You've been with them at the very start and you would be there when they end. You are Death and Fate itself, and this has given you many perks such as having the cosmic knowledge of whether or not the afterlife exists, whether souls exist, whether someone is good or evil, and even being able to communicate with those long gone. To such is your ability that you are Death Incarnate, that you can multitask through countless multiverses, having been with each of their souls since their Birth to their End.

This allows you to cross multiversal boundaries, only locally until you get your Spark however, project yourself through time/space to appear before all who die or are born and deciding the fate of those souls you judge: be it to arrive at whichever afterlives there are, reincarnate them or you can even decide to have the soul cease to be into the primordial **VOID** to become something entirely different.

As an additional benefit of being the Ultimate Judger of Souls, this allows you to gain the entire essence of someone if you absorb their soul, which you can do with a single touch, gaining their memories, skills, powers, and everything that makes up who they are.

Soul Surgeon [600]: Desc

Able to heal people practically instantly from fatal blows.

Heart Perks:

Discounts for Heart are 50% off, with the [100] perks being free.

Forgiveness [100]: How do you forgive someone trying to destroy everything you have ever known? Well, it all starts with understanding and trust. You have an outstanding amount of empathy where you could understand the most stoic of people, allow second chances to the evilest of people, and you can harmonize even the most conflicting of mystical energy into a union of all their best traits and negating their worst.

Friendly [100]: Love isn't just about the love between lovers but also the love for your friends. Thankfully, you know how to be the ultimate friend with a lovable charm that everyone adores, the skill of making an environment that allows everyone to feel welcome, and you can make those friendships last no matter the amount of time separated.

Chef [100]: How do you break the ice between previous foes? You go back to the most basic of elements between everyone. Food. Your Heart guides your cooking and baking abilities to a mastery that allows previous gaping wounds to heal instantaneously, being allergy-free, and never to be spoiled even if left in the open air on top of a log.

Sharing is Caring [200]: Love bridges gaps between relationships and now the love you hold allows you to share things that aren't thought possible to share. Such as allowing you to share magical status effects with a high five, a phone call to teleport, synchronistic dancing, and the power you have dominion over. There's nothing you can't handle with a friend supporting you!

Scrapbook Nostalgia [200]: The most important moments we have had in our lives aren't lucky enough to be captured by a photograph. Those tiny moments of love and kindness. Well, now you have the ability to have those moments taken as a photo with the quality of an expert photographer and a suitable thematic song will start playing when it's stared at. Comes with a high-quality scrapbook with infinite pages.

Revenge of the Cake [200]: Just like the start of the Legendary Kirby's journey, you have the capacity to take revenge for the pettiest of things. Anyone who messes with things you love takes double the damage they normally would and their defenses are only half as effective. Triple the amount of damage and cut their defenses down to a third if they messed with a friend and not an inanimate object such as a cake.

Controlling Love [400]: While love can grant freedom to those who let their loved things go. It can also be greedy with those whose hearts are filled with negative energy. By gathering the potential love you have within your magic, you can form pink floating hearts. When thrown they cause enemies to become your allies. The more powerful the enemy, the more love and mystical mastery are needed.

Lively Works [400]: The mind's eye is drawn to faces and how the heart personifies those basic shapes into a friend. Choose a single skill or occupation. Your works in that particular field are able to gain life at your behest. If you are an artist, perhaps your drawings literally jump off the page to fight for you. Or the food you paint becomes real and perhaps even more delicious than something created by hand. A blacksmith could produce sentient weapons that can fight in tandem with the wielder, and so on. The higher-quality of the craftsmanship, the more powerful it is. Your speed when creating is greatly amplified, enough for an otherwise normal human to paint fast enough for combat purposes. You can also summon the tools and materials of your trade at will. Summoned tools and materials are strictly generic, but their damage, durability, and efficiency will be equal to your skill. A skilled artist could block lasers and bullets with just their easel and canvas, a skilled blacksmith could shatter massive boulders with his trusty hammer even if he lacked the might to do it with any other weapon, and so on. And lastly, your skill in your selected craft improves exponentially faster as you become more proficient. If it took you a year to reach the level of a beginner, it will only take you a month to reach an intermediate level, a couple of days to become advanced, a few hours to reach the expert level, and you will only reach further heights from there.

Friend Ability [400]: True friends are the people that can understand the magic within your heart and sing it back to you in melodious harmony. You have gained those true friends and within your magic primordial channels have whispered the esoteric secrets of the Heart to casting Symbiotic Magic. More likely known as the Magic of Friendship. A spellcrafting method that is considered the quintessential blocks of ritualistic support and allows every friend in an immediate vicinity to collaborate on any spellcraft. Either to bear the weight of the cost magic requires, use their knowledge of sorcery to improve the end product, and rally for one final push to finally defeat the overwhelming enemy.

Knight of Hearts [600]: By following the sacred path of Heart, a philosophy where you learn how selflessness and magic intertwine in a harmonious unity. You have become the Embodiment of Heart, a role that grants you a prodigious amount of heart magic and a high affinity for sealing magic. This has enlightened you in the purpose of heart and has established a holy connection between you and the Universe. This Universal connection will slowly tell you the knowledge of the Heart with its priorities on supporting your allies through granting them strength, purifying

negative energies, sealing away those which wish to seek you harm, and the construction of weapons of the Heart. Heart Spears to Heart Axes.

Sword Saint [600]: They have always said that the sword is an extension of your will. Well, now they have confirmation that is also an undividable facet of your Heart. You are a savant in the field of swordcraft to the point many would consider you at the realm of perfection in mortal capability, each swing of the blade considered with having no flaw in its style. Your heart is in perfect sync with any blade. Each and every sword you wield will leap to do what is asked of it where many could call you out as having telekinetic abilities. It even seems like the localized area around yourself whenever you guard with your sword is producing a barrier of potential defenses it can block in a practical instant.

Pure Heart [600]: Heroes don't come from selfish intentions but those who just are sad to see others in pain. Such genuine goodness and unbreakable willpower to see things through have caused you to be a Beacon of Goodness. With your saintlike aura having anything within your presence eventually cleansed of malevolent energies, overtime your environment will clean and repair itself; eliminating pollution and waste and restoring itself to pristine condition over time, and having the absolute certainty that nothing can make you do anything which is considered to be wrong or evil except your own free will. From the most powerful mind control to all the world's evil.

Should you be at your most vulnerable, your Heroic Heart will fly forth from your chest as a star-shaped object which glitters with blue-white light. How bright it glitters depends on how urgent the action is. This heart has a prescient sense of danger and allows you to go where you are most needed and to places of safety.

Follow your heart and be shaped like a friend!

Waddle Dee Perks:

Discounts for Waddle Dee are 50% off, with the [100] perks being free.

Dreamlander [100]: As long-time residents of the utopian planet of Popstar, Waddle Dees have learned how to thrive by working together and just being neighborly to even the most strange people. You have that same neighborly attitude and immense knowledge of teamwork where you can take the most motley average group of people into a fighting force against superpowered people, establishing whole cities with no crime at all except those from outside, and the more people you are teamed with exponentially increases the likelihood of your success no matter the goal.

Worksman [200]: Waddle Dee's are the epitome of good people, which has fostered a good work ethic at a young age. Enough where young Waddle Dee's become an apprentice under masters to learn their skills at a rapid efficiency. You have been personally trained under a Master Waddle Dee in a skill of your choice enough that you are now considered a professional in it. This skill doesn't even have to be a conventional skill as Waddle Dees are widely knowledgeable in a variety of subjects.

Godslayer [400]: When a good man goes to war is when gods die. You have seen creatures from beyond the stars themselves try to capture your fellows. Enough to say, No. By constantly practicing your personal fighting style you have broken its limits. Now you are an unrivaled user of your style, just by practicing you can go further beyond, and your mind has been honed to face anything from an endless wave of mechanical horrors to an eldritch creature seeking the destruction of everything you know.

Human Perks:

Discounts for Humans are 50% off, with the [100] perks being free.

Acceptance [100]: Even when you're not like everyone else, you'll never be short on friends. If you're one of the few of your kind, you will overall be accepted rather than shunned by others. They will embrace your differences, so long as you're decent in return. Be the only demon in a society of angels without worry, or be one of the few humans in a world of strangely spherical beings if you want.

One True Human [200]: There used to be humans of all sorts before their numbers dwindled. There are only a handful remaining here, but you've likely seen the sheer variety and quantity of humans in your travels. In other worlds, they are the majority, have innate talents not seen in other races, hold the potential for genetic powers and so on. And now you are able to combine them all into one. Now, the capabilities of your human form are multiplied for every "Human" race, species or origin that you pick up, Human subsets (i.e. metahumans, mutants, Hylians, Gerudo) will also count towards this. It will apply before AND after any other multiplicative boosts.

Cosmic Reverse Engineering [400]: To study the stars, H
Reverse Engineering Perk? Eternal Capsule or being able to reverse engineer cosmic mechanisms through careful study even whe

Beast Perks:

Discounts for Beast are 50% off, with the [100] perks being free.

Wild [100]: No matter where you find yourself, your instinct holds true. When you're on the hunt for food, water, and other sorts of necessities, you always know where to find it in large enough amounts for you and any followers. You're also instinctively aware of what not to consume, like berries that are actually poisonous to your kind and secretly contaminated waters. At a glance, you can measure the temperament and overall power of any beast. You know the lay of the land as if you had a three-dimensional map downloaded into your brain. This wilderness knowledge updates with every jump.

Adaptation [200]: The struggle of survival favors the adaptable and you are the epitome of that. You automatically adjust to thrive in any sort of environment, so long as the environment doesn't instantly kill you. Whether this manifests as physical mutations or not is up to you. Weather the ambient heat of a volcano with ease and even take a dip in the lava if you'd like. It'd be nothing more to you than a warm bath. Any followers will receive the same benefits, so long as they serve you. In addition, your physical blows can channel aspects of the environment. Such as sending forth a wave of jagged ice while in the snowy mountains, or whipping up tornadoes of flame while in an area with lava.

The King of the Beasts [400]: It has been said that long ago, Beasts traveled in packs with a special Alpha Beast to lead them. While those days have since long gone, there are still Beasts that shine amongst the rest in skill, might, and the spirit they exhibit which grants them an aura of a King. You are one of those Alphas and this grants you no limit in the amount of physical might you can achieve, the aura of the King of the Beasts which has non-sentient animals serve you without trouble, and your skills in rulership are exalted as being able to rule over an entire planet of disparate races without any trouble, so long as outside forces do not interfere.

Insect Perks:

Discounts for Insect are 50% off, with the [100] perks being free.

Insectoid Physiology [100]: Despite your evolution, you retain the abilities of your ancestors in a magically enhanced capacity. Choose a single insect and your form will take on their strengths as well as an appearance inspired by them. You may gain the proportional strength of an ant, the speedy flight and venomous sting of a bee, or the bio-light generation of a firefly...The possibilities are vast. You also find that beneficial magic is more effective when used on you.

BEE-autiful [200]: To the graceful arches of butterflies to the splashes of color which come from evolutionary camouflage. You're beautiful in every sense of the word. The way each and every of your aesthetic features round out to the golden ratio, the grace of how you naturally move your body, and even the way every color of the world seems to give you an aura of how much you belong in this world. A view of divinity on earth. An evolution granted elegance, that it even seems that the more magical power coursing through your self enriches your beauty exponentially.

Queen of the Hive [400]: Desc.
Ability to incorporate other lifeforms/genetic information into your body (like how Sectonia transformed from her original spider body into a giant bee) and vice-versa (like how she hijacked the Dreamstalk).

Plant Perks:

Discounts for Plant are 50% off, with the [100] perks being free.

Recurring Presence [100]: Your enemies just seem to accept you as a natural fact of life. If you're defeated, all but the most ruthless of foes will just leave it at that instead of killing you. How fast this guaranteed mercy will recharge depends on how forgiving the individual usually is. Regardless, it takes at least three days per foe. Annoy someone every day and they'll certainly get tired of you.

Produce [200]: You have the ability to rapidly grow any mundane crop from your body in exchange for your own stamina. If this is used offensively, it is inexplicably a bit more damaging than your strongest unarmed blow. You are also able to incorporate your powers into your creations. Such as having poisonous apples dealing continuous damage to your foe, healing powers to make healing bananas for your allies, and so many more combinations.

Guardian of the Forest [400]: To those around the forest, you may just be an above-average tree. But to those who understand the intricacies of nature. They know you are a holy figure who will one day swing against the gods, fighting the Sun to fall to the Plants instead of the Plants trying to reach its divine light. This has given you a reputation, a sacred status as Guardian of the Forest which causes your form to be extraordinary in order to reach those solar rays, as well as being able to control an entire forest's worth of plant life and being able to accelerate their growth. Never forget those who live under your hallowed leaves. Be their protector, Great One!

Robot Perks:

Discounts for Robots are 50% off with the [100] perks being free.

Bionic Body. [100] Whether you were created or occurred naturally, one thing is for sure. You are at no disadvantage compared to fleshier beings. First off, your robotic form(s) are able to heal naturally without repairs. The details (nanites, magitech, 'it just does', or some other explanation) are determined by you at the moment of purchase. Scratches and cracks in your hull, moderately damaged internal parts, and other similar issues will repair

themselves over time. Severe damage might not be recoverable on its own without the proper abilities/items, but your mechanical physiology will allow you to survive so long as your head isn't destroyed. You count as a biological being for the purpose of healing powers/items/etc. and as an inanimate object for the purpose of repair powers/items/etc. And just as muscle fibers break down and become better when used and trained, your components are capable of doing the same thing. Lift heavy and your lifting capacity will grow beyond your structural limits. Fire a laser attachment enough and it will become stronger in every way. Installed upgrades will be recognized as a normal part of you and grow with you in the same way.

Desc. [200] Desc.

Living OS [400] A lot of robots here don't seem to be inherently smarter than their biological counterparts. This isn't the case for you. You gain a computer-like consciousness that would befit a robot body. It's up to you whether this gives you a more machine-like manner of speaking. You have a retroactively perfect memory with unlimited storage, instant recall, and immunity to trauma and tampering. Your intellect is vast and continues to grow with no upper limit. You can retreat into yourself at will in order to interact with an infinite datascape that represents everything that makes up 'you'. Any time you spend in this state is compressed into an instant, so you won't miss anything going on outside. You can rewatch memories, run combat simulations, explore digital reproductions of locales that you've visited, and so on. With time, you can learn the unique language that your datascape is programmed with, allowing you precise control over your inner self. You can even make changes that reflect on your outer self. This does not come without limits, however. Benefits will come with downsides. A 25% boost to your strength parameters would need to be balanced with a 25% drop in some other attribute. Though imposed downsides will be lessened through training. With enough experience, your mind, soul, powers and perks (barring this one) are just data to be reconfigured and manipulated without error. You could program your defensive powers to automatically activate in response to threats, or give your energy projectiles a homing feature that tracks your enemies while ignoring your allies. If a foe tried to control or corrupt any part of you, you could fight off the attempt from within your datascape and create an antivirus to thwart future attempts.

Fairy Perks:

Discounts for Fairy are 50% off, with the [100] perks being free.

Adorable [100]: As a tiny fairy, you are quite adorable. Adorable enough to
(Maybe change this. Not sure what to change it to.)

Interstellar Flight [200]: You're capable of flight on a different level from other fairies. When inside an atmosphere, you can comfortably fly fast enough to circle an Earth-sized planet within a day. When you're not inside an atmosphere, you're capable of high-speed travel that rivals most spaceships. You could fly across vast stretches of the known universe within moments if you strained yourself. Anything you're carrying will not suffer negative effects from any space travels, though you and any cargo are not protected from outside interference. You and anyone you carry is immune to the vacuum of space and can breathe as normal. Any other sources of personal flight will be doubled in speed and efficiency.

Fairy Queen [400]: Desc.

Kirby Perks:

Discounts for Kirby are 50% off, with the [100] perks being free.

Super Tuff Pink Puff [100]: Not only do you become remarkably soft, you also gain incredible resilience. Damage will manifest as surface-level injuries right out of a cartoon. You could fall into lava and leap out with only a few char marks to show for it. Fists and mallets will only knock a few stars out of you instead of your teeth. This doesn't make getting hit any less painful, though. Note that this semi-protective effect will begin to fail as your stamina becomes lower.

Copy Ability [200]: Kirby's trademark inhale/star spit and the power to copy the ability of consumed enemies and objects. After copying, you can choose to either absorb the enemy or spit them out unharmed. During the jump, you are limited to Copy Abilities but Post-Jump you can choose to take on the exact abilities and a similar appearance to copied foes like Kirby is capable of in Smash Brothers. You may only hold one Copy Ability or power set at a time. You can discard a power by transforming the power into a colored Ability Star. It can also be knocked out of you in the form of an Ability Star if you take significant damage in one blow or multiple weak blows. You can swallow this Ability Star to regain the power or throw it for great damage, but it will disappear within a minute if you do nothing with it.

Copy Mix | Mouthful Mode | Super Ability [400/800/1200]: Through unknown circumstances, your Copy Ability has mutated into a new and improved version with a unique feature. This perk requires you to have a Copy Ability and you can buy one, two, or all mutations.

Copy Mix [400]: Your previous limit to the number of Copy Abilities within you has broken from one. Now, you can store as many as your skill and power within magic. At first, you can only combine two copy abilities together until you learn how to combine more. For example, this mutation allows you to combine the Sword Copy Ability and the Fire Copy Ability to create the Fire Sword Copy Ability. You may also combine multiple instances of the same ability, though the result may not always be a straightforward boost to the base ability. Such as Ice and Ice, which creates the Rolling Snowball Copy Ability, which trades the base ability's frost breath for a mobile and durable snowball form.

Mouthful Mode [400]: By inhaling a larger than normal object, you can stretch your entire mouth around it. To the maximum size of a Big Rig Truck. This also allows you to manipulate the object freely and substitute the energy needed to power the object with your stamina. The elasticity necessary for the stretching will grant you a boost to durability. This will also empower your inhale's power and range to twice of what it usually is. You will not run out of air when inhaling, and if you inhale for more than a second, you can begin to perform a Super Inhale that boosts the range and power many times over. If you tried, you could produce sucking winds that surpass a Category 5 hurricane.

Super Abilities [400]: Swallowing those with strong souls or willpower allows you to absorb more of their essence. This gives you the ability to temporarily have a Super Copy Ability that takes the Copy Abilities concept to its conceptual levels, an immense power. A Sword Copy Ability would become an Ultra Sword. A Fire Copy Ability would become Monster Flame, and so on. Only five Super Abilities are known, but you are theoretically able to encounter a Super variant of every existing Copy Ability. You'll be able to see a multicolored star-like aura around a being that yields a Super Ability. In addition to eligible beings becoming a natural occurrence wherever you're at, you may also occasionally encounter Super Abilities in relevant situations. For example, if massive trees were blocking your way, you might happen to find a Monster Flame Ability Star that would let you burn them down to nothing. Or if a powerful foe spawns minions, one of those minions would happen to yield a Super Ability that would be useful against them.

Aspect Matter Perks:

Discounts for Aspect Matter are 50% off, with the [100] perks being free.

Shapeshifting [100]: Instead of a physical body, your physique is made out of incorporeal magic which has caused your body to be highly malleable and dependent on your magical skill and power. This can allow you to make natural weaponry such as spiky tentacles, size manipulation to the extreme where there are Aspect Matters who became continental in size after coming outside the Fairy Queen's body thus creating the planet Dark Star, phasing through walls, and biological immortality. But be warned while it's extremely difficult to cause yourself damage, it's still possible with magic.

Living Miracle [200]: Through causes unknown to those outsiders unconnected from the foundations of reality, you have been able to train your shapeshifting proficiency enough to be able to create a force field around yourself that is completely invincible unless attacked with the same type of ability you're currently using. Magic against magic, swordsmanship vs swordsmanship, hand to hand, etc. It's a miracle you are able to have this advantage.

Ex Nihilo [400]: Desc.

Creating More Matters as Minions with guaranteed loyalty

General Items:

All will gain an additional [600] to spend on items only. You may freely import any related items you own at your discretion.

Beginner Weapon and Armor [100]: A armor set and weapon given to rookie warriors. It's easy for anybody to handle—even a beginner.

Maxim Tomatoes [100]: You get a supply of a dozen Maxim Tomatoes that is replenished every week. When eaten, these tomatoes will restore the consumer to perfect condition. So long as it's able to be eaten, it will bring one from death's door to a completely restored state. Energy reserves will also be refilled upon consumption. Wounds that have already scarred over will be unaffected, however. Maxim Tomatoes can be shared, but portions smaller than one-fourth of the tomato will not have the full restoration effect. Should you have the necessary facilities, the seeds can be extracted so you can grow your own Maxim Tomatoes.

Mr. Sandbag [200]: This straw-filled manikin is a great training dummy that has the appearance of the foe you are training against, has a ginormous durability which informs you through magical means how much damage your attacks cause against it, and respawns once every week it is destroyed.

Air-Ride [225 - 900]: Hoverboard-like flying vehicles, considered one of the best modes of transportation in the galaxy and powered by one of the aspects of reality. They respond to their rider's mental commands and have varying abilities; some can fly very well, while others can only hover off the ground. Kirby's Warp Star is the most famous and recurring Air Ride Machine.

Opens up the Air-Ride Section.

Platinum Helm and Weapon [600]: Legendary armor and weapon filled with heavenly powers. The strongest helm and weapon ever created, they each have a mythical effect that makes each of them entirely unique. Choose one set per purchase. For an additional 200 CP, this is the **Starlight** Version.

Sword Hero: The strongest helm ever forged; no attack can mar its shining surface with the strongest sword ever forged, its gleaming blade can cut anything.

Hammer Lord: The strongest helm yet forged, its horns are said to repel any attack with the strongest hammer in creation; a single swing once cracked the world.

Doctor Healmore: The strongest cap ever created, its veil enables the wearer to gracefully dodge attacks with the strongest flask in the world, it contains a panacea that can heal any injury.

Beam Mage: The strongest hat ever created; an unbreakable defensive charm is cast upon the central jewel with the strongest staff in the world, its magic can halt time's flow for any foe.

Ancient Codex [800/1600]: The Ancients are a prestigious civilization primarily known for their mastery of magitech. This was brought about when two factions, Science and Magic, stumbled across one another in their days of

space exploration. A fortunate meeting that over time has allowed them to come together to unlock the secrets of the cosmos. Secrets are about to be unlocked by yourself through the study of this ancient codex filled with advanced science, powerful magics, or them both in an ultra fusion of magitech.

The Ancient Codex is the database of all technological knowledge. Every programming technique, engineering, scientific procedure, and scientific knowledge. This source of technical knowledge will update and add to itself for every new jump.

The Ancient Codex is the central grimoire of all magical knowledge. Every single spell, potion, rune, Copy Ability technique, and arcane knowledge. This source of thaumaturgical knowledge will update and add to itself for every new jump.

Dream Items:

Discounts for Dream are 50% off, with the [100] items being free.

Rare Stone Crate [100]: Delivered by Waffle Dee-liveries, this is a wooden crate filled with magically infused Rare Stones. These crystal stars are useful for enchanting items with the magic of Dreams and forging Copy-Abilities wholesale. You receive a crate every month or a new Jump, whichever is sooner.

Invincible Candy [100]: A white lollipop with a pinkish-red spiral in the middle and a star attached to its side. Surprisingly, the stick is edible too. Once per day, one of these delectable treats will spawn in your Warehouse. Upon consuming it, you will gain a sparkly aura of invincibility for thirty seconds. Any enemies you run into will be destroyed instantly, though foes on par with or greater than you will only take some damage from contact.

Religion [200]: A loyal religious organization like Hyness's Jambastion Religion which can be imported in future Jumps. It has a few thousand members to start with, and any increase in members will be carried along at the end of a Jump. The power and appearance of these members will change to fit the jump (i.e. They will get an average amount of Chakra in Naruto) but they're never particularly powerful. They're mostly

good for grunt work and spreading the good word. The exact details of the religion are up to you. Lastly, you get a self-sustaining floating fortress for a base. You may have the size automatically adjusted based on the amount of members it needs to house. Get enough members to populate a planet, and your fortress will be planet-sized.

Lor Starcutter [200]: Sailing the sea of stars requires a vessel able to take the brunt of the harsh journey in the void which is space. That's where the Lor Starcutter comes in with its ability to travel throughout space and time by creating dimensional rifts. Dimensional rifts which coincidentally look like a five-pointed star.

Desc. Pocket Dimensional Inside.

Miracle Fruit [400]: You gain a large, curved vine stalk that will produce one Miracle Fruit per day. It may be planted anywhere within your Warehouse or owned property. So long as you remember to pick the fruit every day, you can stock up as many Miracle Fruit as you wish. When consumed, Miracle Fruits empower you with a rainbow glow for ten minutes. It turns you into a walking black hole of infinite capacity, capable of inhaling objects that are hundreds of times your size. If you're already capable of that sort of large-scale consumption, it boosts those existing capabilities a hundredfold. You're able to suck up raw energy as well. Whatever you suck can be destroyed, absorbed or spat out at will. You can consume more than one Miracle Fruit to extend the duration, but eating four at once will cause you to undergo a transformation that will greatly boost your power in exchange for greatly lowered impulse control. It's not recommended if you have a temper. Though if you have the means to maintain control over yourself, it's a frightening power indeed.

Planet Popstar [400]: Popstar is a distant planet shaped like a yellow five-pointed star, typically crossed by two white planetary rings, that is home to a majority of the main characters in the Kirby series. The planet is so far away from Earth that it would be invisible to Earth's population.

Despite its coloration from space, Popstar's atmosphere is remarkably Earth-like from the surface, with blue oceans and land masses similar to Earth's, as well as a wide range of climates supporting a bountiful array of life. It is possible that a gas in the planet's atmosphere reflects or gives off a yellow hue to make it appear

the way it does from space. Could also be the magic of Dreams which cause this heavily magically imbued planet to mirror off the ideal symbolic star within space.

Fountain of Dreams [600]: A mystical fountain that can be found on planets across the Gamble Galaxy, and possibly planets from other galaxies as well. Each fountain is connected to the dreams of the planet it's connected to and those with Star Rods supply good dreams to all of their respective planets' inhabitants, collecting their hopes and dreams as well.

This one is attached to your Warehouse and all of your properties. Allowing one to perceive the dreams of the property's inhabitants easily and perform magical accomplishments over them.

Star Rod [600]: A copy of one of the legendary Star Rods. It is able to generate star-shaped projectiles when swung, with the size, power and speed of the projectile scaling up with the force and "charge time" of the swing. While held, it will protect your dreams from nefarious entities and project an aura that grants your allies the same boon. It also grants environmental protection and flight when held. The holder can fly fast enough to match an Air Ride of average speed, or existing flight speeds are doubled if they're already speedier than that. The rod is especially effective against dark or "evil" beings and will even bypass their immunities. If you have a way to harness it, you can draw the dream energy from the rod. Though be warned, the power within is immense and constantly regenerating, but it is not infinite. As a general rule of thumb, planetary scale technology and magic can be powered indefinitely by a Star Rod, while going beyond that will start to drain the rod's deep reserves. The rate of the drain will depend, however. Stretch the power across a solar system, and it will hold for many millennia before running low. Stretch it across a galaxy, and it won't last a day. If you end up fully draining the Star Rod of its power, it will be useless until it regains its charge in a week. With the proper knowledge and equipment, you may create more Star Rods. If you do, the Star Rods you make will be considered part of this purchase, granting them all the fiat-backing that entails.

Dark Items:

Discounts for Dark are 50% off, with the [100] items being free.

Gordos [100]: You can reach into hammerspace and pull out indestructible Gordos at will. While you're holding them, you're immune to the damage they cause. You can throw it or strike it towards your target.

Despite its look, it's quite bouncy but will get stuck once it loses enough momentum. While it's in the air, you can mentally command a Gordo to levitate and take on a simple flight path of your choosing.

A Small Fortune [100]: This is a large chest filled to the brim with Star Coins. Your buying power remains constant, meaning it will adjust to always be enough for a cushy upper class life in your current area. However, the amount will become finite once you spend any of it and will remain so until it refreshes in a month's time. This money is especially effective at persuading others. Pay a greedy mercenary from this stash, and they'll do jobs that they would otherwise consider too dangerous or tedious. Even an upstanding person may possibly be swayed to your will by a big enough piece of your fortune. Lastly, you can transform these Star Coins to other currencies

Battleship Halberd [200]: Personal super battleship with nigh-indestructible, self-repairing hull. Possesses an engine powered by an artificial star, weapons that can wipe out continents, state of the art kitchen, gym, captain and crewmate rooms, FTL warp drive, and more.

Dimensional Cape [200]: A potent Dark magic artifact with an unknown history and no known name. This cape has the capacity for long-range teleportation through warping space itself, transforming into a flyable pair of bat-like wings, and can momentarily release a cloud of Darkness which can blind your foes while allowing you and your allies full vision of sight. *Can import a vehicle to affect this cape's capabilities.*

Halcandra [400]: Desc. Halcandra

Guardian Dragon [400]: Desc. Landia Pet

Master Crown [600]: This is a copy of the Master Crown. When worn, the claws on this golden crown will latch onto your forehead. While wearing it, your magical powers are exponentially enhanced. One could use it to fly, teleport, generate orbs and beams of destructive energy, control the elements, travel through dimensions, conjure nigh-invulnerable protective wards and even replicate the might of Super Abilities. At full power, you would have a decent chance of conquering the entire universe, even with all the powerful heroes that live within. Other universes without such protections would be helpless to stop you. Though there is a catch. The crown has a will of its own, and it will corrupt you should you tap into its full powers.

Even if you're fine with villainy, you will not be in full control of yourself. It's possible to safely tap into a mere fraction of its abilities, but it will require a strong mind to resist the whispers of unfathomable cosmic power. Perhaps one day, you could master the crown without it mastering you.

Jamba Heart [600]: Desc.

Soul Items:

Discounts for Soul are 50% off, with the [100] items being free.

A Personal Gotcha Figure [100]: A personal and unique gotcha figurine. This model is a wonderfully artistic replica of the form, aesthetics, and soul of the Jumper. Through examining with magic allows the wielder to know the history of them, the strength of their soul or magic determines how many stars are displayed on the base, and it can even store items depending on how strong the soul of whoever it's modeled after.

Desc [100]: Desc.

Desc [200]: Desc.

Desc [200]: Desc.

The Forgotten Land [400]: Desc.

Red Book [400]: A leather-bound encyclopedia that is connected to all the souls of the universe and the local multiverse. It then lists out the records for minigame scores, how quickly others defeated certain bosses (and with what ability), the world's most popular Copy Ability, and other minor details like how many Waddle Dees have been saved worldwide, and how many Awoofies have been defeated.

Triple Star [600]: Discovered from an archaeological ruin, the Triple Star is a primeval cane from times of old recovered by Archaeologist Dee then stolen by Daroach. The tool is enchanted with the ability to look

within the soul of its wielder and provide a passive protection by manifesting their dreams as three shining stars, thus providing a decent barrier that damages enemies that come in contact with them. When fired those three stars coalesce together into a tremendously powerful union. The Triple Star.

Morpho Doomblade, Doomhelm [600]: Desc.

Heart Items:

Discounts for Heart are 50% off, with the [100] items being free.

Home Sweet Home [100]: Home is where the heart is and it's the place to rest between those adventures of hanging out with friends, defeating eldritch gods, or overthrowing tyrannical kings trying to take all the food in the land. You now find yourself the owner of a decently sized home, with four bedrooms, two bathrooms, and a fully stocked kitchen. It is already furnished, and all yours to do with as you see fit.

Sticker O' Holic [100]: This is a sticker book filled to the brim with custom stickers of characters, phrases, and sound effects based on the depicted character to depict personality and get general messages across. Such as having stickers with you giving a thumbs up! These are infinite in number, having professionally done artwork and have a breadth of diverse variations such as you high-fiving a companion.

Phone [200]: Desc. Might change this.

The True Arena [200]: Desc.

Ripple Star [400]: Desc.

Love-Love Stick [400]: Desc.

Star Allies Sparkler [600]: Desc.

Rainbow Sword [600]: Desc.

Waddle Dee Items:

Discounts for Waddle Dee are 50% off, with the [100] items being free.

Parasol [100]: A deceptively simple, harmless-looking red and white-striped umbrella tipped with a bright yellow star. This is a durable self-defense weapon that also can slow your fall from high places.

Market Shoppe [200]: Being a part of the community is an important aspect of civilization. You are now the proud owner of a Market Shoppe that is staffed by friendly non-characters who are capable of running the whole business without you but willing to follow your lead. The level of skill of your staff is comparable to your own and the branding is top-notch. Maybe even have a pun within your name!

Waddle Dee Town [400]: Desc.

Being a mayor of a burgeoning town is a tough responsibility but these citizens believe you're up to the challenge! Desc.

Human Items:

Discounts for Human are 50% off, with the [100] items being free.

Backpack [100]: Desc.
Shiver Star [200]: Desc. The Apocalypse Planet
Last Name Company [400]: Desc. Galaxy Wide Company

Beast Items:

Discounts for Beast are 50% off, with the [100] items being free.

Desc [100]:

Nobility [200]: Desc. Castle filled with riches, luxuries, and loyal servants.
Star-Studded Hammer [400]: Desc.

Insect Items:

Discounts for Insect are 50% off, with the [100] items being free.

Twin Scepters [100]: A pair of crystal-adorned magic scepters that cut required casting resources by a quarter, adding up to halve costs when both are in use. You are able to summon and de-summon them at will. Special gems or crystals can be imported into the scepters, doubling their existing powers and properties. Choosing a single gem/crystal will produce a copy so both scepters have it. In addition, each scepter is able to take on a weapon form that deals damage based on both your physical and magical prowess. Their weapon forms don't have to be the same. For example, both scepters could become rapiers, or one scepter could become a longsword and the other could become a gun. Alternatively, you can have a single more powerful weapon form made up of both scepters.

Floralia [200]: Desc.
Dimensional Mirror [400]: Desc.

Plant Items:

Discounts for Plant are 50% off, with the [100] items being free.

Forest [100]: Desc.
Grand Sun Stone [200]: Desc.
Dreamstalk [400]: Desc.

Robot Items:

Discounts for Robot are 50% off, with the [100] items being free.

Maintenance Tools [100]: Desc.
Access Ark [200]: Desc. Powerful mothership
Mother Computer [400]: Desc. Supercomputer to Host yourself or just a powerful computer.

Fairy Items:

Discounts for Fairy are 50% off, with the [100] items being free.

Cute Outfit [100]: Desc.
Palace [200]: Desc.
Great Fairy Crystal [400]: Desc.

Kirby Items:

Discounts for Kirby are 50% off, with the [100] items being free.

Ability Testing Area [100]: You gain an extra-dimensional door that can be placed in your Warehouse or any owned property. What lies behind this door is an area where you can let loose your abilities to the fullest extent. It is as indestructible or destructible as you'd like it to be. The exact design and aesthetic of this area is up to you. The space can be effectively limitless, but it's not good for storage as any loose items will disappear once you exit, If you have the "Copy Ability" perk, this area will automatically be filled with Copy Essences for every Copy Ability that you absorb for the first time. Inhaling or simply touching this essence will give you the corresponding ability. Essences respawn instantly after use. Post-jump, there will also be Copy Essences for every specific character that you copy. For example, suck up Mario and there will be a Mario Essence waiting for you in this area. If you don't want an essence, you can choose to forgo it, or if you've already obtained it, delete it from the area. If you have the "Copy Mix" perk, the area will have a book that details every combination you've tried out so you may recreate them.

Robobot Armor [200]: An advanced, powerful mech suit with an open cockpit. This machine has a myriad of tools which allows it to interact with certain devices such as transforming its arm into a wrench or screwdriver, able to lift extremely heavy objects with ease, and if worn by someone with the Copy-Ability

comes with a device called the Scan Spec which allows it the power to copy the ability of nearby enemies and objects.

Galaxia [400]: The holy sword Galaxia was made when the universe was still young and forged by the flaming deity and king of an ancient race of fire beings; Photron. This has made it completely indestructible, has the ability to slice through robust materials without any trouble, is enchanted with the ability to manipulate fire and electricity to devastating effect, and has the unique property of only phasing into existence once it is unsheathed.

Aspect Matter Items:

Discounts for Aspect Matter are 50% off, with the [100] items being free.

Desc [100]: Desc.
Aspect Matter Blade [200]: Desc.
Aspect Matter Star [400]: Desc.

Companions:

Beast Trio [200]: Desc. Three Beast Companions

Meta [200]: Desc. Like Meta Knight

Aspect Matter [200]: Desc. Like Gooey but Custom.

Helper [50 Per Slot, requires Copy Ability]: You become able to produce a loyal Helper from your Copy Ability at will. They stick around indefinitely and cannot be made to betray you in any way. You may de-summon them whenever you wish, which will reduce them to an Ability Star that holds the power used to create them. You may instantly call your Helpers to you if they ever get too far away. You can have as many

Helpers as you have slots, and you may have up to eight slots. These Helpers are able to utilize the ability with skill and power slightly higher than yours, though they are only half as durable as you are. They will always scale to keep up with you and be helpful in any battle. If they are ever fatally wounded, they will temporarily gain doubled speed and explode within ten seconds unless something is done. One way to prevent their demise is to heal them with an item or power on par with a Maxim Tomato. Another way is to have them touch a being or creature (besides you) that could be considered to have a Copy Ability. They will transform into a Helper of that being's ability and be fully restored. The third way is to touch them with an Ability Star, Copy Essence or some sort of equivalent. This will also transform and fully restore them. As this is a variable slot(s) rather than a true companion, it cannot be imported but it will also always be available to you. Post-Jump, you are not limited to just Copy Abilities when creating Helpers. You will be able to use any of your perks, powers or skills to make them, but you will lose access to the power/perk/skill while the Helper is around. Should you have "Copy Mix" and/or "Super Abilities", you may produce enhanced Helpers from these abilities.

Drawbacks:

Supplement Mode [Free]:

Soul Melter EX [600]:

Notes:

Inspired heavily by The Legend of Zelda Series Jump by Pokebrat_J
Version 0.5

WIP Custom Air Ride Section WIP

The cheapest Air-Ride is 225
The most expensive Air Ride is 900
The Dragoon is 800
The Hydra is 775

Warp Star is 450

Air-Ride Section

Hoverboard-like flying vehicles, considered one of the best modes of transportation and are powered by one of the aspects of reality. They respond to their rider's mental commands and have varying abilities; some can fly very well, while others can only hover off the ground. Kirby's Warp Star is the most famous and recurring Air Ride Machine.

This Air-Ride is custom-made to fit your specifications, the stats bought with below, appearance based on your preferences within a vehicle, and given a unique trait based on the Aspect you most relate to.

Machine		Stats	Price	Machine		Stats	Price

Warp Star			500	Slick Star			475
Winged Star			400	Formula Star			475
Shadow Star			550	Swerve Star			475
Rocket Star			600	Wagon Star			525
Turbo Star			475	Jet Star			500
Bulk Star			600	Flight Warp Star			500
Compact Star			450	Wheelie Bike			475
Rex Wheelie			575	Wheelie Scooter			450
King Dedede			550	The Hydra, Legendary			775
Meta Knight			400	The Dragoon, Legendary			800

	Health	Price
	Only able to tank up to continent level attacks making it weaker than the average Air-Ride, its regeneration can only heal surface damage, and doesn't have fusion capability.	25
	Able to tank multi-continent level attacks as an average Air-Ride, can regenerate from being blown/cut to pieces, has limited-fusion capabilities which allows it to combine with other Air-Rides into a bigger and better Air-Ride.	50

	With exceptional materials, this Air-Ride has the ability to tank up to moon level attacks, the ability to regenerate from anything as long as there are particulates left, and its fusion takes only the best from each Air-Ride into its fusion.	**100**

	Offense	**Price**
		25
	Multi-Continent level	**50**
	This Air-Ride has	**100**

	Charge	**Price**
		25
		50
		100

	Defense	**Price**
	This Air-Ride's shields can support against continent level attacks, has a life-support system which guards its users against the pressure or vacuum of your environment, comparable to Winged Star in protections.	**25**
	This Air-Ride's shields can support against multi-continent level attacks, has a life-support system that guards its users against the pressure or vacuum of your environment, and self-sustenance to continue acting forever without rest or nutritional needs.	**50**

	This Air-Ride's shields can support against moon level attacks, has a life-support system which guards its users against the pressure or vacuum of your environment, self-sustenance to continue acting forever without rest or nutritional needs, and the passengers are placed into biological immortality.	**100**

	Turn	**Price**
		25
	The handling of this Air-Ride is able to allow even those who can't pilot normal FTL vehicles to use it for maneuvering within difficult terrain, using techniques such as spinning it around to damage targets, or dodge supersonic projectiles.	**50**
		100

	Top Speed	**Price**
	A relatively slow Air-Ride, this vehicle compared to even the average isn't worth talking about. *150 * Speed of Light*	25
	An average top speed for an Air-Ride, this vehicle is comparable to Kirby's Warp Star, Shadow Star, and Wheelie Bike. *295 * Speed of Light*	50
	A top-of-the-line, top speed for an Air-Ride, this vehicle is comparable to Air-Ride like the Dragoon, the Hydra, and Formula Star in the speeds it can reach. *500 * Speed of Light*	100

	Boost	**Price**

		25
		50
		100

	Weight	Price
	Your Air-Ride must take its taken with care if ever going faster than light as its brakes take a little bit too slow to a reasonable speed and is easier to knock off course.	25
	Your Air-Ride is capable of going from faster than lightspeeds to more manageable speeds in only a few moments and is less prone to being knocked around when collided against.	50
	This Air-Ride has first-rate brakes which allow it to instantly come to a stop while keeping your ride considerably comfortable, and comes with the capacity of automatic stabilization against being collided.	100

	Glide	Price
	Only able to achieve gliding capability and move freely above the ground for a long time. Comparable to Wagon Star and Bulk Star.	25
	Your Air-Ride is capable of having enough lifting power to achieve ground to spaceflight if taken with plenty of time or a well-timed Boost, able to move freely above the ground for a long time.	50
	Your Air-Ride is exceptional in its ability to instantly take off from ground to space with barely any trouble, thus able to move freely above the ground for a long time.	100