Disney | SQUARE ENIX

KINGDOM HEARTS Union χ Dark Road



Kingdom Hearts Dark Road

A long, long time ago the worlds were one, protected under the light of Kingdom Hearts. These times of peace were shattered when the Keyblade Wielders tasked with ensuring the future began fighting between each other. The results of this conflict would be felt through the land as darkness came in and covered the world. Eventually the world would come into being again, fragmented in pieces separated from each other by the sea of stars. Today that conflict is now more than legend to some, and a forgotten origin to many.

The protectors of the light, Keyblade Wielders, would rise again under Master Ephemer. As one of the only survivors of the conflict, the first master would build Scala Ad Caelum atop the ruins of old keyblade society, to serve as a seat of power for all wielders.

With this introduction out the way, the Scala Ad Caelum you're in is one long after that point in time. Its population has dwindled so much that large parts of it lie abandoned. While it can't be called a seat of power now, wielders are still being trained by the few masters that are there, being handled nameless keyblades and trained so they can carry on the task of protecting and monitoring the various still nascent worlds from those that would seek to disturb their natural order.

In one particular class, a young master Xehanort studies about the worlds and the nature of light and darkness. In the future he is destined to become the dark seeker who will stop at nothing to reenact the keyblade war and summon Kingdom Hearts. For the moment however, such matters are beyond him, as he spends the days lounging around with his classmates. Being more worried about starting to find his days repetitive.

These times of peace are not bound to last however, soon after your arrival an upperclassmen class will not return from their training for their upcoming mark of mastery exam, prompting their master to send Xehanort's class to explore the worlds earlier than intended, wanting them to seek clues on what happened to the upperclassmen.

A hidden plot to summon Kingdom Hearts lurks in the shadows as what begins as an adventure quickly turns into a tragedy. Becoming one of the more defining events in what would set Xehanort into his road to darkness. Maybe you'll be able to turn things around? You will start a week before the upperclassmen head to explore the worlds, and in turn kickstart this series of events. You must survive for the next 10 years.

Lastly, to help yourself reach the this deadline you'll start with +1000cp to spend on perks and items.

Good luck on your journey and may your heart be your guiding key.

Origin:

Keyblade Apprentice:
You are one of the many prospective wielders being trained in Scala Ad Caelum. More than likely, you are a native to this place, though the nature of this land means that appearing out of nowhere is less rare than you might think. As part of your training, you'll be taught about how the world's work, the world order that needs to be upheld and the various types of darkness that lurk around in the shadows. All in all, you have textbook knowledge of how a Keyblade Wielder must react to situations, but you lack practical experience, reality won't be as simple as what you are taught in class, and you must develop your own judgment in how to look at the world.

For this purpose, eventually most wielders are sent to travel the worlds, sometimes alone, sometimes with their classmates, to take a look at how everything operates in person, to expand your horizons. Maybe you'll discover that the difference between light and darkness might not be that clear cut; or that darkness is ever present and sometimes masquerades as the light. Whatever conclusion you come to is your own. It's not an easy trip and not all students that journey that go are expected to come back, but those that do can take their Mark of Mastery exam, to which if they pass, they can take their own students or keep journeying in order to find the answer to the many mysteries of the heart.

By default, you are in Xehanort's class, and taught by Master Odin, the current wielder of No Name, the oldest keyblade in existence. Your Mark of Mastery is still far away for you to worry about, at least that's what you think before you are eventually sent out to find out what happened to your upperclassmen. If things don't derail Odin will expedite your Mark of Mastery to one year after you arrive, in order for him to retire as soon as possible after everything that happened.

That being said, you might also choose to be taught by another master than the single one shown, if you'd prefer to not get involved too much in what happens or be a true drop-in and don't have a history in this world if you decide to have more freedom in whatever you want to do within your stay.

You're free to choose your gender and age, though most of the novice wielders here are in their early to mid-teens.

Given the single origin nature of this jump you may choose up to two perks and items to discount by half for each price tier in their section. 100cp perks/items that are discounted become free.

Perks:

Fell From the Sky (100cp):
Scala Ad Caelum is no stranger to people appearing out of thin air, which might explain why everyone seems to be okay with giving you distance about the circumstances that let you there, or how was the world you lived in before. Basically, they won't press too much about your past. You might still get asked once or twice but a quick 'no', or changing the topic seems to be enough to put the topic away. What matters is not who you were before, but what you will become after all.

I Am Fairly Strong (100cp):
No that you let others know that. To other people you are no brighter nor more skilled than any other of your classmates, considered perfectly average at best, mediocre at worst. Truly a testament of your ability to limit and hide your true capabilities. You are bound to catch everyone off guard when you stop holding back.

Run Like the Wind (100cp):
Retreat isn't for cowards only, especially when you are on unknown territory. A step forwards, combined with misguided bravery can make you an easy prey for whatever hostile creatures you encounter on your travels. You have a good instinct on when you should flee and are fast and agile enough to be able to lose most of your would-be pursuers in case they decide to follow.

Blue Blood (100cp):
Back in its heyday Scala ad Caelum used to care a lot about lineages, particularly those of the first master. Nowadays, there's not enough people for it to be important, but still, it seems like there's some blue blood in you. You belong to a family of some renown, perhaps you can trace your lineage back to early wielders of old, or they are known to have done a great deed. In any case, people who know about your past tend to have a positive impression of you, plus in future worlds you might belong to some form of minor nobility.

What Do You Think? (100cp):
People around you seem to value your opinion, might be because you had previous experience in matters, they worry about, or they simply consider you knowledgeable. When deciding plans or strategies, you will usually be asked about your take, and whatever you say on the matter will usually influence the final outcome. You may always decline of course or point towards someone you think might have better things to add.

Broadening Your Horizons (100cp):
You seem to have wisdom beyond your years, and quite likely the very markings of a good keyblade wielder. You have the capability to not be swayed by your emotions, and are quite levelheaded, being able to take in new revelations and facts and without letting any biases you may have affect your final judgment. This ability to be as objective as possible in the toughest of situations will make you a great leader and possible future teacher.

Key Objects (200cp):
A magic lamp that can grant wishes, a glass slipper, a cursed rose. Each world has certain items that if they were to disappear or fall into the wrong hands, could wreck chaos; and in that chaos bring out those who possess hearts full of light into the spotlight. At the very least that was the strategy of some of the missing upperclassmen, who intended to find strong lights to summon Kingdom Hearts. Just like them, you have an eye to notice which objects could cause such high consequences if tampered with or stolen, as well as an almost supernatural ability to find or get ahold of them; both in the worlds you visit here and the ones after your stay.

Strong (200cp):
You don't always need your keyblade to get access to some places, sometimes a well-placed punch or lifting an obstacle will work just fine. You may not have the apparent physique for it, but you are very strong. Capable of throwing boulders around with little effort on your part. Of course, it's still recommendable to use your keyblade when fighting heartless and the like.

What Is There to Know? (200cp):
Who were the lost masters? Why did they start the keyblade war? You might know who might have the answer to these questions or any others that spring up as you explore the worlds but getting them to speak is another matter. This is a place of cryptic words and secret plans that span countless ages after all. Still, you got a silver tongue and some good ideas on how to get people to speak up. Using reverse psychology, taunting them into blurting out their secrets, or any other method you can think of. You're good at getting snippets of truth out of cryptic people.

You Would Never Understand (200cp):
At the end of the day, even if it's a loved one, you will never see eye to eye about everything with someone. In return you have learned to never truly let your guard down around anyone, always subconsciously watching the tiniest shifts in behavior someone might have. Some might call it cold or even paranoid behavior, but you'll never let anyone take advantage of their bond to figuratively or literally stab you in the back.

Crafter (200cp):
When you slay your first heartless, you notice it dropped some strange material as it disappeared, despite it being a creature made of darkness. Maybe it gets lodged in their body as they move around somehow? Regardless, you'll find that with those materials, like gems or strange shards, you are able to create items of clothing or accessories that increase your attributes such as strength or health or give you resistances against elemental attacks or status such as poison. In future worlds you will find that any monster you slay will drop similar materials.

I Need Your Help (200cp):
No one is an island, you can't do everything on your own, you need friends, allies, or in the worst cases, some poor schmuck who can do your work for you. Through persuasion, crocodile tears, or appealing to some personal desire of them, you can convince people to help you out, even if they have some doubts or otherwise think you are someone that should not be trusted in the first place.

Worthy (400cp):
You were taught that darkness was an insidious and corrosive force, little by little negative emotions would pile up in a heart, till it could go no more and was consumed by that darkness. Which is why wearing your armor is an essential measure when traversing places such as the lanes between, where those corruptive emotions gather and seek hearts to latch on to. Those teachings are just words of caution for the weak, you have discovered. Your heart is resilient, able to handle the strain of the corruptive forces of darkness without faltering or changing yourself.

True Heir (400cp):
Scala Ad Caelum is not what it used to be anymore. Barely any people, much less students left. Even then, some of the potential masters will be given land to look over and students to train; while others could simply be called masters in name only, as they receive little beyond a title and the experiences they gathered in their journeys. Be assured, however, that you will not fall into the latter category. Be it because of your family history, exceptional abilities, or let's be honest, maybe because they just like you more, you will receive preferential treatment by your superiors.

In positions where there are limited spots, such as the example listed above you will be prioritized so you don't end up with your hands empty. In future worlds that may be represented by being given access to organizations with limited numbers, or handed special items that are limited in number.

Old Friend (400cp):
Some bonds are unbreakable, for better or worse. In some friendships opinions may differ, and eventually those differences may grow to the point a clash will occur and dear friends will become bitter enemies. An all-too-common story in Keyblade society as even the Lost Masters of old started as colleagues before their beliefs and actions drove them apart.

Where you might differ is that those friends you might have fought with, betrayed and what more, will always seem willing to accept you back with time. They might chalk whatever happened to the folly of youth, or just be insistent that they can help you become a better person. Whether this is a testament of how much they value you, or how foolish some of your "friends" can be, is up to you.

You're The Only One Left (400cp):
Not everyone who aims to become a keyblade wielder, much less a master is going to make it. Some might lose their hearts to darkness, others have their lives ended by threats in the worlds they oversee, among many other causes. Even if they are not alone it's all too easy and common for their allies to be too late to save them. That is why luck is a powerful gift to possess. You see, as long as it's possible for someone to come in and save you, even if that would be at the very last second, they will. Your mind may be scarred, and your body mangled, but you will be alive, and not everyone can say that.

Cold Feet (400cp):
Sometimes people lose sight of what truly matters and resort to extreme measures after tragedy has befallen them. Their emotions might get the better of them and extreme ideas such as purging the world start to sound interesting in their heads, and no matter how much one tries to talk them down they won't listen. Other much rarer times they may take one look at themselves and slowly come to realize that they might have been in the wrong.

Much like the missing upperclassmen, who ended up ditching their plans of trying to summon Kingdom Hearts after getting cold feet, you'll see that any rash or self-destructive idea your friends will have will quickly be put aside as they come to their senses. Possibly preventing senseless tragedy from occurring, or them falling into expected machinations of someone who tried pulling their strings.

Who Are You? (400cp):
You..you aren't from here right? Could have almost fooled me, you play the part of a newbie wielder extremely well. You're good at pretending to be anyone to be in fact, it's not just a matter of being a good liar, you are good at matching your mannerisms, actions and even thoughts to the role you are taking. Even those who are preternaturally good at picking apart people, like Xehanort in this world, could never suspect there is anything amiss with you, unless you were to reveal yourself willingly.

Heartless (600cp):
Your heart is oozing with darkness, hell it's practically pouring out of your body. With little effort you are able to manifest the darkness inside you as a powerful heartless. It's a tough critter, stronger than most heartless, capable of taking down multiple Keyblade Wielders in one fell swoop. It can follow your orders during battle or just run wild depending on your whims. It can be destroyed, causing you no side effects beyond not being able to summon it again for a while. You may also instead turn into your heartless rather than having it fight alongside you, which in case of being defeated will return you back to your normal form uninjured.

Dark Vessel (600cp):
If you don't have hope for the world, why don't you plunge it into shadow? The darkness in your heart has grown and grown, until you and it have become one. You are not a heartless, if anything your new state resembles when one of the true darkness of old would possess someone, though you are still you. Outwardly you look the same as before and are capable of hiding your dark aura, so others are none the wiser until it's too late. Submitting to darkness has overall made you more capable in using your keyblade, being above your peers and able to dispatch them with ease, only really being in trouble if they were to gang up on you. In addition, you are able to teleport short distances, and are able to call up multiple pureblood heartless to your aid.

It is possible for someone to get rid of the darkness inside you if they were to best you, especially if they are feeling merciful, but it's just a matter of time before you regain your previous powers again.

Child Of Destiny (600cp):
A few generations ago, in the blank era, a passage was discovered in the Book of Prophecies, an ancient text that described future events to come, including how the world would eventually fall to darkness. This newly uncovered passage would mention someone who could save the world from this fate, the child of destiny. Hailing from Destiny Islands, they would have the ability to connect their heart with another's and in turn feel, share and embrace what the other person felt in their heart. So far, this child hasn't been found, though there are some likely candidates, even if they don't meet all the requirements, such as yourself.

You may or may not ever have been to Destiny Islands, but you do possess the ability to connect your hearts with another. You possess empathic abilities, easily being able to tell others' emotions or intentions just by being near them, though your abilities increase in potency upon physical contact, which should make you someone very perceptive, practically letting you see into the minds of others. Additionally, being with someone for a long time will let you get glimpses of their memories.

Those with knowledge of this prophecy will have high hopes of you being the chosen one, if they were to learn of your abilities. Whether you can live up to those hopes is another matter entirely.

Singularity (600cp):
Deep in your heart you know it, you will accomplish great and terrible deeds in your time here, it's your destiny. Fate, has it designed so you are much more than a bystander, you will be the crux of major events to come. Put aside any notion of you having a quiet life, you will create or become involved in thousand-year-old conspiracies or plots to overturn the normal state of the world. You will encounter heroes or villains of old long thought to be gone, or even train new ones yourself. Secret rituals or objects that can grant you special abilities or ways to power you up will come into your hands.

It won't be an easy road to traverse, but if you manage to keep at it, you will become a powerful and key player in the affairs of this world and the ones you travel to next. Basically, guaranteeing that you will be at least indirectly involved in any major event that occurs during your stay. Whether that is as the side that wants to protect the world, or as someone who intends to destroy it.

Items

You are free to import items you have into the ones you purchase as long as it's appropriate.

Keyblade (Free):

The tool and weapon of choice for Keyblade Wielders, while some can get very fancy this one you were issued is plain and nameless for the time being. It can function as blunt and as an edged weapon, even despite lacking a clear edge. You can also channel magic through it, lending wielders the ability to attack from range or utilize buff and debuffs. As the first part of the name implies, a keyblade is renowned for being able to open or close any lock, from doors to more bizarre things like a rockslide, this working by either tapping the object that needs to be locked or unlocked, or by shooting a ray of light.

To travel the worlds, you have been taught how to open the lanes between, roads that connect the fragmented worlds. These roads are filled with darkness, which is why those who traversed are recommended to wear their armor, and to transform their keyblade into a keyblade glider, a flying vehicle that lets them reach the other end faster.

As you start, you have little practical experience in combat but otherwise know all the basics about using a keyblade, alongside knowing how to open the lanes between. In the future you may learn how to transform your keyblade into a variety of weapons, learn more powerful magic, or create night-unbreakable chains from your keyblade to bind your foes.

Keyblade Armor (Free):

A magical set of armor that you can equip and unequip with a thought, it can help to protect yourself from physical attacks, but it's main function is to protect the wearer from darkness, especially when they are in a place that has a lot of it, like the lanes between. It does not offer complete protection however, spending too much time exposed to darkness will still affect the wearer and even end up with the wearer's heart consumed by darkness. At least it's better than nothing.

Alba & Ater (Free):

A game similar yet very distinct from chess that is popular in Scala Ad Caelum. The rules are...kind of weird and complex but fortunately you know them by heart regardless. This purchase gives you a set to play in future worlds. You're always bound to have a fun time playing, and maybe you will discover new facts about your opponent as you chit chat.

Accessories (100cp):
Sometimes heartless tend to drop special materials or items when they are defeated, especially when either there are a lot of heartless or it's a very powerful one that requires a lot of effort in taking down. These items have special properties that can aid a wielder in minor ways, and sometimes make all the difference in a thought fight. For each purchase of this item, you may pick one of the following. This item may be bought multiple times.

- **Power Belt:** A belt that came out of a defeated mega-shadow. An incredibly large variant of a normal pureblood heartless. This pure white belt increases your physical strength when worn.
- **Spider Web Badge:** Not dropped by a spider, oddly enough. This gold and blue badge appeared after defeating a powerful witch heartless. It increases your magical power when worn.
- **Candy Earrings:** Earrings dropped by a pumpkin-themed heartless. Increases your ability to defend yourself from physical attacks. Aren't actually edible despite their name.
- **Crown of Sweets:** An ornate azure crown dropped by a Jack O'Lantern heartless. Increases your magic resistance against any damaging spells.

Black Coat (200cp):
Early on in your stay you will meet an odd man in a black coat, he will give little details about himself and instead bemoan how inefficient your armors are at warding off darkness. Before departing to who knows where he will give you a black coat much like the one, he wears. As long as you wear this coat you will be impervious to the corruptive effects from darkness completely. Being able to be in places like the realm of darkness for long periods of time with no adverse issues. Additionally, pulling the hood up makes it hard to tell who you are if you ever need to hide your identity.

Scala Ad Caelum (200cp):
Hardly everyone lives in large chunks anymore, so why don't you take part of it with you? You get a handful of mountain citadels composed of white houses and buildings, connected by a tram system. These citadels can house thousands of people, even if they are pretty empty at the moment. In them, you will find everything you need to live comfortably and teach other people about becoming a Keyblade Wielder. Maybe you are the one that can revitalize this slowly decaying place?

Magic Carpet (200cp):
A magical, living carpet that started following you one day as you traversed the worlds, somehow it even followed you back home, so it's more or less yours now. It's naturally curious and playful to a fault, and it seems to be extremely loyal to you. It moves on its own and as said before it is somewhat intelligent. It also possesses the ability to fly and can carry multiple other people on its "back".

Destiny Islands (200cp):
A cozy relaxed island getaway or a prison surrounded by water? You discovered a set of tropical islands existing as their own isolated world, seemingly uninhabited. You will find a simple but cozy accommodation, as well as everything you might need to live for a large amount of time there. Only you know the way to access this world, and even people tailing you will not be able to follow. Even the ever-present forces of darkness will not be able to reach you here.

In future jumps where worlds aren't divided you may choose for these islands to be on the same plane of existence as everything else, just secluded from everywhere and undiscovered by anyone but you.

Charm (400cp):
A gift by a moogle for being such a good client to them, this star-like charm normally doesn't do anything, but if you were to fall in battle you can expend it to come back at full health, as if nothing had happened. If used the charm breaks and you may not use it until your next jump, where it will repair itself. Enjoy your new safety net, but don't go thinking that you are invincible.

Sands of Time (400cp):
A device constructed by the grand vizier of an arid world, that you decided to nab for yourself. It's an ornate looking hourglass. It was made to find those capable of retrieving an ancient treasure, scrying through the land to find them and send their appearances and locations back in the form of a vision. Likewise, by holding the hourglass up and asking it a question, such as "who is the fairest of them all," or "Who can get the magic lamp" out of a dungeon, the hourglass will show you who in the world meets those criteria.

Hades' Favor (400cp):
Hades, ruler of the underworld in Olympus and thus a god of death. You seem to have bumped into him in your travels, and he'd promised a favor if you could win the Olympus tournament and beat his own warriors, the alternative being that you would remain forever in his servitude if you lost. Sucks, to be him, as you bested everyone. In return, once per jump Hades may pull some strings to bring down the soul of a deceased person, letting you have a conversation with them.

Magic Mirror (400cp):
A mirror enchanted by a wretched witch. It reflects not the appearance of the one who looks at it, but instead houses a spirit in the form of a white theater mask inside. This spirit has the ability to answer the truth and only the truth to whatever answer it is asked, though the answers may be cryptic and riddle-like in return. It can be considered almost omniscient, so if one is willing to decipher its answers, they may have the answer to anything that worries them. Alongside getting the mirror you also get a reagent that once applied into the mirror, will make it hostile, sucking up anyone nearby (with the exception of its master) and attack them. If defeated, the mirror spirit will spit everyone back to outside the mirror, but otherwise be fine.

Companions:

Class Trip (Free):
Don't want to leave some of your fellow wielders behind, I see. Well as long as you convince them to join you in your travels, you may take them in as companions.

Friends From My Dreams (100cp):
That said, you may not have been alone before arriving here. With a single purchase of 100cp you may import up to 8 companions and give them a budget of 600cp to each of them to purchase whatever they want. They may not take drawbacks. Alternatively, you may create new companions instead of importing existing ones.

Drawbacks:

χ (+0cp):
The keyblade war was a messy affair to say the least. Some of the important players were swept through time and space, landing hundreds or even more years into the future. Seems like you were one of those people that got time displaced. By taking this option, your actions taken in the χ-series jump become canon to this one, including any potential changes to what was supposed to happen. Old friends may recognize you, or maybe you'll find that you were written about in the history books.

Missing Link (+0cp):
By picking this option you will start around a generation before the events of this jump, back in the blank era. Scala Ad Caelum on its heyday as a bustling society, where different groups of wielders fight and compete over getting memory fragments from other worlds, and eliminate heartless in the astral plane, a place connecting existence and non-existence together. Definitely a place a lot busier than current Scala, though for one reason or another this whole period will end up being pretty much forgotten in the larger scope of history, hence it's name. You will start your journey the day that Xehanort's first master, and the second incarnation of a certain Age of Fairytales wielder, washes up into this world.

Birth By Sleep (+0cp):
Picking this option extends your stay for about 65 years or so, until the Birth by Sleep jump begins.

Late (+100cp):
For one reason or another you will find that you can never arrive at an appointment in time, you will get distracted mid-way through heading there, forget about it until the last minute or whatever excuse you may want to come up with. Hope you aren't needed for something time sensitive.

Nickname (+100cp)
It's not uncommon for people to get embarrassing nicknames when they are young, like say "Tardy fleetfoot". Unfortunately for you, this nickname won't seem to fade out of style, everyone will call you by an embarrassing nickname for the years to come, even those who shouldn't know will somehow find out and call out to you accordingly.

Darkness Is Darkness (+100cp):
It's like hating darkness is in your blood. Anytime the topic gets brought up you get anxious and are prone to making rash decisions out of pure fury. Even to those that are dear to you, if you think that they might be considering that darkness is not a terrible thing, you will lash out at them. Now, if you actually think that they are aligned with it, you will be prepared to beat some reason into them or worse.

His Heart and Mind Are Made Up (+100cp):
You're terribly headstrong. It's very common for you to think that you know better than others, and it's hard to change your mind once you decide on something. Your companions are bound to get annoyed with you as you try to make decisions for them whenever you disagree on something and may even escalate into a fight if things go particularly sour.

It's Official, I'm Lost (+100cp):
I think you have been walking in circles for a while, maybe you should try hugging the wall as you keep moving around? Either your sense of direction is broken, or you just are a very easily distracted person because no matter where you go, you'll find it very easy to forget where you came from and wander off to who knows where. You might think it's not that big of a deal since you can pop in and out of a world with a keyblade, but there are many places that would be much safer if you were in a group, and many enemies who you would be wise to not try and fight them alone. Maybe try to make sure someone gets lost with you, so you aren't alone at least.

The Walrus And The Oysters (+200cp):
Haven't they told you that curiosity killed the cat? Apparently not, since you like to go around sticking your nose in affairs that aren't yours, you will argue with the evil queen even if one of her soldiers is pointing a blade at your throat, you will try to save the sleeping princess, even if you have to face a mighty dragon. You will follow danger everywhere you go.

Chasing After You (+200cp):
There is someone, a sibling or a friend, that you value dearly, they are the light of the world to you, and their heart is exceptionally pure. You can't live without them, but their nature means they'll want to correct whatever injustices they see, meaning that they will jump into danger a lot of times. Just being away from them is enough to make you incredibly anxious and fill your head with the worst-case scenarios. If they actually were to die you would completely break and fall into a terrible despair.

Two Kinds of People (+200cp):
Those whose hearts are full of light, shining brightly with goodness and justice, and then there's you. You feel like you can't compare to those who are naturally good, your heart is tainted with darkness, the light in you only exists to cast shadows. It's easy for you to fall into negative moods, to ruminate on your faults, to compare yourself badly against those near you.

In turn, the darkness in your heart grows stronger, whispering you to give in, to commit terrible acts, even if those would make you fall further into despair. If you don't manage to control the darkness in your heart you will enter through periods in which it takes over, causing chaos. The episodes becoming more frequent until it destroys your life, or you are put down.

Experiencing Someone Else's Life (+200cp):
When you were but a lad you had dreams about having fun with a group of friends, going to trials and adventures, supporting each other in tough times. It's a bond that is etched into your heart. Those friends, however, weren't there when you woke up. You know it wasn't just a fantasy, they were as real as you, and the thought about meeting them consumes you, drives you. It borders on obsession, one that will never ever be fulfilled as you won't ever be able to reunite with them. This leaves a hole into your heart that those around you won't ever be able to fill.

World Battle (+300cp)
It is said by some that the Keyblade naturally attracts the heartless to it, like moths drawn to the flame, that said, what you are going through is a bit ridiculous. You'll bump into a large amount of heartless wherever you go, from dozens up to hundreds of them, all aiming for your life. Most of them will be the weak kind, but even then, with enough numbers they might even best an experienced wielder, let alone someone who is new at this. Not to mention every once in a while, a strong special heartless will come to try and defeat you alongside the waves of weaker ones.

"As If" (+300cp)
Luxu, one of the lost masters of old; tasked with overseeing the world to come while waiting for the one who will become the dark seeker. He has been observing everything in the shadows, and with the ability to possess bodies he has gone under a fair bit of identities as well. Now he seems to think you would make for a perfect new vessel and seems intent in taking your body for himself. He's extremely powerful and dwarfs most wielders in ability, though fortunately he is not one for attacking directly. He will stick to the shadows, try to befriend you with his current vessels, and only strike when he thinks the time is right.

Ending

Ten years or more have come and gone, and you're free from your mandatory stay. All your drawbacks have been lifted and hopefully you settled all your important matters before this moment. This is the final decision you must take.

The End of The Journey: Your days of traveling end and you find yourself back home in your original world, with all the perks, items and whatever more you have collected during your travels.

My New Life: You have decided to make this place your new permanent home. It's a place of infinite possibilities, and also bound to get targeted by some nasty plots later down the line, so here's another 1000cp free of charge so you can buy anything you want.

An Oath To Return: You leave to explore other worlds and possibilities, given the nature of this place, maybe you will bump into some familiar faces later down the line. Good luck in your travels.

Notes

- In case of doubt, fanwank to whatever makes more sense or what you find more interesting.
- For the “Two kinds of people”, drawback. The possible method in which you may control your darkness is up to you, you may try to have friends help ride out your really bad depressive episodes, you may try and bottle up your negative emotions, or find a good avenue to expel them. It’s not going to be easy but how you deal with them is up to you.
- For “Charm”, falling in battle can also mean “falling into unconsciousness” in battle rather than outright dying. Though I get that this might be more valuable to be saved as a possible 1-up.
- Compilation of all the cutscenes/story: https://youtu.be/fqLznB9B8YQ