DIVE TO THE HEART

0.3

A Warehouse Alternative for KINGDOM HEARTS Starts

By JamestheFox

So much to do, so little time...

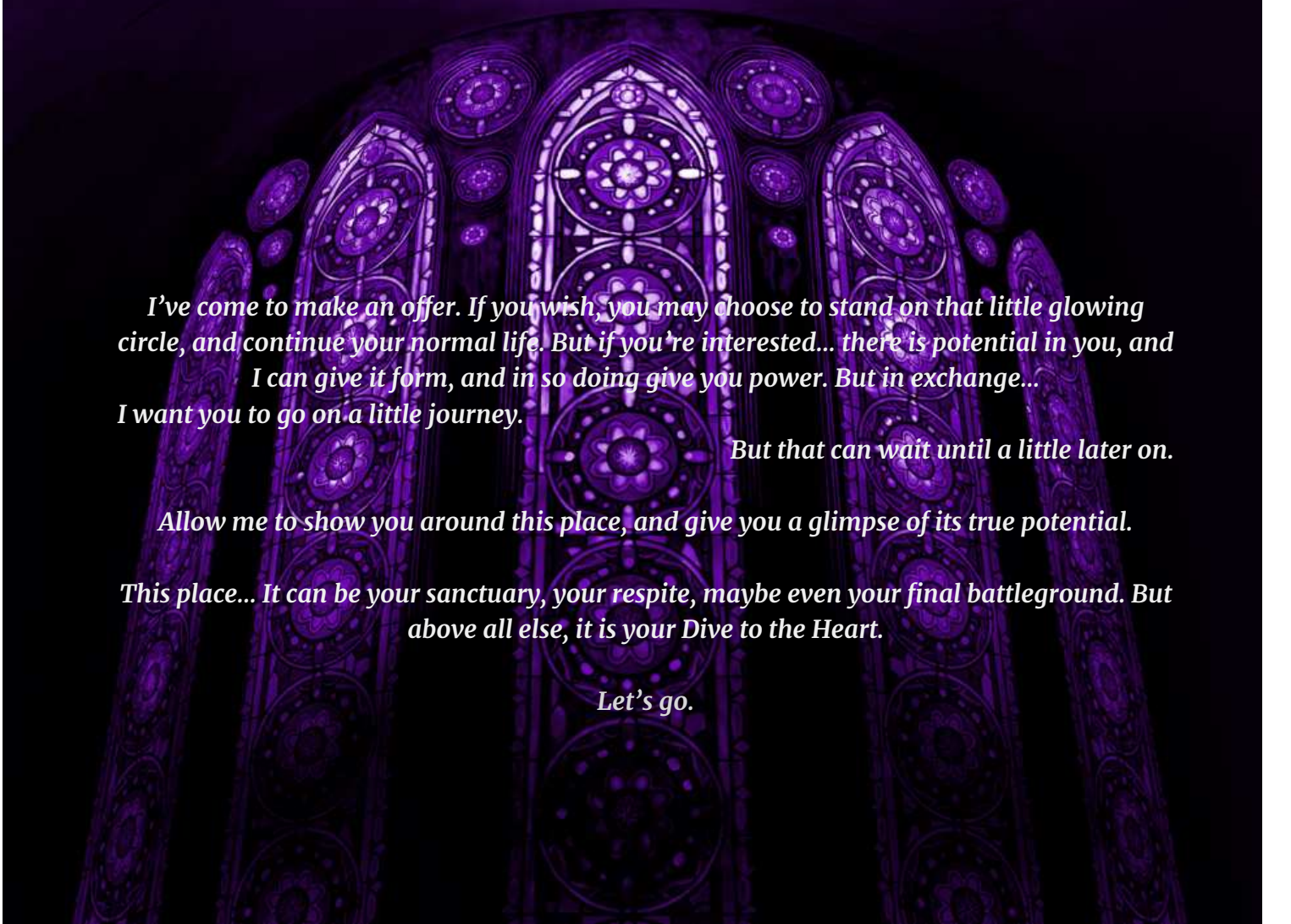
I imagine you're confused.

Maybe you think this is a dream.

Maybe you've never heard of Jumpchain.

Take your time, Jumper.

The door is still shut.



I've come to make an offer. If you wish, you may choose to stand on that little glowing circle, and continue your normal life. But if you're interested... there is potential in you, and I can give it form, and in so doing give you power. But in exchange...

I want you to go on a little journey.

But that can wait until a little later on.

Allow me to show you around this place, and give you a glimpse of its true potential.

This place... It can be your sanctuary, your respite, maybe even your final battleground. But above all else, it is your Dive to the Heart.

Let's go.

Summary

This Warehouse Variant is available on your first Jump. Despite this, its true powers require Warehouse Points (WP). **You receive 0 Warehouse Points to start with** - you must earn them by acquiring Stations and Platforms, or by purchasing WP at a 1:1 rate with CP. Certain upgrades, up to and including special Stations or Platforms, can often also be acquired as a reward for recruiting Companions with specific talents.

It is recommended that you take this Warehouse Supplement with your choice of a KH Jump as your first. The Dive to the Heart is designed to gain benefits from these Jumps, and sometimes to offer benefits to these Jumps in turn.

Known KH Jumps/Supplements:
Out of Context - KeyBlade Supplement V1.03.pdf
Kingdom Hearts Supplements.pdf
Kingdom Hearts χ series.pdf
Kingdom Hearts Dark Road.pdf
Kingdom Hearts Birth By Sleep JumpChain.pdf
Kingdom Hearts JumpChain.pdf
Kingdom Hearts- 358-2 Days Gauntlet (Incomplete)
Kingdom Hearts - JumpChain of Memories.pdf
Folder: Kingdom Hearts

Platforms are pedestals topped with a circular horizontal space that is exactly 1300 square feet. The floor appears to be made of stained glass, though it is surprisingly sturdy. A light glows from within and below, shining through the glass as the brightest source of light in the Station, though *how* bright may depend on the nature of what it represents. There are a handful of different types of Platforms, each of which can be upgraded. Some may be purchased with WP.

- **Platforms of Passage** are your centermost Platforms. They represent Jumps - in progress, complete, or about to be started. One appears in your Dive to the Heart before any given Jump begins. Acquiring one earns you *50WP*.
- **Platforms of Connection** are connected to relevant Platforms of Passage by stained-glass bridges. One appears in your Dive to the Heart each time you acquire a Companion. Acquiring one earns you *50WP*.
- **Platforms of Fellowship** are connected either to Platforms of Passage or Platforms of Connection, depending on who recruited the Followers they represent. Acquiring one earns you 10WP.
- The **Platform of Judgement** appears in the **Station of Detainment**, as a standard entry point for the Station. Acquiring one earns you *50WP*.

- **Platforms of Binding** appear in the Station of Detainment, when you banish enemies to the Station. Each one you acquire earns you a variable number of WP.

Stations are liminal spaces, by default endless dark abysses, with one or more Platforms emerging from the abyss. You generally acquire a new Station by visiting a Jump substantially different from the ones you've visited previously. though some Stations are bought with WP. Regardless of whether you buy them or simply get them for free by some means, getting a new Station earns you 100WP.

You start with the following:

1. **The Station of Awakening** (Your Original Dimension)
    - 1 **Platform of Passage**, depicting your original form and original home. One *White Door* sits at the head of the Platform. In between Jumps, and after you Spark, a *Dive Point* appears at the foot of the Platform, allowing you to return to your home dimension. Be warned that using this Dive Point before Sparking will permanently banish all other Dive Points, as well as The Station of Guidance, from the Dive to the Heart.
2. **The Station of Hearts** (Kingdom Hearts)
    - 1 **Platform of Passage**, depicting a landscape from the upcoming Jump. Two *White Doors* sit on opposite ends of the Platform - one will lead you to the Station of Awakening, the other will lead to the Station of Guidance.
3. **The Station of Guidance** (Jump-Chan's Domain). Unlike all other Stations, you may not modify or customize this Station or the Platforms within. It always looks the way Jump-Chan wants it, and at her whim the White Door leading here may vanish or reappear.
    - The **Platform of Guidance**, depicting your first Jump, and Jump-Chan's preferred form.

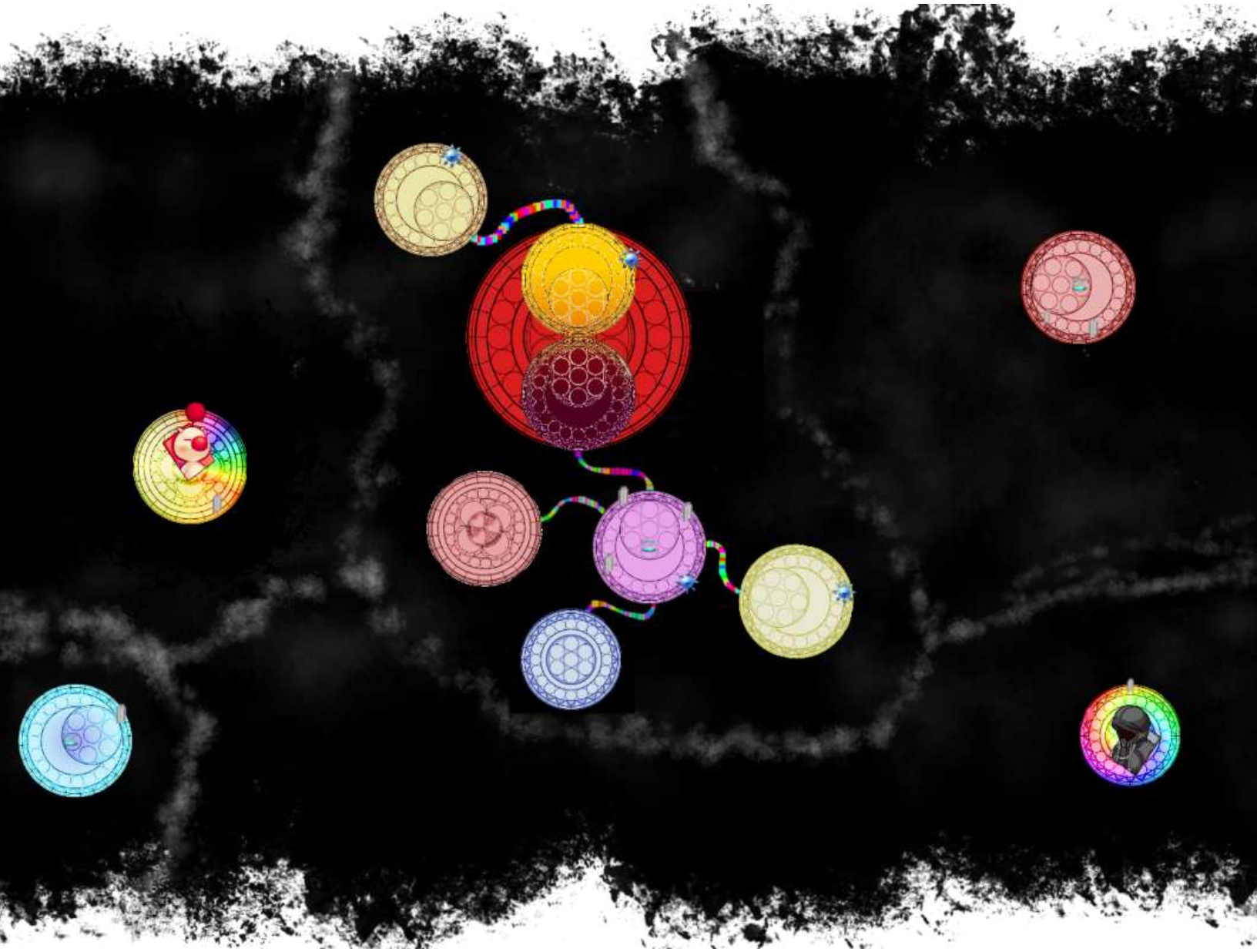
Purchases in the Dive to the Heart make use of a few different currencies, summarized as such:

Choice Points (CP): Known by other names throughout the various Jumps, this currency generally is spent on Perks associated with that Jump, but can also be spent for upgrades here. It is the most common Currency you will find, and can sometimes be converted into the other types of Points.

Warehouse Points (WP): Used primarily to upgrade your Dive to the Heart. At your Benefactor/Jump-chan's approval, you may use your WP to purchase upgrades from other types of Warehouse, or receive WP bonuses from the Drawbacks listed therein. A notable weakness of the Dive to the Heart is that many upgrades, such as Pipes Pipes Pipes or Environmental Controls, must be bought for each Station. Worse, defensive measures that work for other Warehouses are not well suited for the Dive to the Heart.

Key Points (KP): Spent largely on improving your Keychains. You may buy them with CP, and Certain perks in Jumps and facilities in your Dive to the Heart can be used to generate KP with time and effort. As for spending them, there are a handful of Perks here that invest them into certain items, but for fully utilizing them please refer to the Kingdom Hearts Supplements.pdf .

The below image depicts an abstracted map of what an early Dive to the Heart may look like, after one's first Jump (the centermost Station, the Platform of Passage is purple). They have acquired several Companions or Followers, this time, and one of their Companions not only became a Companion Party with another, but also brought along Followers. A few Link Portals are strewn throughout the Station, leading to pocket dimensions containing the Jumper's (or perhaps a Companion's, with certain upgrades) Property. Their Benefactor awaits at the Platform of Guidance (bottom right), while a Moogle Shopkeeper has been attracted by the number of Platforms here, and founded the Station of Kupo (top left). The next Jump's Station and Platform of Passage has appeared, and the Jumper will need to at least visit on their way to the Station of Guidance. Impassable fog divides each Station from each other.



Means of Passage

There are many fixtures that you'll gain access to in this place, Jumper, but arguably the most important of these are logistical - the means of physically gaining access to the others. How do you get from one Platform to the next, let alone between Stations? What of the strange locales you sometimes buy with CP in your Jumps? How do you even get here from outside?

These are the most basic building blocks for getting around, and each has their own rules and the occasional upgrade.

Bridges



(Image from Google Stock Images)

When you acquire more than one Platform in a station, they always connect to one another. Sometimes they may appear perilous to cross, but the nature of the Dive to the Heart means that falling off is hardly a problem. Go forth, Jumper. Keep walking onwards.

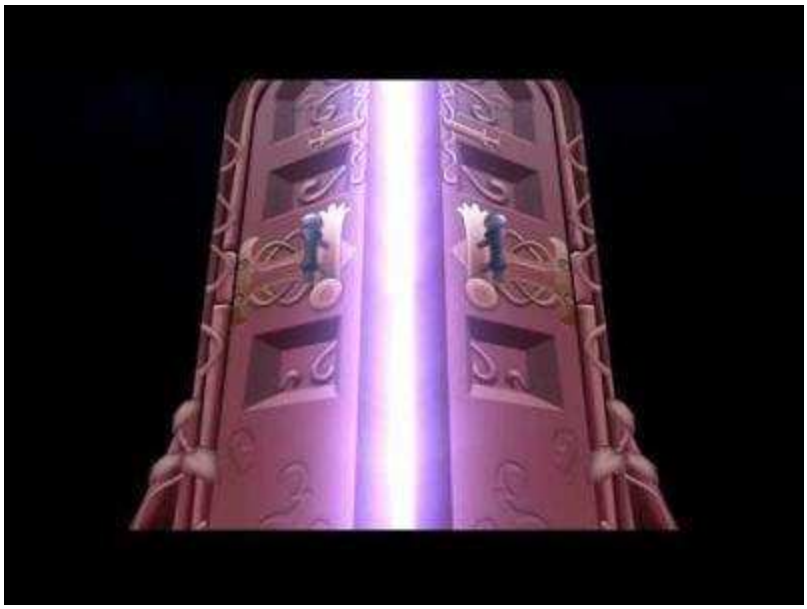
Their design can vary from one Station to another, drawing on the architectural sensibilities of the people from the Station's associated Jumps. However, stained glass is a common material, depicting legends and stories from one world or another.

Often, encouraging words are carved or inlaid into the non-glass parts of the bridge, in the language of those who lived there. The phrase, "May your Heart be your guiding key" is a common refrain.

In addition, Platforms of Passage in the same Station draw close to one another, and become part of a larger whole, inlaying themselves into a larger circle that encompasses both Platforms. Upgrade effects for each individual Platform in this case are shared amongst the newly united Platform, Terrain that normally surrounds the Platform extends from the edge of the larger Platform on its progenitor's side, and fixtures such as White Doors, Portals, and Dive Points remain where they were on their original Platform.

This also happens to Platforms of Connection that belong to Companions who share an Import Slot.

White Doors



(Image of KH1 from KH13.com)

Something of a misnomer, as the color and shape of these free-standing doors aren't consistent. Much like bridges, they incorporate the aesthetics of the Jumps in the Station they're in, and often use stained glass in their design where they can get away with it.

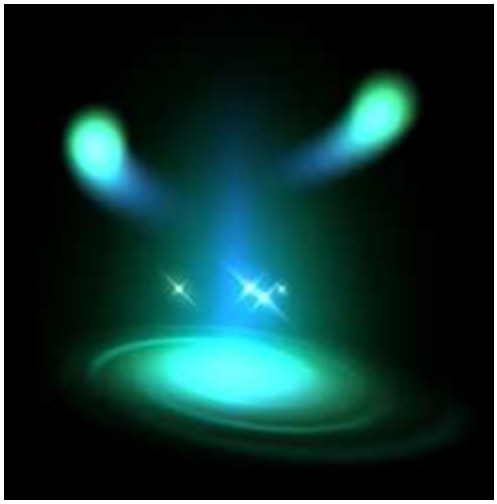
What is consistent, and the cause of them to be named what they are, is the blinding, perfect white that those who open the door are treated to. Be brave, Jumper, and step into the light.

White Doors are the primary means by which one may travel to different Stations. You receive a linked pair for free each time you receive a new Station. You may grip a White Door by its frame and carry it about with ease, even moving them from one Station to another, but at the end of the day all Stations must be accessible to each other via White Door.

When moved from one Station to another, White Doors change their appearance accordingly with the local aesthetics.

Additional pairs of White Doors cost 10WP each, and can be placed anywhere within your Dive to the Heart.

Dive Points



(Image from KHWiki)
This is your most valuable means of transport - the way by which you travel between the waking worlds of the Jumps and the half-asleep world within your Heart. Stand within the shimmering circle, Jumper, look up, close your eyes, and take a deep breath… and you'll dim, vanish, and fade as though you were a waking dream.

Their colors may vary, from green and yellow to black and purple to any combination of colors you can imagine. Sometimes this is merely to make them more visible, but should a Dive Point you've been to before change in color, it is possible it's meant to mark a change in status.

Only you, your Companions, and your Followers may see or use these Dive Points unaided, and your passage through them is guarded by a powerful perception filter. Once shown the path once, however, the world order is broken, and the person you show can perceive your Dive Points and thus enter your Heart at will - and perhaps even show others the way. Guard these paths well.

The first time you use a given Dive Point, it will take you to the connected Jump's fated place for your background or origin. Sometimes, this is a place without a Dive Point of its own. In order to return to the Dive to the Heart, you must find Dive Points placed throughout the Jump. They are usually situated near places of rest and respite, or at important locales (especially ones you own). If you visit a Jump whose source material is a video game that uses Save Points, you'll find that your Dive Points sit almost exactly where the Save Points did.

In fact, if you should happen to find and purchase a Perk that offers your physical Save Points, their unique powers will merge with your Dive Points as well.

Dive Points that you cannot access without a Spark will appear gray and dull, the energy that shapes them moving more sluggishly than normal.

You'll generally find them in a handful of places in your Dive to the Heart. In all such cases, you may lift them off the ground by reaching for their center with a hand and gripping tightly. Until then, they appear in the following spots:

1. At the center of the Platform of Origin, where you started your journey. By default, it is attuned to send you to your house in your original homeworld. Pre-Spark, this one is only active in-between Jumps, and glows a warning red. Know that using the Dive Point in this state shuts down all other Dive Points. Certain upgrades and perks which allow you to temporarily return home for a short vacation exist, and when active turn this Dive Point

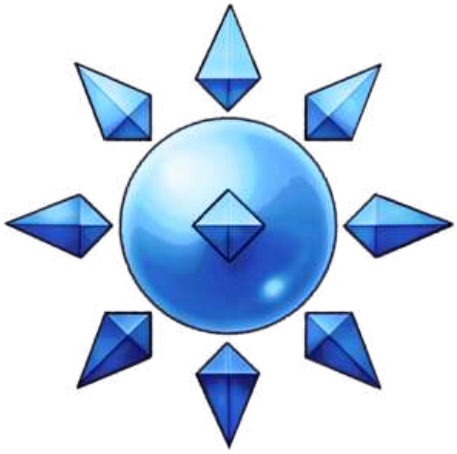
a cool and gentle blue. Upon Sparking Out, it becomes a normal Dive Point, glowing greenish-yellow.

2. On the Platform of Passage for your current Jump, at the furthest edge from any White Doors in your Station. This one will take you back to your current Jump, to the same Dive Point you used to enter your Dive to the Heart (or a nearby one, if something has happened to the space it occupied). The first time it's used, it will place you in the place fated for you by your Background for that Jump. When your Jump is completed, these move to the center of their Platform of Passage, making room for a future White Door (assuming your next Jump produces a Station), but can be grabbed and moved to any other location on the Platform by the Jumper.
3. Sometimes, your benefactor may place a Dive Point at their Platform of Guidance. Like everything else in the Station of Guidance, you're not allowed to move this one yourself. Generally, this serves a similar role to the one in your Platform of Passage, and only exists as a means to begin your Jump without having to take the long walk through five, twenty, or perhaps even a hundred Stations between you and your next Jump's Platform of Passage. Isn't your benefactor a kind and merciful one?
4. In the locales hidden beyond Portals, you may find a Dive Point that leads back to your Jump, if you entered the place from within your Dive to the Heart.

Notably, all of your Companions and Followers may use your Dive Points to freely explore the Jumps alongside you, even if you haven't Imported them. Trust in their strength - after all, your friends are your power.

Link Portals

(Art by [khnyctophiliac](#) at https://kh-stock.tumblr.com/)



These unusual spheres, surrounded by strange floating spikes, can be found in a variety of places both in and out of the Dive to the Heart. Draw close, gaze into the orb, and see a place beyond your reach. A dream? A reality? Perhaps the truth is somewhere in between.

Brandish your Keyblade, Jumper, and take aim. A beam of light from your weapon will fill the sphere, and force it to unfold, revealing its true form - a portal to the place depicted. These Portals open as wide as you wish them to, and envelop you and anything (or anyone) you wish to take with you. Shortly after, you'll be deposited at the Link Portal's twin.

When you purchase a location of some sort that “attaches” to your Warehouse, these Portals are the means by which they do so. By default they appear on a Platform already associated with the dimension you bought it from, but you may pick it up and move it, much like the White Doors and any Dive Points.

Like Dive Points, Link Portals can vary in color, depending on their contents and status. Unlike Dive Points, Link Portals *can* be seen by the local population. Also unlike Dive Points, Link Portals cannot be opened by those without Keyblades. You *have* been only handing those to people you trust, right? Finally, it is possible to create a Link Portal connecting your Properties to your Jumps… once you have a certain CP Perk. Link Portals that cannot be accessed by you (for example, Link Portals whose twin is in a Jump that you’ve completed) appear grey and dull, their spikes missing, and the inside of the sphere is too foggy to make anything out…

The Stations and Platforms

Now we're getting to the meat and potatoes of this place.

In addition to Stations you'll acquire via reaching Jumps that are sufficiently different from the ones you've done before, you'll also gain Stations upon acquiring either a certain number of Platforms, or by gaining a specialized Companion whose skills are enough to upgrade the buildings. Note that Followers won't do - if you want a shop you're gonna need to Export a business tycoon, or a middle manager, or something remotely suitable to the task. The good news is, Companions that assist in this way, here in your Heart, benefit from any stray Perks you may have picked up that line up with the role at hand.

Be warned that during Gauntlets, your normal Dive to the Heart layout becomes largely inaccessible to you. Special White Doors replace your normal array, which connect you to the Station of Awakening, The Station of Detainment, The Station of Challenge, and the Station of Guidance.

Terms for Purchases:
Perk - grants the Jumper a Perk.
Body Mod - A permanent, fundamental upgrade of some kind. Usually applied via a Supplement at or near the start of your Jumpchain. Some Jumps, usually Gauntlets, will restrict you to just your Body Mod… But will often offer the chance to get abilities that can be added to your Body Mod in exchange.
Property - This upgrade takes the form of a location that you access via a Link Portal, and which you can choose whether or not to give physical form within the Jump.
Platform - a purchase that affects a targeted Platform in your Dive to the Heart.
Station - a purchase that affects all Platforms in a given Station, or the entire Station itself.
Dive - a purchase that affects the entire Dive to the Heart.
Upgrade - Adds new functionality to the targeted part of your Dive to the Heart.
Expansion - Makes whichever part of the Dive to the Heart this upgrade targets bigger in some way.
Customization - Lets you change the aesthetics of the targeted part of your Dive to the Heart. Once you acquire this upgrade you may make further modifications at any time.
Free - You may take this for free at any time, even mid-jump.
Mandatory - You must take this at the start of your time here.
Requires/"Free with" X Companion - this upgrade requires or becomes free with a Companion that matches the description of the requirements, either because of who they were in their homeworld or what they've become with CP they've earned. These terms are broader than they appear - a Jailor may be an officer of the law, judge, shrine maiden, and more, for example. The Companion will spend some of their off time in your Dive to the Heart, taking action to maintain any upgrades that are related to them, and while doing so can borrow your relevant Perks as if they were their own. You don't lose said Perks while this is happening, as it's all happening inside your Heart. They don't have to live in the same Station as the Upgrade.

Companion Party - A number of Companions whose connection to each other is as strong as their connection to their Jumper. They share an Import Slot, and each gain the max Choice Points on offer. All for one, one for all.
Fiat - The power to say “It just works that way” to reality, and have reality accept that. Items with this power also are guaranteed to reappear and repair in your care if lost or destroyed.

Compatibility

Supplements that are merged with a Jump do not form their own Platform of Passage - you treat the combined Jump as its own Platform. If you choose to do one of the component Jumps again separately, or merged with something else, that becomes its own Jump and thus its own Platform, likely within the same Station.

Note for Jumpers looking through other Warehouse Supplements:
Upgrades that take the form of Warehouse-wide connected systems can only reach as far as a single Station. Mark this down and cut their cost in half when purchasing them. Rooms from these docs become Property, as discussed below.

If you wish to purchase additional Warehouses, or if you purchase CP Properties from other Jump Documents, they become Attached to your Dive to the Heart, via Link Portal. The Link Portals connected to your Properties are by default appears in the Station connected to the Jump you bought the Property at, while those connected to your Warehouses appear in your Station of Awakening. If Properties appear in the “real world” of the Jumps, a Dive Point will also appear near the front door.

Personal Perks

Jumpchain Keychains (Free, Mandatory, Perk, Body Mod):
You start with a Keyblade, built via the Kingdom Hearts Supplements, starting on pg 20 [search KC].

This Keyblade’s Keychain is an Alt-Form of a trinket of yours from your home. Regardless of whether the object is as small as a lucky die, a beloved doll or action figure, or a piece of jewelry, or as big as a favorite book, a massive blanket, or your motorcycle, it becomes a Keychain you can hold in the palm of your hand.

The Keyblade born of this Keychain has more humble beginnings than those you can purchase in the main Kingdom Hearts Jump (pg 72), possessing only 5KP you can spend only on it, as opposed to the 15 the Supplement offers. You cannot spend KP on the Synch Gear until this Keyblade reaches 15KP. However, this one is special - it grows with you, gaining 2KP for every Jump you complete, for free. Further, it’s added into your Body Mod - meaning that when you are brought down to normal, your Keyblade (in its initial, 5KP form) remains with you.

In addition, when brought into Jumps associated with Kingdom Hearts that do not use the above supplement to design Keyblades, your original Keychain permanently gains any unique properties not achievable through the Supplement - for example, the ability to equip Medals in KHχ.

Finally, you may purchase the Item “Jump’s Keychain” (100CP Each) even in non-Kingdom Hearts Jumps and Gauntlets, and the first Keychain per Jump is discounted! These Keychains are based on the Jump you bought them for.

Optional Ruling: There are many KH Jumps, and each has a Keyblade Option. There is also the Synch Blade Feature on Keyblades. You may consolidate these Perks as such:

Keyblade (Variable based on the Jump):
You obtain an additional summonable Keyblade. This Keyblade get 15KP, and like the Jumpchain Keychain can expand its powers according to the powers listed by the Jump you’re entering. You may choose to instead gain a Keychain for every 100 CP the local variant of this Perk costs.

Synch Gear (4KP): This Keychain is frankly excessively attuned to being used as an offhand weapon… or an off-offhand weapon. You may multi-wield Keyblades, so long as each Keyblade other than your primary one has Synch Gear. In order…

- For one Keyblade, you do not need Synch Gear.
- For two Keyblades, Synch Gear allows you to dual wield as easily as if you were single-wielding.
- A third, fourth, fifth, sixth, seventh, and such other Keyblade(s) with Synch Gear will float behind you, attacking according to your will. Get enough, they’ll behave like wings, even if they can’t actually help you fly!

Medal Carousel (Free for Keyblades after Jumping to KHX)
This Keyblade can wield Medals, as described in the KHX Jump.

Formchange (3/5KP, only after Jumping to KHDR, KHBBS, or by reaching KH3 through any KH Jump)
Your Keyblade now has a special transformation. For 3KP it has a secondary weapon form that has all of your form’s bought traits plus 6KP’s worth more. For 5KP it has a tertiary form that has all the traits you’ve bought for the previous two forms, plus 10KP’s worth more.

Fade To White (Free, Toggleable, Perk, Body Mod):
When you land the decisive blow on a major foe, the world slows down, and all nearby are treated to multiple cinematic angles of your victory as the world fades to white. The world will return to normal shortly after, in time for you to continue whatever you need to do next.

Jump's Keychain (-50CP(First Per Jump, or Discounted)/100CP (Normal) Item):
You immediately receive an extra Keychain for your Keyblade, themed to the Jump you're entering or already in. The Keychain's starting budget is 15KP. For a Discount, this Keychain instead falls like a shooting star into the Jump it's themed to, and hides within a treasure chest only openable with a Keyblade.

Heartsmith (-200CP, Craftsman Companion Discounts, Perk):
Perks that grant the Jumper a new method to upgrade or create weapons can also generally be used to gain 1 KP for a single Keychain through an increasing amount of concentrated effort. For each Keychain, per upgrade method, your first KP earned this way takes a month to gather suitable materials and perform the necessary smithing, synthesis, or other rites to upgrade the item, with each successive KP increasing the time needed by an additional month. Perks and Items that improve such Perks (such as the Blacksmith's Mask from Muramasa) increase the number of KP you can imbue in one use of the Perk, while acquiring a Craftsman Companion . This ruling also unlocks the ability to purchase **Keychain Imbuement.**

Keychain Imbuement (-200 CP, Requires Heartsmith, Discounted with Keyblade Forger from KHχ, Perk):
You have developed a means to grant any item a Keychain Alt-Form. You may grant KP to an item as per Heartsmith. These initial upgrades only take one week per upgrade, and once the item has accumulated 10KP, it becomes a Keychain whose Keyblade retains any special powers of its original form, and you may spend the KP as per the Kingdom Hearts Supplements.

Alright, I'll come along with you guys! (Free/100CP, Perk)
At the end of any Jump or Return Visit a Link Portal appears at your feet, and takes you and anyone you want within 20 feet of you into your Dive to the Heart. You may offer to recruit these characters into Followers. You may of course later upgrade these Followers into Companions. With the 100CP version, your Companions benefit from the same effect, though they cannot convert their own Followers into Companions - only you may bestow that upgrade.

My Friends are My Power (100CP, Perk)
Going forward, you may choose between discounting a Jump's Companion Options, or an equivalent boost to the Companion's CP fund. For example, a Companion that costs 200CP and would start with 600CP can either cost 200-100=100CP or start with 600+100=700CP.

Classic Trinity (Free, Perk):
During the Jump in which you activate this Perk, fate will see fit to give you two allies. They are true friends who will fight alongside you, their bonds with you and with each other deepening throughout the Jump. They become Companions during your Jump, and become a Companion Party - they collectively take only 1 Companion Slot, and each receive full CP benefits, on all future Jumps. You may only take this Perk once across your Jumpchain.

Tres Quintet (300CP, Requires Classic Trinity, Perk):

Much like in KH3, with this Jump your trio has become a quintet! Take two more Companions, and combine them with the Companion Party built in Classic Trinity. Their Platforms of Companionship are added to the Station that the Classic Trinity can be found in, regardless of what Jump you actually got them in. You may only take this Perk once across your Jumpchain.

Seven Hearts to Save the World (700CP, Requires Tres Quintet, Perk)
It is said that 7 lights and 13 darknesses will someday clash. Will the two Companions you're acquiring with this Perk fill out your Guardians of Light? They join the Companion Party formed in Tres Quintet and just like before, their Platforms of Companionship arrive in the same Station. You may only take this Perk once across your Jumpchain.

Unbreakable Connection (X00CP, Perk)
Each time you take this Perk, if you have Companions who are a close-knit team or family (for example, Team 7, Team RWBY, The X-Men, The Addams Family, The Power Rangers, Team Sonic, etc.), you can turn them into a Companion Party. The cost of this Perk is 100CP times the number of Companions being turned into a Companion Party. The relationship needed to use Unbreakable Connection can be formed naturally between existing Companions, over time. If this happens, using Unbreakable Connection will move their Platforms next to each other, even if it puts one of them in a Station they're unsuited for (for example, if Phoenix Wright in the Station of Justice became best friends with Princess Zelda in the Station of Heroes, you must move Zelda to the Station of Detainment or Phoenix Wright to the Station of Heroes).

Reality Shift (-100WP, Perk):
Twice a day, you may place an unattuned Link Portal anywhere within 10 feet of you. If you have two unattuned Link Portals, you may connect the two to each other. You may instead destroy any pair of Link Portals, once a day.

In addition, if you are near a Link Portal, you may summon forth an object that is 30 feet from its twin, placing it 30 feet away from you. There is no size limit for the summoned object.

Attractionflow (-200WP, Requires Reality Shift, Perk):
You can summon forth a phantasm of any vehicle stored in your Dive to the Heart or Attached Properties, immediately moving as many of your nearby allies into the vehicle as possible. The vehicle's aesthetics are adjusted to those of a theme park parade. In battle, this vehicle may only remain for a minute, but can mildly defy physics to fight according to your will. Out of battle, this vehicle will last until you go to sleep, dismiss it, or encounter a combat scenario.

My Summer Vacation (-100WP, Perk):
You may, at the end of each jump, take 40 Standard Earth Days off before entering your next jump. Wander your Dive to the Heart, check in on friends. Relax. You may end this Vacation early by using the Dive Point that represents your upcoming Jump (make sure you finish your Build first!). Dying in this period is still dying and will burn a 1-up from the jump you just finished if possible, then from the next jump if available.

Second Visit (-100 WP and My Summer Vacation, Perk):
This upgrades your Summer Vacation so you can now return to any world you've ever jumped to for the duration. This does not extend the time between jumps, nor does this count against or for other Vacation or Return Options.

My Hero! (100CP, Perk)
Should you find yourself needing to spend an Extra Life, you may choose instead to spend two (if you have any). If you do, one of your Companions within your Dive to the Heart will mysteriously arrive on the scene, and continue the battle in your stead for 5 minutes. They cannot defeat your opponent for you, but they can do damage and even convince them to flee. Whether your Companion is defeated or triumphant, they'll revive you to full health before returning to the Dive to the Heart.

General Upgrades/Properties

These upgrades can be purchased and applied to almost any of your Stations and Platforms.

Oh Baby, Don't Go (Free, Mandatory Dive Trait)
If you fall off the Platforms into the abyss below, you'll soon find yourself falling towards the Station from above. Don't try to understand it - how can we even know if this is real or not?

First Breath (Free, Dive Upgrade):
The band finishes their warmups, the maestro taps his baton on the podium, and the music… *begins*.

Each person within the Dive to the Heart may hear ambient music, as though from within the same room. The music trends towards Kingdom Hearts' more orchestral tracks, but is seamlessly modified by the circumstances of the listener. Leitmotifs of the settings and people in each Station are masterfully blended to the music playing, and traveling from one Station to another may see one band carefully pass the baton to an entirely different band. Traveling from a Wild West-themed Station to a Sci-Fi Station may see the country singer covering Simple and Clean gracefully give way to a techno and trance remix. And should the listener grow weary of the music, the band eases away, to return when next the listener is in the mood.

If you have a Musician amongst your Companions, they may lend their talents to this upgrade.

Shine Your Light on Me (-50 WP, Dive Customization):
Getting tired of the same dark abyss? This lets you replace it with a skyline based on the Jumps in each Station. Day and night now progress over time! Illusory landmarks from the Station's associated Jumps sit forever out of reach.

Starshowers (-100 WP, Requires Shine Your Light on Me, Station Upgrade)
Occasionally at night, the skies open up, and stars fall from the heavens. How is it doing that inside your Heart? Maybe… don't worry about it. These falling stars are a sight to see, and will never damage any of your Platforms.

Moment's Reprieve (-25WP, Dive Trait):
Chairs? Beds? Do we really need them? With this upgrade, those in the Dive to the Heart may at any time lean back in place in a "trust fall," and find themselves caught by a mysterious power. The power cradles them in the most comfortable position for their body and sitting type. If they doze off, the power adjusts further for their sleep style, giving them about as peaceful a rest as they can get in a place with no privacy. They'll float in a reclined position until they wish to get back on their feet, at which point the power eases the process.

Terrain (-50WP, Platform Expansion):
Earth and stone rises from the depths, crawling up a Platform of your choice and creating a landscape. You get 500sqft of earth that rises from the abyss below to anywhere between 30 feet below to flush with the Platform's surface. Shelves and other fixtures associated with the outer edge of the Platform are magically transposed to this new mountain's outer bounds. The earth is fertile and capable of supporting life. You may take this upgrade a second time to further expand the effective size of the Platform.

Aquaculture (-50WP, Platform Upgrade):
A spout pokes out from anywhere on your Platform, and water flows freely into the abyss… or onto your Terrain below it. This dreamlike water is dappled with a strange light, and provides both water and sunlight for any plants it washes upon. It tastes like smooth vanilla. If you have Sea of Dreams in the Station, Aquaculture produces the liquid that comprises the Sea of Dreams, unless it's being used for Firth By Sleep.

Venting (-50WP, Station Upgrade):
Gentle winds blow over the Station, somehow carrying seeds upon the wind. The seeds are of a relatively mundane type… or rather, they are for one of the Jumps in the Station. If you have Terrain and Aquaculture on the same Platform, randomized plantlife from the Station's Jumps will grow on the Terrain.

Firth By Sleep (-100WP, Requires a Botanist Companion, Requires Venting and Aquaculture, Platform Asset):
The breeze is blowing, light-bearing rivers are flowing… with the help of a farmer, florist, or botanist, you could cultivate this Platform into quite the farm of exotic plants. To assist in this endeavor, your Botanist automatically benefits from any powers belonging to you or your other Companions that can fertilize the earth, discern rare and valuable plantlife, and grow it.

Rising Tides (-200WP, Requires at least 100WP in water-producing upgrades in the Station. Station Modification):
Water rises from the deep abyss below the Station, rising to within one foot of the lowest horizontal surface in the Station. One cannot drown in or be damaged by this water in any way, and if one were inclined to swim down to 6000 feet deep they will eventually find themselves pulled down further and faster, out of their control, until they reach 13,000 feet, at which point they find themselves cinematically falling headfirst… towards the Station from above. A similar effect is in place in all horizontal directions - go too far in one direction, and you'll find yourself approaching the Station from the other side. With certain dimensional navigation perks you might be able to make your way to another Station.

With Venting, this water can now produce waves. Care to go surfing? In addition, Venting causes any Terrain in the Station to develop small beaches and coves, with suitable plantlife. With Firth By Sleep this plantlife can be curated for rarity and use.

Sea of Dreams (100WP, Requires Rising Tides, Station Modification)
With a twist of your will, the dreamlike water becomes lava, or coffee, or smoothie, or liquid candy… Upon taking this modification, all spouts and other water sources in the Station are replaced with a single other kind of fluid-like substance of your choice. For reasons unknown to you, despite being entirely functional otherwise, these liquids still cannot harm you, your Companions, or the many Followers in any way.

The liquid turns to normal water if taken out of your Dive to the Heart.

Ex Nihilo (300WP/1000WP, Requires Sea of Dreams, Station/Dive Modification)
The liquids produced by your Sea of Dreams no longer revert to water outside of the Dive to the Heart. So long as you believe, they retain their normal qualities. Be warned that once outside of your Dive to the Heart, these liquids *can* harm you. For a one-time or cumulative expenditure of 1000WP, Ex Nihilo applies to all of your Seas of Dreams.

Rising Peaks (-100WP, Requires at least 1000sqft of Terrain, Platform Expansion)
The earth rises higher, reshaping itself as it surpasses the height of the Platform next to it, becoming a small mountain with a small plateau near the top. With Venting, plantlife from higher elevation biomes begin growing here. You can make this mountain bigger still by taking this upgrade again, but you'll need an additional 1000sqft of Terrain attached to the Platform to make it work.

Dark Depths (-100WP, requires Rising Peaks and at least 1500sqft of Terrain, Platform Expansion)
Caves open up in the earth near the Platform, going deeper, deeper, *deeper*… with Venting, common underground plantlife from the Jumps in the Station begin to grow here. With Firth By Sleep, these plants can be curated, with rarer and more useful varieties becoming available for harvesting.

Glimmering Depths (-300WP, requires Dark Depths and a Miner Companion, Platform Upgrade)
There's gold in them caves! That and other valuable materials that normally lie buried in the earth of the Jumps local to this Station. They appear to be as endless as the tunnels themselves - depleted shafts regenerate their contents every 10 years, or over the course of a Jump, whichever is shorter.

Meteor Falls (-100WP, Requires Starshowers in the same Station and Rising Peaks, Platform Upgrade)
The skies continue to fall, though now they're a biiiiiit close for comfort. Still, they aren't hurting anyone, and you're finding rare materials from the Jumps connected to this Station embedded in the nearby mountain… plus there's these strange, sticky materials. You gain rare resources

that normally fall from the skies of the Station's Jumps once a month, as well as Gummi Materials, which have a variety of uses.

Battlefield Containment (-50 WP/100WP per purchase, Platform Upgrade):
Battles in the Mind… or rather Heart are surprisingly common across the multiverse, and when your Warehouse is inside your Heart, the stakes of such fights are significantly higher. This Upgrade may help with that. When a fight breaks out within the same Station as the Platform you gave this Upgrade to, it acts to contain the battle. Combatants are teleported to the Platform you give this upgrade to, all forms of transportation away from the Platform (Bridges to other Platforms, White Doors, Dive Points, Reality Shift Gates, etc.) temporarily vanish, and an impassable barrier appears 50 feet from the edge of the Platform.

The barrier is impassable from the inside, but can be entered from the outside by allies.

For 100WP, noncombatants, valuable items, and upgrades on the Platform are temporarily hidden away while Battlefield Containment is up.

Storage (-50WP, Platform Upgrade)
A treasure chest appears on the Platform. It's noticeably bigger on the inside - a chest the size of your head on the outside might turn out big enough to carry three small puppies (but *why!?!?*). You may purchase this upgrade again to get additional chests, or to double the external size (and triple the internal size) of an existing chest each time.

Pedestal of Power (-50WP, Platform Upgrade)
There's power within you, if give it form, it will… wait where's the form? These pedestals are familiar to you, somehow. Items placed atop them will float with as much grace as if they were meant to be there.

Decor of Memories (-50WP, Platform Upgrade)
The magic of this place is astounding… but sometimes you just want a little taste of the normal. Creates additional mundane fixtures upon your Platform. Benches, Streetlamps, Tables, Hot Dog Stands, and other public spaces. All fixtures draw from the memories of those who call the Station home. Light sources shine the same color as the stained glass of the Platform they're on. Facilities are by default not manned - you'll need to get your Followers to take care of them.

(Not So) Stranded Beyond (-300WP, Can only be bought once, Attachment)
By default, Companions and Followers that perish find themselves back in your Warehouse two days later. But the borders between sleep and death are hazy - you may have accidentally tripped over the line once or twice in your time here. But now you know how to cross it on demand, reaching the Final World - the absolute border between life and death. Your Companions and Followers immediately appear here whenever they die, allowing you to debrief them. They are still unable to return to the Stations, other Attachments, or any Jumps, until two days have passed since their fall, but this place makes a good resting ground. Those who are

not your Companions or Followers occasionally pass through and linger the Final World on their way to the afterlife, and can be spoken to - allowing you to glean valuable intel from them. Finally, if you perish and have extra lives, you may choose to respawn in the Final World rather than wherever you normally would.

I Won't Let You Go! (Variable, Requires (Not So) Stranded Beyond, Perk)
You may invest CP into this Perk, with no cap. When a non-Companion/Follower perishes, you may spend 200CP from this bank to stop them from passing through the final border between life and death, catching them in the Final World. From here, you have a chance to convince them to join you, and become a Companion. Should you succeed, they will be returned to life two days after they join you.

The Station of Awakening

(+0WP)
Your very first Station. This Station is directly connected to your homeworld, but more than that, it's directly connected to **you**. As such its potential is extraordinary. Jump-chan can take your Perks. She can take your Items. She can cut you loose from everything you know. But this Station's Unique Upgrades are part of your Body Mod, and every step forward is a step closer to home.

Platform of Origin(+0WP)
The place you started your journey. This place has the Dive Point that may someday send you home.

You Can Always Come Home (-50WP, Property)
A copy of the place that you called or call home, from the real world. A Link Portal to it appears on the Platform of Origin. The pocket dimension version extends to 50 feet beyond the outer border of the house's recognized property line.

My Heart's Descent (-100WP, Platform-M)
When using a Dive Point to enter your Dive to the Heart, you may choose to arrive at the Platform of Origin, instead of at your Jump's Platform of Passage.

Hands off! (-200WP, Dive-M)
If a fight is happening in your Dive to the Heart and you are standing here, you may forcibly teleport all hostile opponents to the Platform of Origin. This is done simultaneously.

Rage Awakened (-3000WP, Platform-M)
They thought that they could sneak in here and take from your heart.
That they could bind you.
That they could destroy you.
That they were above form.
They thought ***wrong***.
Any enemy that directly attacks your Heart, through external effort or via infiltrating your Dive to the Heart, triggers Hands Off! and is brought to the Platform of Origin. Further, any such foe is made to have a form if they did not have one before. The form may be monstrous. The fight that ensues might be impossible for you. But at least it will be a *fight*.

There is But One Sky (-3000WP, Platform-M)
The Benefactor thought she could contain you here, knowing all she does about Hearts and Connections? Phah! This is the seat of your power. So long as you are standing on the Platform of Origin, *all* of your Perks are considered part of your Bodymod (your Items, not so much) and are available to you even in a Gauntlet.

The Station(s) of Jumps

(Automatically acquired when you gain a Jump that is thematically distinct from any previous Stations. +100WP Per Station)
These will be your most common Stations - you generally get one when you visit a Jump that is distinct from those you've visited before. The Station's name and what the overarching theme of the Station may vary, determining what Jumps are represented by this place. You might end up with a Station of Justice that houses various Superhero-themed Jumps, or perhaps that Station is reserved for courtroom dramas?

Platform of Passage(Automatically acquired when you gain a new Jump, +100WP, Platform)
The Platform that represents a Jump, past or present. If it is the first Platform in the Station, it comes with two White Doors - one to the next Station, one to the previous. It also by default has a Dive Point to travel to the relevant Jump.

Platform of Connection (Automatically acquired when you gain a Companion, +50WP, Platform)
A Platform that represents one of your Companions. This is their little slice of your Heart, and upgrades you make here can be personalized by them. Perhaps consider getting them some creature comforts?

Companion Parties bring their Platforms of Connection together. This does not technically change the number of Platforms, but certain upgrades automatically apply to all members in the Party.

Platform of Fellowship (Automatically acquired when you gain a Follower or group of Followers, +10WP, Platform)
A Platform representing a category of Followers. Its size is notably varied, as some Follower purchases can be significantly more than one person. That said, whether the purchase was one person or a one million, this Platform only counts as one towards your total. That said, quality of Life upgrades for these places grant their benefit to everyone associated with that Follower Party. If you buy your Follower Party a Memory of Home, every Follower in that group will be able to access their own home.

Memory of Home (-50WP, Property)
A copy of the place that one of your Companions called or calls home, from any Jump that they've been to. A Link Portal to it appears on the Companion's Platform of Connection. The pocket dimension version extends to 50 feet beyond the outer border of the house's recognized property line. If you purchase this while still within the Companion's home Jump, for the rest of the Jump this will be a Link Portal directly to their real home, in their bedroom, though the Companion may pick it up and move it as they wish within the confines of their home.

Garden of Assemblage (-1000WP, Property, Special Requirements)
In Radiant Garden, hidden behind a deep cavern, Sora found a room filled with quite possibly the ultimate challenge. 13 of his greatest opponents, recreated from data, and enhanced to absurdity. For his triumphs against them, he was given items that boosted his abilities.

This Garden of Assemblage functions similarly. In order to even qualify to receive one, you must encounter 13 different, but similarly themed opponents across all of a single Station's Jumps. Enemies with similar backstories, goals, motives, fates, loyalties, or even just fashion.

Upon qualifying for and paying for it, a Link Portal appears in the relevant Station. On the other side, the Garden of Assemblage becomes active, and Data versions of each of the 13 opponents await challengers. Each and every one of them are scaled up to three times the power of the strongest member of their cohort.

Anyone may challenge the Garden of Assemblage, but they must do so alone. Defeat will not result in death, but it will hurt, physically, mentally, and spiritually, and leave the loser exhausted for 7 days. Do not go unprepared.

For each Data Combatant defeated, the winner gains 100CP for the Jump that the Data Combatant's original self came from, and one of 13 themed accessories. Fighters cannot receive CP Prizes or accessories from defeating the same Data Combatant a second time.

The Station of Guidance

(+0WP)
This Station, and its similarly named Platform, is the contact point for your Benefactor. Be their name Jump-chan, Hikari, Minnie Mouse, or some other name, they generally wait for you here in between Jumps, that you might prepare your Build.

During the process of selecting your build, your options will manifest around you here. The exact form they take may vary, from small pedestals hoisting symbols of each Perk, Item, and Drawback into the air to an array of crown-shaped cards of varying colors, to something more in line with the upcoming Jump's setting.

You do not control the form this Station takes - your guide through the Jumps decides how many Platforms this Station has and what they look like, what items and amenities are available, what the world around the station looks like, or even when or if you can come in here at all.

With a pittance of WP, your Benefactor can apply certain modifiers to your future Jumps…

World Order (-300WP, Perk):
In Kingdom Hearts, it's considered important to hide where you came from, when you're visiting other worlds. Sometimes, you even need to change form entirely to be able to even navigate the world. With this instated, you get a big boon for that. In universes where Species options don't line up with their original origins (for example, if you're a human in a world of toons/ponies/monsters/etc.), all of your Companions and Followers may select a single Species/Origin from that world, and make it an Alt Form, gaining any Free Perks involved.

Highschool AU (-200WP, Perk):
If and when you find yourself in a Jump that primarily spends its time in school, you may Import any and all of your Companions as students and staff for that school (or for that school's rivals). They receive any free Origin appropriate to their new role, but unless you specifically spend CP to Import them they do not receive CP.

Jumper, Dinner's Ready. Jumper? (-200WP, Perk):
Jumpchan gets it, your heart aches for those you left so long ago. Your parents are waiting for you, back on your homeworld… but maybe waiting isn't good enough. With this Perk you may bring any family members you wish to, past or present, to your Dive to the Heart. They appear in the Station connected to their home Jump (your family from your original world appears in the Station of Awakening), and are invited to become Followers. If they agree, they gain a Platform. Despite not being Companions, if you select a non-Drop In Background, your family gains that same Background and joins you. There are no limits on this - the details might get murky, but family is family, even and especially if it's extended.

You or they may toggle this effect off for a Jump, if they'd rather stay in the Dive to the Heart for a Jump.

You can upgrade them into Companions, and turn them into Companion Parties. This does not change your ability to share your Background and follow you into a Jump.

The Station of Kupo

(Requires 7 Platforms or a Merchant Companion, Station) (+100WP)
"Consider me… a Jump-chan in training, Kupo!" Having spied an opportunity for omniversal business, a mysterious Moogle styling themself after your Benefactor (almost to the point of parody) has set up shop, buying and selling a wide variety of goods from the Jumps you've been to before. They've set up in a Station and dragged any merchant-folk you're carrying (and their Platforms) along with them. The Moogle Shopkeeper has become a Follower…

Platform of Commerce

(Platform, Free with the Station of Kupo, +50WP)
… and they seem to have made themselves at home. Every day he's begun offering different items, many of which you've seen elsewhere in your journey. It is now easier to gather Materials for crafting of any kind.

Moogle Shop (-300/-600WP, Platform-A)
"We have our ways, kukukuuuuuu…po!"You may spend CP acquired to mail order Items from any Jump you've completed, regardless of where you got the CP. These items are undiscounted, and normally free items cost 100CP. Unfortunately, for all the Moogles' energy it tends to take the rest of a Jump to actually get the item. For 300 more WP, it only takes half a Jump. In addition, the Moogle Shopkeeper has set up holograms in each of your Jumps through which it can do business. These are usually next to the Dive Points.

Kupo Deals! (-250WP, Platform-A)
"You gotta get it while it's kupo-hot!" Every Jump, the Moogle shopkeeper selects a random item from your previous Jump Docs, and offers it on Discount, just for you. The deal won't last long, though, so get it before it's gone! You may build this upgrade as many times as you like, adding to the number of items you can purchase on discount from the Moogle shopkeeper.

K-Kupo Quests…!? (Requires a Thief Companion. -100WP, Platform-A) (+50/+100/+300CP)
"Ku-Keep it on the down low, Jumper-po." Before each Jump, a mysterious Moogle in a Black Coat leaves a whispered kupo in your ear. "Get me this, and don't ask any unkupo questions. I'll make it worth your while." The exact value of what this kook seeks tend to correlate directly with how dangerous (and possibly illegal (and possibly Jump-ending)) getting the merchandise is. Roll 1d4 to determine what kind of item they want…

1. +50CP for items that are fairly cheap and easy to supply. Flowers found only in Hyrule during a certain era, a few tons worth of common Potion Ingredients bought from Diagon Alley, a horsecart a year of Iron specifically mined from somewhere in Skyrim.
2. +100CP for conventionally valuable, and perhaps somewhat worrying items. A full cart of Diamonds from the Dwarves' mines, dragonhide.

3. +200CP for items that might actually be annoying or obtrusive to your other goals for you to get. Both pairs of Light Speed Shoes that Sonic canonically picked up, a Master Ball.
4. +300CP for items that will actively get you in trouble with the locals to grab and make you question your own morality. The Master Sword, one of Voldemort's Horcruxes in mint condition, Ash Ketchum's Pikachu.

Any commissioned items brought to the black-coat Moogle vanish, never to return.

My Heart has *Wi-Fi?* (Requires an Inventor Companion, -100 WP, Station Upgrade):
Perhaps it's some kind of connection between the Datascape and the Realm of Sleep, but apparently yes, your Heart has *great* Wi-Fi. Each Station you purchase this for can connect to the local internet (or equivalent) of the Jumps within, even after you've departed. If a Jump does not have internet, your computers instead connect to… *something* in the Realm of Sleep, which allows rumors and lore to keep pouring in.

Gummi Phone (Requires an Inventor Companion and a source of Gummi Materials, -200WP, Item)
"Kujumpo-Mog can keep you in touch with everyone, Kupopo!" The Moogle Shopkeeper has begun providing you and your Companions with special phones made of unusual materials - supposedly the same kind of materials as what some kind of otherworldly rocket uses. It's hooked up to something called the Mognet, and your facilitator has assured you that if your new phone breaks, a new one will be delivered within the week, ~~or else~~. Their battery life is impressive, and they recharge onIt also has an app stuffed to the byte with retro LCD games featuring you and your Companions on it.

The Sham (-100WP, Item)
Outrageous! The Moogle Shopkeep has begun selling your Companions and Followers knock-off Keyblades. They have none of the powers or abilities of the real thing - they're basically props. But somehow they can still be used to open Link Portals (and even a handful of your other personal dimensions, if applicable). At least there's that.

Jumpchan Coin (Requires a Thief Companion. -50CP, Purchasable once per 1d8 Jumps, Item)
A mysterious coin with your Benefactor's symbol has made its way into the Moogle's shop. In other news, your Benefactor has been running all over the place like her head's come off. "You need fiat? I can get you fiat, Kupo." You may provide one of the items you acquired with fiat-backed protection.

The Station of Artistry

(Requires 20 Platforms or a Designer Companion, Station) (+100WP)
A mysterious blonde girl in a black coat is brought to your Dive to the Heart by your Benefactor. She calls herself "The Artist," and offers you a deal - let her hide here and become a Follower (no more, no less), and she'll use her designs to support your journey. What does she design,

you ask? Why, reality, to an extent. Fate. Memories. The person you are. And clothes, I suppose. Any Designer Companions, those artistic types, that you've acquired will hit it off with her and, taking their Platforms with them, follow her to the Station she's put together…

Platform of Tapestry

(Platform, Free with the Station of Weaving, +50WP)
… where they've put together a clothing store, of all things. The stained glass here is… incredibly abstract, and hard to pin down as a location or object. For a pittance, the fashionistas here can take any outfit they see and make a new variant of it. These seamstresses benefit from any crafting-enhancing Perks found in your Dive to the Heart that would improve the clothing they make, and they can with time mimic any enchantment they find on clothing you bring them.

Their clothing designs tend to reflect the Kingdom Hearts aesthetic, though each Tailor you bring aboard can share his or her style, too.

Avatar Board EX (-100WP, Platform Upgrade):
Do you wish to change yourself? To step out of your own shadow and become the best version of you you can be? The Artist has been there before. That's why she's offering to help you. If and only if you haven't already run through the Body Mod, or a similar Supplement, you do it now.

Afterwards, if one of your Companions haven't already done a Body Mod, they may run through the Body Mod Supplement you've already used. If you have Perks that are part of your Body Mod (such as Jumpchain Keychain) that are obtained outside of a Body Mod's Supplement, the Companion gains one such Perk. She can only do this to one person every year. While you can't redo the Bod Mod supplement this way, Companions may return to her in future years to get additional Body Mod Perks of yours.

Premium Board (-100WP, Platform Upgrade):
Perhaps it's not enough to just improve on yourself. Maybe you want something one of your allies have that you didn't get the chance to pick up. The Artist smiles. She might have just the thing - a list of special Avatar Boards, based on each person in your Dive to the Heart. Once per Jump (or once every 10 years), The Artist can use one of these Templates to give you or one of your Companions an Alt Form possessed by someone in the Dive to the Heart, if the user doesn't already have that Alt Form. Turn someone into a Biju, or a Toon, or a Supermutant, or a Pony, or… the possibilities are of course as endless as the variety of connections you've made.

Two Become One (-300WP, Dive Upgrade):
You'll be traveling across quite an expanded multiverse, and it's entirely possible that you'll meet other versions of people you know… people you trust… But they won't know you. And it's just…

a lot to get memorized! So let's do away with that. We'll weave together the fates and memories, and…

When entering a Jump for the first time, if the Jump is one that has an alternate version of one of your Companions, you may merge the two versions into one. Their memories and spirits are merged together, and your Companion gains their counterpart's appearance as an Alt Form, for free. You still need to properly Import them if you want them to have any extra CP, though, and this merger is permanent, so think carefully about whether you want this.

Melody of Memories (-500WP, Requires 1 Musician Companion, Platform Upgrade)
Hark! Hearken, says the Artist, for even as the singer weaves their words into song, the Artist weaves your memories into the melody. As you heed her, you find yourself remembering your past adventures, and your past choices. Once a Jump or once every 10 years (whichever comes first), you may refund one of your Perks, and regain the CP you spent on it, to be used on any other Perk from the refunded one's Jump. If you have acquired Backgrounds similar to the ones available to you in that Jump, you may treat those Backgrounds as taken for the purposes of getting discounts.

Platform of Melodies

(Platform, Requires the Platform of Tapestry and Melody of Memories, +50WP)
As though called by the music, a girl falls into the Platform of Tapestry. She remains unconscious, and The Artist seems to recognize her. This girl - the Dreamer - looks differently from the girl The Artist knew - older, rougher - but she is indeed some version of the same girl.

Something about the girl's state resonates with this world, and a Platform appears for you to let her sleep. She does not wake, but she does not need to wake to help you out. You need only ask.

Harmony of Hearts (-100WP, Requires First Breath and Platform of Melodies, Dive Upgrade)
Your Companions and Followers already joined you as a result of their connection to you, but something about The Dreamer's state carries across the Dive to the Heart, carried by the music of your heart, naturally aiding in deepening the friendships between those within. This applies not only to Companions and Followers, but to any within your Dive to the Heart, aside from those bound in the Station of Detainment.

Rhapsody of Reconciliation (-100WP, Requires Harmony of Hearts, Dive Upgrade)
The Dreamer's connection to this place deepens, and the song your heart sings now even draws former enemies closer together, breaking down barriers and building common ground.

Timeless Tune (-100WP, Requires Platform of Melodies, Property Upgrade)

The Dreamer's memories contain experiences with alternate dimensions that twist the flow and nature of time. With a dreamy sigh, she applies that nature to one of the pocket dimensions you own. Though the wind seems to blow, the skies seem to change with the coming of day and night, and the world seems to go on, those within this property will not suffer the effects of the flow of time - living things won't age, and nonliving objects won't decay.

As a strange result of this, time spent in the affected Property does not count towards the time you must spend in a Jump. Whether this is a good or bad thing is a matter of perspective… Goodness knows your Benefactor might get bored watching you muck around in there for too long.

Off Tempo (-200*# of Purchases WP, Requires Timeless Tune on the Target Property, Property Upgrade)
The Dreamer twitches in her sleep, and the flow of time in your property's pocket dimension has become out of sync with the world beyond its borders. When purchasing this upgrade you may decide which way this effect leans, making time slower or faster within your Property. Each purchase on a single property doubles in price, but also doubles the power of this effect - the first may make each second inside the Property become two outside (or vice versa), the next may make the ratio 1:4, then 1:8, then 1:16…

Platform of Writing

(Platform, Requires the Platform of Tapestry and either 130 Platforms or 3 Prophet Companions, +50WP)
Another black-coated person has appeared in your Dive to the Heart. You can't see under that hood, but this one's a man - and an eccentric one at that. He's being stingy with his name, so you'll dub him The Seer. He claims that he's here for much the same reason that your Benefactor is - to be entertained. Entertain him, and he might offer you special rewards…

Perks and Upgrades listed here, rather than requiring CP or WP, are available upon completing Jumps under specific conditions. If they're marked as Repeatable, you can complete the objective multiple times to gain the reward multiple times.

Datascape (Complete a Gauntlet. Property, Repeatable)
"Good hustle out there, kiddo!" Select a Property, owned or unowned, from a Jump you've done already. The Seer hand-writes some code in his book, and from it presents to youuuuu… a digital copy of that Property. Any residents are virtual simulations, and cannot leave the Property. If the location becomes damaged, or if something gets in there you can't easily deal with, you can factory reset the digital Property, deleting anything that has been added since the Property's creation, and reverting it to its original state.

Medal Banner (Complete a Jump, having not spent at least half of your CP. The unused CP is lost. Item, Repeatable)

“Hey, looks like you dropped something. Finders keepers! Hey, don’t look at me like that, here’s a consolation prize.” The Seer opens up his book, scribbles in it, and from it produces a set of 10 Medals (as per the KHUX Jump). The Medals are of different people from Jumps you’ve done already, and possess the powers of those heroes and villains. If your Keyblade doesn’t already have access to the ability to use Medals, it does now.

Page of Prophecy (Complete a Jump with a Perk-Removing Drawback. Gauntlets don’t count.)
“You really struggled through that, didn’t you, sport? I’ve got a gift for you, though!” He rips out a page from his book, and hands it to you. The page’s writings seem… ominous, but useful, and it binds itself to your Body Mod so it’ll always be on hand. At the start of a Jump this Page details one incredibly bad thing that is set to happen in the setting - and how best to avoid it. Whether you take the page’s advice is up to you.

Wondrous Spirit (Complete a Jump without Companions or Followers of any kind. Gauntlets don’t count.)
“You looked pretty lonely in there, so I cooked up a little something for you!” A special Dream Eater appears as a Companion, customized to match up with you. You may use this Dream Eater regardless of whether you’ve taken “Dream Drop” or “Sleepwalker” from the KH Jump, and it has its own Link Attack or Link Style you can call on.

Prophet’s Protection (Complete a Jump, having taken the default maximum value of Drawbacks allowed by that Jump’s Doc.)
“Man oh man, you really are a slugger for punishment. Gotta do something about that.” From now on, whenever taking the maximum number of Drawbacks available, your Body Mod’s effects are doubled in power.

The Station of Detainment

(Requires either 40 Platforms, or a Jailor Companion, Station) (+100WP)
A man in battlescarred armor appears in your Dive to the Heart, the back of his armor scorched with darkness, as though stabbed in the back. He calls himself the Warden, and he seems to have convinced your Benefactor to introduce him to you, and he asks you for sanctuary. To hear him tell it, he is practically crippled and not half the warrior he once was, but he still has some tricks and teachings he can pass to you. All you have to do in exchange is let him stay here as a Follower. Any Jailor Companions you've acquired take an interest in his teachings, and join him at…

Platform of Judgement

(Platform, Free with the Station of Detainment +50WP)
As the Warden says,Your Heart is a prison… even if you're not the prisoner. This Platform's stained glass depicts images of chains, bars, and manacles. If you have a Jailor Companion, they receive a fraction of your power while fighting here.

The Heart, Soul, Mind, or Spirit of any hostile outside force you defeat within the Dive to the Heart is banished to this Station. A White Door to this Station appears somewhere upon your Station of Awakening's Platform of Passage, which only you and your Companions may pass freely through - all others need your permission to enter this Station… though any within may exit through this Door, if they can break their bindings. If they succeed, their incorporeal essence returns to their body… wherever you left that.

Platform of Binding (Platform, +10/50/100/200/300 WP)
Each time you banish a target to this Station, you receive a Platform of Binding representing your captured foe. The stained glass here reflects the appearance of its prisoner, with a location of value to them in the background. Should the prisoner escape, this Platform remains, cracked and dull. The WP Value of this Platform reflects the relative strength of your prisoner at the time of capture - 10 for the average Mook, 50 for a named foe, 100 for a powerful opponent, 200 for an opponent at about your strength, 300 for an opponent that's outright stronger than you. You retain this WP even if the prisoner escapes.

Floating above the Platform, bound in phantasmal chains that pull their limbs taut, is your prisoner themselves. The difficulty of holding them here depends on their spiritual strength compared to your own. Foes that approach your willpower and strength of heart can break out on their own, with enough time unattended. You may repair the bindings upon these by meditating while on the Platform of Binding - the stronger the prisoner compared to you, the longer this takes.

Keyblade Wielders are automatically more capable of breaking free of your bindings.

Platform of Trials

(Platform, Requires the Station of Detainment, 1 Garden of Assemblage, and (Not) So Stranded Beyond, +50WP)
A mysterious man arrives in your Dive to the Heart, admiring your Garden of Assemblage. He calls himself Yozora. He's currently going through some Trials, and in preparation for them, would like to use your training facilities. In exchange, he'll support you on your journey by playing guard. This place is more than just a warehouse to store your stuff, after all - it's you, and your safety is important. He sets up a place for himself in your Station of Detainment, next to the Platform of Judgement, serving as additional security in the area. Yozora swears - if something happens, he *will* save you.

Gigas: Power Class (-100WP, Requires Platform of Trials, Item)
Yozora produces for you a set of giant robots - roughly thrice a normal human's height. They can be autonomous, but they can also be piloted from a cockpit on their chest, improving their coordination. They're armed with relatively small blasters, but their full power is displayed in close quarters. Their shoulder tackles and fisticuffs are nothing to be scoffed at, crushing enemies under their weight while shrugging off attacks with their sturdy hull. You get 3 of them for each time you take this Upgrade. They can be set to patrol any of your Stations, and can be upgraded with any materials you happen upon.

Gigas: Speed Class (-100WP, Requires Platform of Trials, Item)
Yozora produces for you a set of giant robots - roughly thrice a normal human's height. They can be autonomous, but they can also be piloted from a cockpit on their chest, improving their coordination. While they're armed with both close and long range weapons, their true specialty is their speed - their normal strategy is to zip in and out of their enemy's range while deploying explosive balls of light. You get 3 of them for each time you take this Upgrade. They can be set to patrol any of your Stations, and can be upgraded with any materials you happen upon.

Gigas: Gunner Class (-100WP, Requires Platform of Trials, Item)
Yozora produces for you a set of giant robots - roughly thrice a normal human's height. They can be autonomous, but they can also be piloted from a cockpit on their chest, improving their coordination. While they can strike with their fists, their fullest power is found at long range. They're armed with a powerful cannon on their left shoulder whose light projectiles do significant damage on impact. You get 3 of them for each time you take this Upgrade. They can be set to patrol any of your Stations, and can be upgraded with any materials you happen upon.

PRO Code: Default Status (-100WP to gain access, Requires Platform of Trials, +300CP, Drawback)
You and all of your Companions are stripped of your Perks for this Jump, leaving you only with your Body Mod.

PRO Code: Zero Defense (-100WP to gain access, Requires Platform of Trials, +300CP, Drawback)
Any Defensive Perks, even Body Mods, are stripped from you and your Companions. Defenses from your Items are unaffected.

PRO Code: HP Slip (-100WP to gain access, Requires Platform of Trials, +300CP, Drawback)
The moment battle begins, you feel it - something inside you, draining your vitality and vigor. It won't kill you, but if this fight goes on for too long, you'll reach a state where any stray hit can kill you.

PRO Code: MP Slip(-100WP to gain access, Requires Platform of Trials, +300CP, Drawback)
The moment battle begins, you feel it - something inside you, draining your arcane resources. Eventually, you'll lose your ability to cast magic entirely. You have to end these fights fast.

PRO Code: No Cure(-100WP to gain access, Requires Platform of Trials, +300CP, Drawback)
You find that you and your Companions are no longer able to heal by any Perk-based means. You will need to rely on your Items to heal.

PRO Code: No Battle Items(-100WP to gain access, Requires Platform of Trials, +300CP, Drawback)
You and your Companions find that your pockets and other inventories are sealed during battle.

Platform of Discipline

(Platform, Requires the Station of Detainment, Requires 100 Platforms or 3 Gangster Companions, +50WP)
Your Benefactor comes to you with what might be a lost cause - a tough guy in a beanie and a sleeveless white coat. He's too weepy to say much, but obviously he's in a bad state. Take pity on him, and once he pulls himself together he'll take up a Platform in the Station of Detainment, and organize your more rough and tumble Companions into the "Dive to the Heart Disciplinary Committee." Maybe you'll find a use for him, even though your benefactor calls him a dropout.

Discipline Companions (-100WP, Requires Platform of Discipline, Perk)
You ever find yourself in a Jump where you wanted your Companions to get certain Perks, but you just couldn't find the CP to make it work? The Dropout knows how tough that is. He's figured out a trick, though. For each time you take this Perk, the cap for your Companions' Drawbacks goes up by 50CP (if a Jump Doc normally doesn't allow Companions to take Drawbacks, this is overridden and your Companion's Drawback allowance becomes 0+the allowance given by this Perk). Note that Companions cannot exceed the Jumper's own

Drawback allowance. If a Drawback would put you over this new cap, any of its CP benefits that go over the limit are lost.

Self-Discipline (-100WP, Requires Platform of Discipline, Perk)
Maybe you need more CP, and there's only one or two Drawbacks you're wanna deal with? Well, the Dropout's got you covered there. You can select one of your Drawbacks and double its effects. The effects of the Drawback are worse than usual, but the CP reward is doubled as well - no pain, no gain!

Drawback Overflow (-300WP, Requires Platform of Discipline, Perk)
Maybe you're willing to take a bunch of Drawbacks, but the darned Jump Doc has a cap! "What a joke," says the Dropout. But he's got a consolation prize. Any Drawbacks you take whose CP rewards go above a Doc's allowance become WP at a 1WP:2CP ratio. If you have "Discipline Companions" this goes for them as well.

That was proof we totally _____ you lamers! (-300WP to gain access, Drawback, +50CP)
What the? Your _____! All of your _____ are gone!. Each time you take this, a random but useful word - and all of its synonyms - vanishes from your vocabulary! You can't say it, can't hear it, it appears as a blank when you try to read it… This absolutely _____, man.

The Station of Transport

(Requires either 60 Platforms, or 2 Mechanic Companions, Station) (+100WP)
Your Benefactor approaches you with a diminutive fellow on their shoulder. He could fit in your hand, but is decked out in some impressive power armor that covers every inch of him. He calls himself The Navigator. He has business of his own, jumping from one multiverse to another, but his ride has broken down, and this was the best safe harbor he could pull into. He's willing to help you out, if you let him consult with your more technologically-minded folks. If you're in agreement…

Platform of Repair

(Platform, Free with the Station of Transport, +50WP)
… he'll get right to work. This Platform's stained glass depicts gears and mechanical arms tipped with strangely white-gloved fingers. A Gummi Ship sometimes rests atop the Platform (always in some new half-ruined state), and while the Navigator is busy repairing it, he's always got time for you. Usually items bought with CP that break take time to repair themselves. Hours, days, months… some Benefactors even withhold repairs for entire years! The Navigator refuses to keep you waiting. He'll repair any item you bring him, even those not backed by CP, faster than they could! Just how fast will depend on how many Mechanic Companions you have, but expect any job to get done in at least 90% of the time it normally takes. Be warned that magical effects attached to the item are beyond his ability to work on - they'll still need to be repaired at your Benefactor's preferred speed, and non-CP magical items are beyond hope...

Maker's Mark (-100WP, Requires a Writer-Mage, Platform Upgrade)
… until now. The Navigator's gotten himself a little part-time worker, who has helped him figure out this Magic stuff. You may now use the Platform of Repair to restore magical items to their full power, same as the non-magical stuff.

Gummi Bracer (-200WP, Requires a source of Gummi Materials, Item)
The Navigator's scaled up one of his favorites for you to wears. This gauntlet is a bit blocky, but if there's a Dive Point or Link Portal within 2 miles of you, the Bracer lights up, letting you send anything you can hold directly to The Navigator, wherever he is at the moment. If the item is broken, he'll fix it up and send it right back to you ASAP.

Gummi Hangar (-500WP, Free if you already have a Gummi Garage and the Platform of Repair, Property)
The Navigator's seen where you keep your vehicles. He's not impressed. So he's sharing his with you, attaching it via Link Portal to all of your garages, hangars, and other vehicle-sized storage areas, as well as the Platform of Repair. It has no extra space on its own, right now, but you can still use the "runway." The Hangar can launch any vehicle through interspace, putting it just outside the last Dive Point you used. If you already have the Gummi Bracer or a Gummi

Phone, the Navigator can launch any of your vehicles to the nearest Dive Point or Link Portal to your current location. If it flies, he'll even single-handedly fly it to you before teleporting back to work. This also allows the Navigator to repair vehicles you previously couldn't so easily bring to him before.

Hangar Storage (-200WP, Requires the Gummi Hangar and a source of Gummi Materials, Property Upgrade)
"Whew. Finally got that working again…!" The Navigator's fixed a part of his Hangar, and in gratitude for the help, he's letting you use it too. The robot hands in the Gummi Hangar can grab any vehicle, from that bike you picked up in Cerulean City to that planet-killing moon you once stole from a spacefaring empire and beyond, and tuck it away… somewhere. He's letting you store 20 vehicles there, regardless of size, speed, or firepower.

Gummi Integration (-100WP, Requires the Gummi Hangar and a source of Gummi Materials, Item Upgrade)
You know what, the Navigator's not impressed by your vehicles themselves, either! Give him suitable materials and time (and maybe the help of more Mechanics), and he'll upgrade any armor or vehicle to be compatible with the full array of Gummi Ship parts. Comes with a catalog of said parts, to be applied quickly and easily. This wondrous material guards those inside ships against supernatural corruption, and while it's usually easy to pull two Gummi Blocks apart once they're stuck together, they stick faster to each other and harden in the face of physical force, making most vehicles significantly more durable.

Dive to the Heart Drawbacks

Perhaps things are too easy for you. Or perhaps you're straining to get the things you want to have in each Jump you do. Maybe you just want to speed up construction in your Dive to the Heart. Your Benefactor understands. That's why you've been presented with the following options. Each Jump, or every 10 years for WP-giving Drawbacks, you may choose which of these to activate.

Battle LV ✯ (+100CP per ✯):
In Kingdom Hearts, even characters who within their own continuities couldn't hurt a fly have suddenly become able to battle against or alongside the Keyblade Wielders. Many could even wield magic. This holds true for the upcoming Jump. It doesn't matter if they're a sheltered princess, a hunter of gorillas, a mostly-normal pirate, or even toys. Anyone you can expect or desire to get into a fight against or alongside will suddenly develop at least Comic-Book Level "Peak Human" abilities, and at least one minor bit of combat magic. For more WP, add more ✯s to the Drawback title and make your opposition (notably, not your allies or potential allies) even stronger. Pirates of the Caribbean's Davy Jones being able to tangle with a boy who can cut through skyscrapers? More likely than you think.

If You Want Someone Beat Right…! (+200/300CP)
For some unholy reason, in any battle against a strong foe, your Companions and Followers simply… can't finish the job. You're the only one who can finish off an opponent. For 300 CP, not only do you have to land the final blow yourself, it also has to be at least a three hit, uninterrupted combo string. You cannot take this Drawback if you don't have Companions or Followers.

Darkness Prevails, Light Expires (+200CP/+400CP/+1000CP)
This world has been connected - tied to the darkness. For each Jump you enter, the deck is stacked catastrophically high against the good guys. Depending on how much CP you've collected from this Drawback, things get so much worse. Even at its weakest, plot armor is shattered. Every villain has Heartless, Nobodies, Dream Eaters, or Unversed on their side. They may even have already achieved all their goals. At its worst, you may even find yourself starting out as the last little light left in the Jump. What a cruel prophecy, and how foolish of you to invoke it.

Heartless Infestation (+400 WP):
Somehow, those nasty creatures of Darkness, the Heartless, keep appearing in your Dive to the Heart. They are hostile to anything and anyone, and with time may use your Platforms of Passage to travel to Jumps you're connected to. Despite this, they're only Shadows, so they're… hopefully easily quashed by you, your Companions, and your more combat-capable Followers. But if you fail to annihilate every last one before the Jump ends, you'll have to run the next Jump with this drawback's remnants… and without the extra WP. Worse, allow them to

gather too much, in some forgotten corner of your Dive to the Heart, though, and they'll begin taking stronger forms…

Mundane Infestation (+200 WP):
Well, at least they aren't Heartless. During the next Jump, you keep getting colonies of small vermin, fungus, and pests infesting your Dive to the Heart. Everything from rats to mold to mosquitos to even pests that are only mundane by the standards of certain worlds. It takes time and effort to cleanse the Dive to the Heart, and it may not be enough to get rid of them all. If they yet live at the end of your Jump, you cannot take this Drawback a second time, so you'll have to deal with them with nothing to show for it.

But good news! If you take both Mundane and Heartless Infestation, the Heartless will assist in hunting the creepy crawlies. No more rats or insects or mold!

But uh, bad news. If you take both Mundane and Heartless Infestation, the Heartless *will* assist in hunting the creepy crawlies. Rat-and-insect-and-mold-like Heartless.

No Sanctuary (+200WP)
For some reason or another, you've lost access to your Dive to the Heart, for the duration of this Jump. Maybe your Benefactor is doing some kind of maintenance on the Dive Points, or maybe there's something more sinister going on. Worse, this means you can't Import Companions - you'll need to make new friends this time.

Just the Delivery Boy (+100WP per Keyblade)
Wh-what!? Your Keyblades have left you for someone else! Each Keyblade (not Keychain) you've acquired has joined up with a character from this Jump, one who you're sure to be opposed to. Your Jump will not end until you've gotten them all back… a task easier said than done.

What's Yours is Mine (Requires Just the Delivery Boy, +200WP per Keyblade)
Oh no. It gets worse. Each of your Keyblades have claimed an equal share of your power, and taken that power with them to be wielded by their new bearer. Reduced to a fraction of your strength, can you even hope to play at being a hero like this?

The Kingdom Hearts Drinking Game (+Variable CP)
Your benefactor is playing it based on anything you hear or read. Every time they drink, you involuntarily consume a manifested copy of what they drank. It burns, distracts, it dulls your senses, and it scales to your ability to handle intoxication. The full list of words and phrases are below. For each word, take +10CP(sip)/+20CP(shot)/+50CP(can)/+100CP(whole bottle) based on what your Benefactor will drink o' the Jump-chan-grade hard stuff when the trigger comes up. If you take a phrase or multipart word and the words that make it up (such as Hearts and Heartless), their drink value is combined when it comes up. You yourself cannot directly trigger a drink with your spoken and written words. Outside of a Kingdom Hearts Jump, the max CP this can give you is 200CP.

Dark (and all variants thereof)
Light
Heart(s)
Heartless
Nobody (or Nobodies)
Key(s)
Master(s)
Keyblade(s) (or χ-Blade)
Friend(s)
Seven
Thirteen
Memory
Dream
Role
Hurt
Data
Ingredients
Gawrsh (or "Gosh" or any other variant)
Terra, Aqua, Ven(tus) (in that order, any variants thereof)
Sora, Donald, Goofy (in that order, any variants thereof)
Xehanort
Ansem
Master of Masters
Ice Cream
Friends in my Heart (and variants)
Got it memorized (and "Commit it to memory")
May your heart be your guiding key
Lucky Emblem
Kingdom Hearts

*"M… may your… ***hic*** may your he… ***hic*** yer liver… be ye… gui… **blllrrrghghhghhh…"***

Scenarios and Supporters

Over the course of your journey, as you gather friends and see new Platforms rise into your Dive to the Heart, sometimes others will stumble into your Dive. They'll readily join you, not as Companions or Followers, but as Supporters, offering you myriad advantages to keep you moving through your Jumps.

But they aren't without their own goals, ambitions, or agenda. Offer them your patronage, build your relationship with them, and you'll find that they are willing to share their hurts with you… hurts that you might be able to mend.

All of the Scenarios here follow the following rules:

- Unless otherwise stated, these Scenarios may start whenever the author of the Jumpchain wishes them to, once the Unlock Requirements have been met.
- The Jumper will be visiting a Jump that you may or may not have already experienced before. They'll receive 300CP to spend on Perks within that setting, separate from the 1000 they'd gain from using the Jump Doc normally. They do not gain CP or Free Perks/Items from the Jump Doc, select or benefit from Origins or Discounts, or take Drawbacks.
- If there is no Jump Doc tied to the destination, select this Kingdom Hearts JumpChain.pdf to spend your 300CP on.
- Sometimes, a special Companion will join the Jumper for this Scenario. Beyond that, they'll be limited to bringing 4 of their own pre-existing Companions with them - they cannot buy Companions from the Doc.
- Failure to achieve the goals of the Scenario may not induce a Chain Failure, unless it results in the Jumper's death with no Extra Lives to spend. However, failure means the Jumper will lose the Supporter that offered them the Scenario, permanently.

The Moogle Merchant - A Friend in Need (358/2 Days)

Unlock Requirements: *purchase at least 3000CP's worth of items from the Moogle Merchant, and complete at least 2000CP's worth of Kupo Quests.*

You're approached by the not-so-mysterious Moogle Merchant in a black coat. He thanks you for the things you've passed along to him… but he needs even more help, and he needs it soon.

He's been taking the resources you've collected for him, skimming a bit of CP and WP off the top of your transactions while requesting certain resources, and passing them along to a friend of his. His name is Roxas, and he's in a bad way, kupo. He has a special connection to some other guy, and it's caused some weirdo in a blindfold to hunt him down with extreme prejudice. A girl is chasing him, turning more and more monstrous as time goes on, constantly swapping

between wanting to protect him and wanting to absorb him into herself. An entire organization of creeps and bozos are chasing him with varying levels of hostility, because the Keyblade he wields is critical to their plans. And all the while, his power is slowly but surely fading.

Having discovered Jumpers and their Benefactors, the Moogle Merchant sought to emulate their ways, passing along the various objects you've given him to Roxas to try and give him the strength to survive. He knows it's not entirely right, but… it's the only option he's had…

And it's not enough. Roxas is about to be cornered. He needs a hero. Any hero. And why shouldn't that hero be you, kupo?

You agree, and after convincing your (honestly somewhat annoyed) Benefactor, you rush off to save your friend's friend…

You will arrive in Twilight Town, on Day 713, 355 days after Roxas' canonical defeat at Riku's hands. The town is a warzone, filled with Nobodies and Emblem Heartless. Battleships of purest white float above the town and bombard it, and a foreign city seems to be encroaching on the once-sleepy town, twisting itself into the form of a giant dragon as it rampages about. You'll see the residents fighting desperately for their right to exist. You may help them if you wish, but remember your mission.

45 minutes after you arrive, Roxas will be beset by Xion. At 50 minutes, Riku will arrive as well. At 58 minutes, Axel will join the fray. At 60, 65, and 70 minutes the Organization will arrive in waves:

Wave One: Luxord and Demyx
Wave Two: Saïx, Xaldin, and Xigbar
Wave Three: Xemnas, piloting the World of Nothingness

Roxas is somewhere within this battlefield, wounded and frantic. The Moogle Merchant will help him see reason, but if you are separated from him for any reason, Roxas may assume you to be an enemy, and a cornered wolf is all the more terrifying.

In addition to any items or Followers you may have delivered to him via Kupo Quests, Roxas has the following:
Keyblade: Kingdom Key (15KP Keyblade, Medium Length, Medium Weight, Blunt)

- Defender Ability
- Reaction Boost Ability (2KP)
- STR Boost x5
- MP Boost x4
- Stand Your Ground (1KP)
- Elemental Key - Light (3KP)

Perks:

Power of the Void - Light (358/2 Days Gauntlet)
Protagonist's Endurance (KH Jump)
Glide (KH Jump)
Last Chance (KH Jump)
Reaction Commands (KH Jump)
Items:
Organization Cloak (358/2 Days Gauntlet)
Moogle Badge (KH Jump)
Cool Skateboard (KH Jump)
Potions (KH Jump)

Xion has taken a monstrous form - her Replica body warping and twisting from the memories she's absorbed. She possesses the might and mass of a Twilight Thorn, on top of the Perks Roxas has. She appears as a towering titan of white flesh and metal armor. Tumors resembling the faces of two boys - one of a boy resembling Roxas, the other taking the form of Sora - extrude from the gaps in the armor. Two massive Keyblades are in two of her four "hands," and she screams for Roxas - to cut her down, or become one with her.

Xion's Keyblades:
Kingdom Key (15KP Keyblade, Medium Length, Medium Weight, Blunt)

- Defender Ability
- Reaction Boost Ability (2KP)
- STR Boost x5
- MP Boost x4
- Stand Your Ground (1KP)
- Elemental Key - Light (3KP)

Wayward Wind (15KP Keyblade, Short Length, Lightweight, Sharp)

- Reaction Boost Ability
- Transformation (4KP)
- STR Boost x4
- MP Boost x3
- Stand Your Ground (1KP)
- Elemental Key - Wind (3KP)

Xion's Perks:
All of Roxas' base Perks
Nobody Traits (15 Hearts):

- Nothingness Physiology
- Extra Pair of Arms (-1 Heart)
- Huge (-4 Hearts)
- Distortion
- Air Walking
- Solid Sea (-3 Hearts)
- Nobody Was Kung-Fu Fighting (-1 Hearts)

- Durability: A Ridiculous Amount of HP (-2 Hearts)
- Speed: Really Fast (-4 Hearts)

Enter the Void
Hazy Reflection (15 Hearts)

- Nothingness Physiology
- Distortion
- +1 Wings (-1 Heart)
- Medium
- Air Walking
- Solid Sea (-3 Hearts)
- Melee Weapon (-2 Hearts)
- Melee Element - Light (-2 Hearts)
- Shield (-2 Hearts)
- Charge Up (-1 Hearts)
- Speed: Really Fast (-2 Hearts)
- Durability: A Lot of Punishment (-2 Hearts)

If you can rescue her from this form and keep her alive through this Scenario, you'll be able to take her on as a Companion - her monstrous form will become an Alt-Form. If not… you will have no choice but to end her suffering, and Roxas will receive all of Xion's Perks, as well as a second Keyblade - Wayward Wind.

Linger too long, and Riku will join the fight. Remember why you're here, Jumper. Offer no mercy, for he will give none in his pursuit of the missing fragments of Sora. Do whatever it takes to stop him.

When and if Axel appears, if you can convince him to lay off Roxas (and Xion), you can make an ally of him, and by doing so and keeping him alive through this conflict, you can make him a Companion. If not, you'll have to fight him as well.

Axel's Perks:
Absent Silhouette (Eternal Flames, a set of chakrams) (KH Jump)
Aspect of Oblivion - Fire (KH Jump)
Façade (KH Jump)
Corridors of Darkness (KH Jump)
You Are Nobody (KH Jump)
End of Day - Assassins only (KH Jump)

If the fight drags on too long, the Organization will arrive, bringing their Nobodies with them. Xemnas will head up the rear from within his giant abomination - The World of Nothingness. Fight as hard as you can, or flee if need be. Do whatever you can to keep them from destroying Roxas.

If you can find even a few seconds' respite, you can call on your Benefactor and escape, taking Roxas and any new allies you've acquired along with you. If you successfully rescue Roxas, the Moogle Merchant will be beside himself with joy. In addition to gaining Roxas (and anyone else you rescue) as a Companion - he (and they) will set up his Platform (+50WP per) in the Station of Kupo - the Moogle Merchant will give you an additional instance of Kupo Deals!

The Artist - Labyrinth of Memories (Chain of Memories)

Unlock Requirements: *5 or more Jumps since acquiring the Platform of Tapestry.*

You arrive in the Dive to the Heart to a commotion. Someone attacked your people - possibly while they were out and about in your Jump, or possibly even within your Dive to the Heart itself - and as quickly as they arrived, they left… with The Artist in tow. The Companions, Followers, and Benefactor who were closest to her reveal what they've learned.

The Artist's real name… is Namine. She was born a witch with power over memories, which made her highly valuable to a certain organization. They captured her, once, and brought her to a place called Castle Oblivion, whose own power over memories is great indeed. There, they set her to work on… something. The Artist was always quick to shy away from the details. There is a deep shame there.

Rather than accept her role, The Artist turned her powers on the castle, trying to use the synergy between them to gain the power to defeat her captors.

It worked… to an extent. She was propelled to extraordinary power - within the castle, close to the power of a Facilitator. But rather than destroy her enemies, their leader seized a sizable fraction of the power for himself. This man, Marluxia, clashed with her for control of the Castle… and control of her.

She barely escaped. It's been all she can do now to lie low and hope he doesn't find her and drag her back into servitude…

… and it seems that her time's up.

Will you sit here and let this slide? The Artist is your comrade, and this Marluxia barged into *your* Heart. Your Facilitator was able to track Marluxia's path. If you wish, you can give chase…

You will arrive in Castle Oblivion, at an unknown point in time… and immediately you and your Companions suffer attacks against your memories. Hope you have defenses against that. If not, expect to start losing access to your Perks. Your Benefactor can restore these if you escape, with some time. Once half of your Perks have been lost, further attacks on your memories will work to turn you to Marluxia's side. If he succeeds, your Benefactor will emergency eject you from the battle, as though you failed a Gauntlet.

The Castle has grown and warped even further than they did before. You'll find twisted reimaginings of your previous Jumps around every corner, with abominations fused together from your greatest enemies barrelling towards you with only one goal - to delay or kill you.

The original Organization XIII has been brought under Marluxia's thumb - almost all of them, from Xemnas to Xion, have been made into mind-controlled slaves to his will. The chains of memory that bind them are no longer merely their own - their old memories have been annihilated entirely, and new ones binding them to Marluxia. The only members to have escaped this fate are Marluxia himself and Larxene, who will always stand loyal to Marluxia. No matter what path you take through this place, you will have to fight your way through each and every one of them.

Worse, they are not the only ones whose memories have been remade in this way.

Sora, Donald, and Goofy have succumbed entirely, made loyal only to Marluxia via a possessiveness of Namine… and to each other. They stand guard over Namine, wherever in this misbegotten place she is.

Riku has succumbed to the dark memories within him. In his place stands Ansem, Seeker of Darkness, whose ambitions have been snuffed out along with his memories. Should you find yourself in the basement levels of Castle Oblivion by accident, expect to have to fight him and a memory-fueled World of Darkness if you wish to escape. You will also find Riku-Replica here, molded into a loyal servant.

The King, Mickey Mouse, patrols the halls alongside his dog Pluto, and will attack any trespassers.

A boy found in the depths of the castle has been woken and made into an empty puppet, wandering the castle on his own. His name is Ventus, and he, too, is beyond salvation.

If you possess a means to enter the Realm of Darkness and get back, you may travel there, rescue Aqua, and seek out the missing Master's Defender. Should you succeed, or should you have the Master's Defender for any other reason, you may revert Castle Oblivion to its original form. This will not fix those who have lost everything, but you will no longer have to worry about the attacks on your memories, nor will you find yourself getting lost in the warped halls.

Fight your way through this horde of amnesiac puppets, and make your way to the Lord of the Castle. Nothing short of his destruction will prevent him from coming after The Artist again. Nothing short of his destruction will give this universe a chance at recovery from this… travesty.

The Lord of the Castle has reclaimed his memories from distant times, and wields a great many Nobody traits from the KH Jump, as well as the Perks of a Keyblade Wielder and Apprentice from KHUX. He has created a puppet in the form of his beloved sister, Strelitzia, in which his memories of her reside. She likewise has the Perks of a Keyblade Wielder.

Destroy him, and (if you haven't reverted Castle Oblivion) Namine claims full control of the Castle and its powers. It will take decades, possibly centuries for Namine to restore the

memories of those who lived under Marluxia's thumb. It may even be impossible without Castle Oblivion. But for now Namine is thankful that she has the chance to make amends. Any of you or your Companions' lost memories are restored, and Namine returns to your Dive to the Heart. Having permanently integrated a measure of Castle Oblivion's power, she may use Avatar Board EX, Premium Board, and Melody of Memories 5 times a year.

If you rescued Aqua, you may attempt to convince her to become your Companion. If you succeed, she joins you in the Dive to the Heart, and form a Platform of Connection in the Station of Artistry. She has 1000CP to spend on the KHBBS Jump with the Keyblade Master Origin, and the Path of Mystic.

The Warden - Checkmate (Dark Road)

Unlock Requirements: *Heal cataclysmic battle damage done to The Warden, either with your own powers or someone else's. Not only are these wounds beyond what a normal person should be able to survive, not only would they normally take years to heal through mundane means, but each and every wound is infected with Darkness, and its corruption courses through the Warden, constantly striving to undo your hard work. Purify these wounds, lest the Warden never fully recover.*

The Warden removes his helmet… and reveals a young man's face.

Before Terra, Aqua, or Ven were ever a glimmer in his eye, this Master Eraqus tried so hard to stop things before they started, and guide his friend away from the dark road he was on. But he was rebuffed, and the two fought. Eraqus almost won, but in a moment of weakness, he offered mercy to his old friend... and lost everything as a result. It was all he could do to flee his home - Scala Ad Caelum.

Since then, Xehanort has been working unimpeded on a goal - a future only he dreams of. He must be stopped, but Eraqus' body has been too broken to win alone.

But thanks to your efforts, he's ready to fight again. He thanks you for your efforts with **300CP** from his home Jump, and prepares to petition your Benefactor to bring him home, to face Xehanort once again.

What's that? You wish to aid him? Very well. Eraqus will wait for you to make your preparations. You'll approach your Benefactor together, and together you'll face the destiny that Xehanort has built for the universe…

The Navigator - Cornerstone of Darkness (Kingdom Hearts 2)

(There are two possibilities for this Scenario - select Chip or Dale for the Navigator's identity.)

Unlock Requirements: *Acquire all upgrades for the Station of Transport, upgrade at least 5 spacefaring vehicles with Gummi Integration.*

The Navigator removes his helm, and reveals himself to be a chipmunk of all things - his voice high and squeaky compared to whatever voice modulation he was using before. Apparently he comes from a peaceful World within a distant Jump - one that was long guarded by the power of a sacred artifact: the Cornerstone of Light.

One day, the fey witch Maleficent found a way to get past the Cornerstone's defenses, and began flooding the world with her Heartless in a bid to claim the castle for herself. It's still unknown exactly how she did this. Worse, the memories of those who lived in that world began to corrupt and decay. Efforts were made by the Queen, and by a Keyblade Wielder the Navigator knew well, but the castle was consumed, and neither the Queen nor the Wielder's party escaped. It was all the Navigator could do to escape to a Kingdom-Class Gummi Ship and escape into interspace.

Since then, Maleficent and the mysterious Nobodies have been at war with one another, and The Navigator has been skirting the edges of the conflict. He's been fighting back all this time, but it's been nothing short of a losing battle… until he ended up here. With the resources you've given him, he's not only upgraded your equipment, but also his, and it's given him everything he's needed to push back… and now he's carved a route to Disney Castle itself. It's time for one last push. The Navigator thanks you for your support, and tells you that if you and he never meet again, know that he fought his hardest.

But that's not how you roll, is it? You offer to support him here, too, and take back the castle together…

Yozora - Verum Rex (KH3 Re:Mind)

Unlock Requirements: Every year, Yozora will work his way through one battle in your Gardens of Assemblage, from weakest to strongest. Like anyone else, he will receive 100CP for each victory he achieves. When he has completed all Gardens of Assemblage you've acquired, this Scenario automatically begins in between Jumps.

Thanks to your aid, Yozora has managed to overcome all of the difficult battles here, and completed the trials put before him. He thanks you for your support, and prepares to leave. A voice has told him that he needs to go and find someone named "Sora." None of the "Soras" here seem to be the one he's looking for. He feels something calling him to the Final World…

You offer to go with him, and while he believes this is something he needs to do himself, he'll let you tag along, and play witness to whatever lies ahead…

The Sleeper - True Memories (Melody of Memories)

The Dropout - Best Served Cold (Final Fantasy 8)

The Seer - Another Future (Back Cover - Union Cross)

Notes

Text with Strikethrough through them are to be replaced entirely with similar effects.

Firth by Sleep: A small estuary. That is the pun. That's all.

Prebuilt Stations and future Jumps: If you find yourself going to a Jump that lines up with the Station of Artistry, Kupo, Detainment, etc., the Platform of Passage can appear there. It might not be a good idea to have a Platform of Passage in your Station of Detainment, though… but then again, what kind of Jump are you doing that would connect to such a Station!?

Generic Worldwalker, Excommunicado, etc.
If for some reason you don't have a Benefactor of any kind, there are many ways that can manifest here. The below is speculative, and can be taken or left as the supreme force behind the Jumpchain - the author - wishes. That said…

The Station of Guidance is your connection to your Benefactor. Without your Benefactor's Heart to light it, the Platform may grow dark and dim. It may crack, or even shatter into pieces. You may have to, once you've acquired some means of flight, travel the Station and pull the pieces together if you wish it repaired. Mechanically, this may or may not limit your CP per Jump. If you're taking a Challenge that blocks you off from CP, this may be the reason why.

Restoring an empty Station of Guidance may be a massive undertaking you have to perform early in your Jump (or early after losing your Jumpchan). Should you succeed, perhaps you'll restore your Benefactor and receive a boon, or perhaps you'll fill the Platform of Guidance with your own light, and make the Station your own, in which case you may modify it as you would any other Station.

Or perhaps you're not as alone as you think, here. Perhaps your Benefactor can't reach you completely, but can still send you messages as a mysterious, unrecognizable voice from the void. Perhaps there is still a flicker of light within the Platform of Guidance. Guard it well, Jumper.

If you don't have a Benefactor, the first of the Special Station proprietors (Moogle Shopkeep, The Warden, The Artist) will likely bring it up to you. It's strange for someone to be traveling interspace like this without higher help… not that they can throw judge.

Sparking
Should you Spark, it will likely become a Platform in and of itself, in your Station of Awakening. Its form is up to you, but likely depicts in stained glass the moment you acquired the power. It shines with extraordinary power, enough to pierce the veil and be seen from other Stations,

becoming a lighthouse that allows travel between Stations without White Doors, should you wish it.

Future Plans:
Scenarios/Challenges: One for each Station unlocked by Platform Count/Specific Companion Types, with rewards from each of the Special Station proprietors.