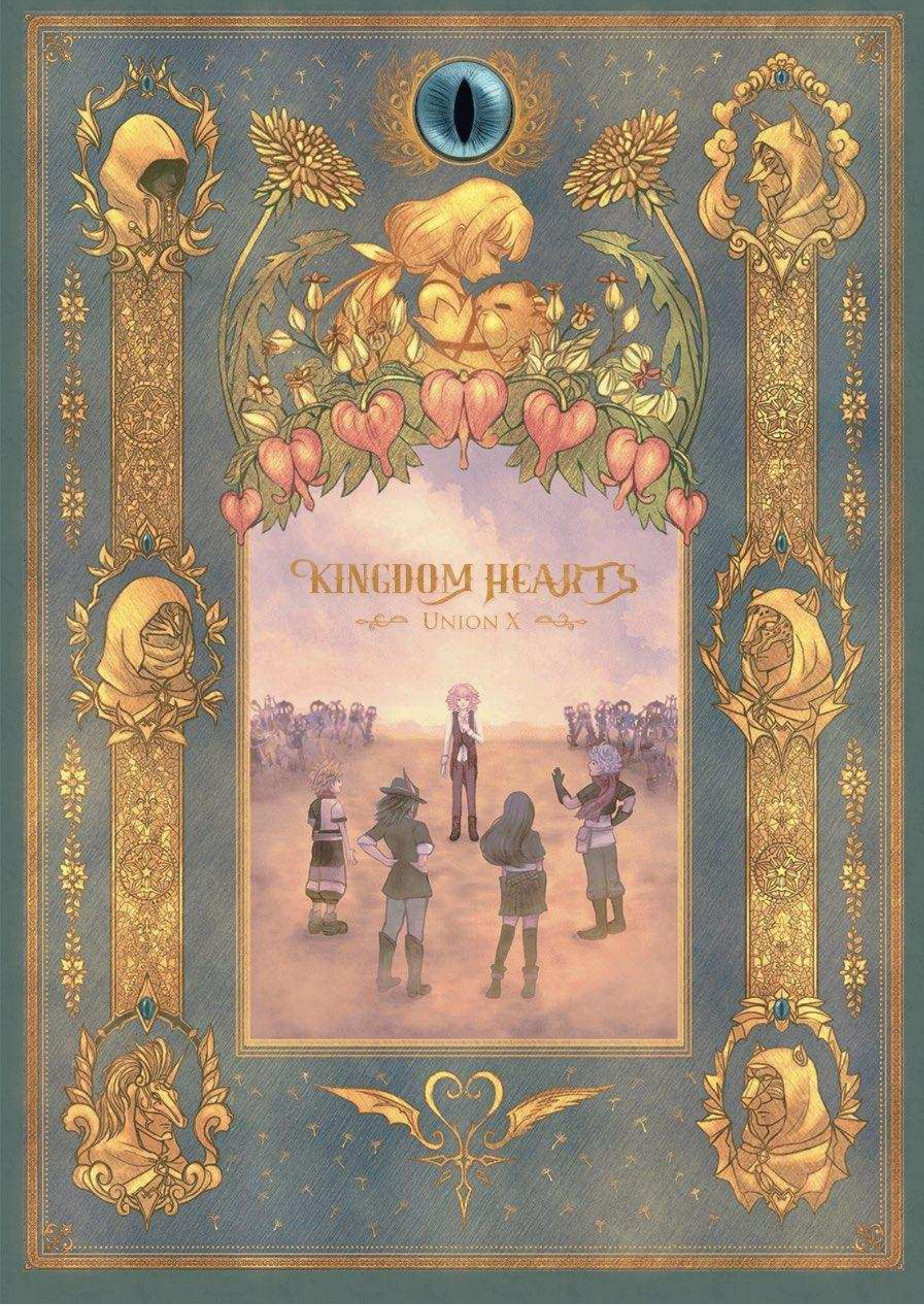

KINGDOM HEARTS
UNION X

Kingdom Hearts χ series Jump

Long, long ago the worlds were still one, extending as far as the eye can see and being separated by land and sea rather than the ocean of stars. Sharing one light and one fate under Kingdom Hearts. One day this period will be called the “Age of Fairytales”, and you’ll bear witness to the end of it in the coming years.

The beginning of the end starts on Daybreak town, a place founded by a man known as the Master of Masters who had the mysterious ability to gaze into the future. Using this power, he would write a book about the events that would come to pass and give copies of it to five out of his six apprentices, who would be known as the Foretellers. Upon reading the book these five would be unnerved by the final entry.

"The fated land will be the battleground for a great war. Light will see defeat and expire, while darkness prevails evermore."

Soon after, the master gave each of his apprentices a role they had to follow, and told the five foretellers to rally keyblade wielders, all to make sure light would survive and that everything would run smoothly in case he was to “vanish, dim and fade”, hypothetically speaking of course.

These groups of keyblade wielders would be known as Unions, with their members being tasked with collecting the light of the world, lux, from far away worlds. And as a measure to encourage competition and preserve the balance of power these five unions would be prohibited to ally with each other.

You’ll begin your stay in this land just a little bit after the Unions have already been formed. The Master of Masters and his sixth apprentice, the one without the book of prophecies, have disappeared, leaving the Foretellers in charge of running things in Daybreak town.

If things don’t derail the Foretellers will begin to suspect each other of being a traitor, working to undermine their efforts to make light survive. Their mistrust will grow and will extend to their unions, who’d come to think of wielders from another union as enemies to the light.

This will culminate in the “Keyblade War”, an all-out battle between the five unions, where countless keyblade wielders will fight and perish. Some to try and eradicate the weak unions, others to get enough lux to summon kingdom hearts, or to make there would be no winner. In the end, the battle would leave only one survivor, and as prophesied the realm of light would soon fall into darkness.

Due to that last part, your time here will end when the war ends, so it should be around a two-year stay rather than a ten-year one. Oh, and have this to help you.

+1000 Chi Points

Good Luck, and may your heart be your guiding key.

Now tell me, the heart that guides you, what form does it take?

Drop-In:
You have no previous history in this world, nor factor into anyone's plans when you arrive. Things are bound to get dicey in this place, so you might feel inclined to get away from Daybreak Town and go hang out elsewhere. Alternatively, you might want to change the fate this world has in store. Follow your heart and try to enjoy your stay.

Keyblade Wielder:
Banisher of darkness, gatherer of light. You're one of the countless children who were given the power of the keyblade. You have been tasked by the leader of your union to travel the worlds and defeat the various heartless in them to collect lux. As tensions between the Foretellers reach a boiling point, you'll probably have to end up pointing your keyblade towards your fellow wielders.

When that happens, will you join your union in trying to wipe out the others? Even if that means cutting down those who might be your friends? Or will you fly away to another world? Away from the pain and sadness from the war. Rumors do say that one of the masters is recruiting exceptional wielders and fielding them somewhere.

Apprentice (300cp):
One of the mythical Keyblade Masters trained by the Master of Masters, from which you got your name and your keyblade. Once he foresaw his disappearance, he left each of you with specific roles to make sure light would survive after he was gone; you might have been told to simply watch everything unfold and don't intervene, be the mediator in case any conflict appears, or maybe you lead your own group of keyblade wielders. Whatever the case, you'll notice that soon that things aren't as easy as they used to be when he was around.

Darkness seems to always be one step ahead of you, new breeds of heartless suddenly appear, wielders start fighting each other, and what's more, there are hints that one of your comrades is a traitor. The Master isn't around to guide you anymore, so in these trying times, you only have yourself to decide if you should keep following your given role and his teachings or do things your way. Even if that puts you in conflict with his other apprentices.

You're free to choose your gender and age, though most of the wielders here are children or in their early teens, so you might want to choose an age around that range, so you don't stand out.

Additionally, to whatever origin you pick, you might choose to ally yourself with darkness. These extra origins don't have perks associated with them and are taken alongside the origin you picked above. Think of them as add-on origins. You may only pick one of them.

Darkling (+200cp):
Your pursuit of power has let you give your heart up to darkness, transforming your body. Unlike other darkness-based beings, you retain your ability to speak, as well as your ability to open the lanes between to travel to other worlds. The loss of your keyblade may seem regrettable, but in exchange, darkness has made you strong enough to be able to fight without one. It is true, however, that most of the wielders that turn into darklings are pretty wimpy, so they're usually not much of a challenge.

Taking this option will make you unable to use a keyblade for the duration of this jump unless you discover a way to turn back from a heartless into a human.

The 14th Darkness (800cp):
The battle between light and darkness has been raging since long before the Age of Fairytales, but you should know that already, you have been part of it since the beginning as one of the original darknesses, and like them, you also cast your physical form away to become a whole and spread darkness in the hearts of men. You don't have a physical body per se anymore, you have distilled your essence into pure darkness; still able to attack others but being able to reform after being defeated. You're also able to hide your presence from everyone, change your appearance momentarily, and can transform into any pure-blooded heartless.

What's the catch? You and the other 13 darknesses would soon realize that without a physical body your Will slowly diminishes, and sooner or later you would be reduced to your basic instincts, hardly being able to be called anything but an unthinking force of nature. To stop it you need to hide within a person's heart. You might be able to control those with weak hearts more easily than those with strong wills and hearts, but be careful with your choice of vessel, as if they were to die, you'll perish alongside them, unable to be reformed.

As a freebie, you'll get an empty body that you can move around in. It has a heart and its history in the world depends on the origin you took, but its mind is empty. If you get a keyblade, you may only use it while inside this body, and not on your darkness form.

Take the "Talking to a wall" drawback.

Perks:

Drop-In:

Not Even My Final Goal (Free for Drop-In, 100cp):
Do you wish for world peace? Or are you secretly planning for the demise of this world? I wouldn't be able to know. The truth is what you see with your eyes and not what you hear, and you're good at keeping your true motivations and goals close to you. What others see as your life's work might only be step one in whatever great plan you have in mind, if you even have one, that is.

Mysterious Figure 100 (Free for Drop-In, 100cp):
You are an odd fellow, to say the least. There's something in the way you move and speak, one moment you're making jokes and making exaggerated magazines, and the other you're giving somber instructions with hands behind your back. which makes it difficult for others to discern if they should be taking you seriously or if you're nothing more than an idiot. Useful to make people underestimate you, think you are way more capable than you really are, or both.

Jumper's Teachings (Discount for Drop-In, 200cp):
If you ever interact with any of the Master's apprentices, you'll see how devoted they are to the cause of light and his teachings, and if you ever decide to train some students yourself, you'll see that they are similarly devoted. They'll look up to you and seem to treat whatever you tell them as gospel. It'll take truly dire circumstances for them to even start to consider that you're wrong. Like say, being powerless to do anything when the end of the world is near. But as long as you're there to reassure them, it'll be hard for them to think you don´t know best.

Keyblade Forger (Discount for Drop-In, 200cp):
During an unknown point in time, the Master of Masters came in contact with the χ-blade, the legendary weapon that protects Kingdom Hearts. Using it as a model, he proceeded to create the very first keyblades, not by tempering and forging metal of course, but by pulling them from someone's heart. I don't know if you ever came in contact with the χ-blade, but you display a similar ability to the Master. Being able to reach into someone's heart and pull a keyblade out of them and turn them into wielders.

What Do You Want for The World? (Discount for Drop-In, 400cp):
'May Your Heart Be Your Guiding Key' that's a popular phrase around this place. One needs to do what their heart feels right, but what if their heart were to steer them towards the wrong place? That's where you come in. You're good at manipulating others into doing your bidding. It's not like you're doing a bad thing, you're just giving them a push in the right direction.

Gazing Eye (Discount for Drop-In, 400cp):
The Master of Masters is known for his ability to gaze into the future using his eye, which he used to write the Book of Prophecies, and it seems you somehow ended up with an eye just like his, how curious. The exact mechanics are unknown, but you'll be able to see anything the eye sees in the future, presumably until your death or your stay is up; or you can get around that and do like the Master himself did and take your eye out and implant it into an object. Making you capable of looking hundreds of years into the future or even more.

Scholar (Discount for Drop-In, 600cp):
A coat that wards off darkness, spirits that eat bad dreams away, a machine to travel to different worlds, an entire digital recreation of a town. You somehow have a knack for creating objects or even creatures that have to do with the forces of darkness, light, dreams, and data like the examples I listed above. The more complex the thing you want to do, the more resources and time it will take. A pet spirit only required random materials found in the various worlds and a hair of the owner, while a machine that would be used to travel to different worlds without a keyblade never got finished before the war broke out.

Duskless Dawn (Discount for Drop-In, 600cp):
Sometimes some goals seem impossible at first, such as the eradication of darkness from the world, but that's just being shortsighted. Goals like that can be achieved, one just must abandon any preconceived notions of the world or time. If the answer to a problem can't be found now, maybe in a hundred, a thousand years, a solution will be made clear. Just like the Master of Masters in his quest to destroy Darkness once and for all, you're able to concoct plans that span countless years and worlds to achieve all but the most impossible goals. Whatever goal you might have in mind might or might not involve countless sacrifices, but as long as the end justifies the means it's okay, right?

Keyblade Wielder

Union Cross (Free for Keyblade Wielder, 100cp):
If the goal for all unions is to collect enough lux to be able to stop the darkness, then why are you forced to compete with one another? Shouldn't the Foretellers ally with each other rather than bicker amongst themselves? You might not know the answers to these questions but you're making your own effort to erode down the walls between unions. You're charismatic enough to make those from rival groups want to befriend you.

Inquisitive (Free for Keyblade Wielder, 100cp):
The Foretellers are hiding a lot from you. The true nature of the worlds you visit, what is that book they're always carrying, the inevitability of the war, and countless other things. Some wielders might never know that they had the wool pulled in front of them, but thankfully you're not like that. You're good at telling when you're being lied to or fed a stock answer and are also quite good at figuring out the truth.

Synthesis (Discount for Keyblade Wielder, 200cp):
The keyblade is not a static weapon, it can grow in power and even change form as you become more experienced and gather materials to upgrade it. Now, this can also apply to other weapons you have. You can upgrade any weapon you have to become more powerful, and even to accept the medals that you'd normally put on your keyblade. Just like the keyblade however, the more you upgrade it the harder it will be to find the right materials for it. Examples of these materials are gems that represent power/speed/magic which should be found lying around or dropped from enemies. Rarer materials will be ones such as electrum ore or gems that represent the moon and sun, which will be dropped rarely when you defeat strong enemies.

Worthy (Discount Keyblade Wielder, 200cp):
With all the wielders running around it might be hard to get noticed, but you seem to stand out without much trouble. Whether it is for your devotion to the light, your skill, or simply just your charisma, those in higher positions of power seem take notice of you. Keep being on their good side and there's a high chance they'll come to help you when you're in a pinch. Alternatively, even if you're on their bad side they might think you're too useful to let you die.

Dandelion (Discount for Keyblade Wielder, 400cp):
Master Ava was tasked to recruit exceptional wielders from all the unions, more specifically ones who had a strong aversion to darkness, into a group known as the Dandelions, and you ace the requirements for joining them. Hate, greed, anger, and other negative emotions are still part of you, but you will never let them cloud your judgment. The risk of you falling into darkness is very small.

Virus (Discount for Keyblade Wielder, 400cp):
To lead the Dandelions the Master appointed five wielders, one of which would have their own Book of Prophecies. Of these five, one would be murdered and replaced with another by the forces of darkness, and another one would get the book of prophecies despite not being the one who was meant to receive it, a decision by Master Ava in an attempt to change fate. Much like the two wielders in the examples previously mentioned, you'll notice that through the machinations of others or as random chance you'll find yourself in positions of power or with special objects that were meant for others.

Let The Wind Carry You Far Away (Discount for Keyblade Wielder, 600cp):
The Dandelions had one of the most important roles to play in the coming events. They would escape to another world instead of fighting in the keyblade war, and from the light in their hearts, the various worlds would be reborn, even if they were fragmented. Just like the Dandelions were able to fly away and escape from the tragedy that befell the realm of light whenever a cataclysmic event is about to occur plenty of opportunities to get away from it will come to you. Though you're not obligated to take them.

As for the fate of the Dandelions, they would learn that their new home would turn into their prison after a while, but that's a story for another day.

Not Yet (Discount for Keyblade Wielder, 600cp):
No matter how hopeless the situation, people will cling to the last shred of hope, the last piece of their dream, until the very end. For the wielders that were not part of the Dandelions, the only option left for them was to fight, and hope that everyone would come to their senses, or at the very least that they would manage to survive and see things through. As for you that last shred of hope will be the key to living to see another day.

Maybe you're off against insurmountable foes or the world is crumbling right in front of your eyes. You'll keep standing right up again, avoiding any fatal injuries until help arrives, your enemies decide to focus on other matters and leave you, or until you're the only one left standing. As long as there is a chance for you to come out alive, and you haven't given into despair you will pull through.

Apprentice:

χ-blade Master (Exclusive and Free to Apprentice):

The Master trained you well. You're above and beyond the average wielder of this era, easily being able to go against any non-apprentice wielder without breaking a sweat. You're also able to open the lanes between and the corridors of darkness without needing your keyblade, allowing you to travel with ease.

Unlike the wielders that make up the unions you do not use medals when fighting, instead, you have honed specific skills you can use in combat. Perhaps you mastered time magic, and use Stop, Slow, and Haste spells to control the flow of the battle; or you invested in Keyblade Transformations and can transform your keyblade into the perfect weapon for the occasion.

Alternatively, you might choose one of the canon examples below.

Unicornis: Your control over light means you're capable of making solid constructs made of it. Master Ira's signature technique involves trapping their opponent with pillars of light before blasting them with a ray of light, but I'm sure you'll figure out other ways to use them.

Ursus: You're absurdly strong, your swings leaving craters on the ground. To close the gap when fighting you also learned some spatial magic, being able to rip space with your keyblade and create rifts that either suck your opponent in or bring them closer to you.

Anguis: You have attained mastery over elemental magic, being able to quickly cast spells of Fire, Ice, Thunder, and Wind to overwhelm whatever poor soul is on the other side of that attack, or turn enemy spells into one of the elements, rendering it useless.

Leopardus: Your speed is second to none in this era, and you're not blindly charging to the battlefield either. Your precision in combat is also something to behold, which in conjunction with your speed means you'll be able to deliver many deadly strikes before your opponent is even able to realize what hit them.

Vulpes: You have the ability to create illusions, making you able to disguise your appearance or change your surroundings. You also know Cura spells, to heal yourself and others.

Reliable (Free for Apprentice, 100cp):
Much like Master Ava, who was seen as the most approachable out of the Master's apprentices, there's an aura around you that make others perceive you as being easy to talk to. Wielders coming to talk to you about their worries or just to consult your opinion on random matters will be a common sight even if they belong to unions that you aren't part of. What's more any advice you give them will be taken by them to heart. Maybe you could be a good mediator when your comrades start bickering with each other.

Time to Fulfill My Role (Free for Apprentice, 100cp):
This is a time of action. You and the other apprentices have been left to your own devices by the Master, and the events that he has foretold haven't occurred, and maybe they aren't as set in stone as the others think. Your conviction to make whatever objective you put your mind into a reality is rock solid. 'Traitor', 'Disruptor of the balance' the others may call you, but your heart won't waver. You are being guided by your heart, just like the Master said.

Look, But Don't Touch (Discount for Apprentice, 200cp):
Luxu, the sixth apprentice, got arguably the simplest and most important task of all. To observe the events that would unfold, pass down his keyblade to a student and ensure it would get passed down to their student. All to ensure the Master could be able to see the key events in the future. You could have also performed that role without much trouble, seeing as how you're very good at staying in the shadows, unnoticed.

Stand Ready (Discount for Apprentice, 200cp):
Numbers aren't everything in regard to Unions, having a surplus of unskilled wielders just ends up with them being fodder for the heartless. That's why you developed an eye for knowing who would make for a good wielder. The criteria are up to you, could be how resistant they're to darkness, how skilled they are with their keyblade, or even how loyal they are to you.

Deadly Blow (Discount for Apprentice, 400cp):
Strength is justice, and victory is proof of strength. If the younger wielders that form the unions had more time maybe they could eventually match you, but for now, you have years of experience against them, as well as the opportunity of having been trained by the Master of Masters. During combat, your first attack against your opponent will always hit, ignoring any kind of defense, and if they are vastly weaker than you that'll be enough to defeat them. You have no time to waste on ants unworthy of wielding a keyblade or any weapon.

Don't Underestimate Me! (Discount for Apprentice, 400cp):
We already went with how strong you were, but you're also really good at taking hits, more than even the other apprentices. You can keep moving after taking hits that would normally incapacitate or even kill someone, your rage also fuels your endurance as the angrier you get the more your body will ignore your injuries or tiredness to keep fighting. You are not immortal, however, and you will have to rest eventually.

Vessel After Vessel (Discount for Apprentice, 600cp):
Every Keyblade Master worth their salt can extract hearts with the help of their keyblades, allowing them to be able to exchange their old bodies for a new one or leave others as empty husks if they wish. You, however, go one step further than that. Without the help of a keyblade, you're able to extract your own heart from your body, and in the case, you took over a body, it's yours now. No battle of wills to maintain your control over it. If you're able to get a new vessel before your old one dies you could theoretically live for centuries, if not millennia.

Strong Heart (Discount for Apprentice, 600cp):
The true reason why the Keyblade War is starting, of why countless wielders must die is that you were raised to be a vessel for the primordial darknesses that have been terrorizing the world ever since the Master was a child. Everything was engineered so that you and your comrades' negative emotions would attract the darkness and they'd jump into your hearts, intending to control you. But you are stronger than they think.

Your heart is a cage that anyone who seeks to control you through possession will end up trapped in. Unable to escape or affect you in any way. What's more, if your body were to perish, they'd die with you regardless of their constitution or ways to cheat death.

For the sake of a world without darkness, the Master is willing to use everything and everyone, including himself, as sacrificial pawns. It's up to you if you're willing to go with it or refuse to sacrifice this much just for a chance to get back at Darkness.

Items

General Items

Keyblade [Free]:
In the future, a keyblade will be an omen of ruin to some and a legendary weapon to most. Right now, it's an all-too-common sight. Despite the lack of an edge a keyblade can cut most things with ease if the wielder wishes it, still being a useful blunt otherwise. It's not just a close-quarters weapon as you can channel magic through it to cast various spells, such as elemental ones or cure spells that heal you.

As the 'key' part of its name implies, the keyblade can be used to unlock and lock almost anything, from the obvious such as a door to odd stuff like unlocking a rockslide. You can do this by either tapping the object you want to lock/unlock or launching a beam of light from a distance, be careful not to hit anybody with it.

You can travel through the various worlds by opening the lanes between with it. These worlds are the Dwarf Woodlands, Olympus, Wonderland, Agrabah, and Beast's Castle. In future jumps, you'll be able to travel to different dimensions if they have those. Lastly, you can upgrade your keyblade by finding materials, such as power/speed/magic gems, to make your keyblade more powerful. Don't worry too much about where to find them, you'll find that heartless and the like drop them, and they'll be lying around in future jumps.

You're free to import any weapon you have into this.

Chirithy [Free]:
In order to guide the newly recruited keyblade wielders, the Master of Masters would create a bunch of cat-like spirits to act as guides and teachers. While useless in combat Chirithy are knowledgeable about the keyblade and the world in general, and they can disappear from the scene with a puff of smoke to help them survive. They have good motivation to help their wielders out too, since if they were to die the Chirithy would perish as well since their hearts are bonded together.

In any case, you can take one of these creatures for free, I'm sure they'd enjoy traveling with you. Importing a companion into this role is also an option.

Medals [First Purchase Free to Keyblade Wielder, 100cp]
Medals are the physical embodiment of the future, drawn from the Book of Prophecies. What this means in practice is that you're able to use the power of people in the future with them, letting you use techniques you had no idea existed like Zantetsuken or cast spells you'd be normally incapable of casting like Aeroga.

A keyblade can equip five medals maximum, and can only use one at a time, cycling through them as they get used. Using a medal costs stamina in exchange for letting you perform the technique/spell/attack, the more powerful the medal the more it will demand from you, and if you can't meet the cost, you won't be able to use it.

One purchase of this gets you five of these medals, below in the notes section, there is a link that lists the medals and the abilities associated with them.

Book of Prophecies (Free/600cp):
A magical book penned by the Master of Masters detailing the events to come. Unlike what some were led to believe the book doesn't cover a lot, just what his gazing eye saw in the future, and even then, only the important bits were written down. Nevertheless, it's useful to know about what is going to happen. In future jumps, the book will have a rough description of all the important events that will happen during the jump.

The book doesn't only just describe the events to come, it also can draw power in the future in the form of medals. Through the specifics on how you do it are up to you, you're able to summon medals from the future of the jump you're in. As long as the technique/spell/attack appears after you arrive in the jump, you'll be able to make a medal of it.

Using the book, you're also able to conjure realistic projections based on the events or characters written in the book. If you were to project an entire world you can access it by opening a portal with your keyblade. The world will follow the events written in the book regardless of any meddling you do there.

Those who took the Apprentice origin get a free copy, but it'll only work for the duration of this jump unless you buy it.

Drop-In

Avatar Board (Free for Drop-In, 100cp):
The fashion in this world is odd, I'm not going to lie, it's highly influenced by the look of the characters in the future, as well as an assortment of random things. You now have a wardrobe inspired by characters from Disney movies, Final Fantasy, and Kingdom Hearts characters; as well as other miscellaneous sets of clothing such as Holiday-themed outfits.

Bracelet/Cape of Light (Discount for Drop-In, 200cp):
Desperate to make the young wielders stronger, the Foretellers sent them to hunt heartless in the very realm of darkness itself, by opening a corridor in which they would enter. To prevent the darkness of the realm from eroding their hearts, these wielders were given the bracelet and the cape of light, which would momentarily protect them. To protect you in your travels you get a copy of these items. As a freebie, the momentary protection of these items will become permanent instead, so you don't have to worry about either the bracelet or the cape's protection running out.

Shift Pride (Discount for Drop-In, 400cp):
This was the name of a training program in the world the Dandelions would set foot after the war. The intention was that the young wielders would fight one another to train their skills, however, the idea of them fighting each other didn't sit too well with the Dandelions. As a makeshift solution the data of the wielders would be used instead, so when fighting one would duel against a data simulation instead of the real person.

You can access a similar arena through your warehouse, allowing you to fight data simulations of you, your companions, and anyone who has entered your warehouse. If you want it to be outside your warehouse, it'll appear wherever you want as a coliseum-like building.

The Ark (Discount for Drop-In, 600cp):
An odd-looking machine with seven pods in it. Originally it was designed to travel the various worlds after the keyblade war shattered the realm of light, but it couldn't be finished in time before that happened. Thanks to being unfinished, however, it became able to let whoever used it travel into the future, as the speed of the pods would rip away their body, leaving only the heart. Once a heart one would need just a medium and someone with memories of them to be able to reform at the time they decided in the future.

Normally you'd have to go through a lot of trouble to ensure there will be someone in the future who remembers you and has a medium at hand, but as a courtesy that will always be the case, don't worry about it. No need to fret about losing your memories or ending up somewhere you didn't want to. Just think of where you want to end up in the future, and you'll be dropped there. This is a one-way trip only, so you'll have to discover other methods if you want to go back to the past.

Keyblade Wielder

Spirit Pet (Free for Keyblade Wielder, 100cp):
Made for the Dandelions after the war, these pets often look like a mix of various cute animals, like a dog, cat, or rabbit. They aren't just for show either, they'll fight alongside you, and you can even equip them with one medal so they can be even more useful in battle. They also can eat any nightmares you might have while you're sleeping.

Keyblade Armor (Discount for Keyblade Wielder, 200cp):
Issued to some wielders shortly before the war, this armor will protect you from the adverse effects of darkness and can be equipped and unequipped with a mere thought, so you don't have to be carrying it around. Useful when you're fighting heartless or are traveling in places that can corrupt your heart, not so much when your opponent is human. You might import any armor you have into this.

Power Bangle (Discount for Keyblade Wielder, 400cp):
Out of the blue one day a Chirithy came up to you and gave you this, it told you to wear it to become stronger, and you certainly have. Each time you defeat a heartless you absorb their 'guilt', a fancy word for their dark power. The more guilt you collect from the heartless and other dark creatures in future worlds the stronger your keyblade and you will get. There are some whispers about how using it leaves you open to darkness, but I'm sure you're strong enough to resist it, right?

Light of The Past (Discount for Keyblade Wielder, 600cp):
Think of this as proof of the bonds you made with your fellow wielders. Once per jump whenever you're in a pinch you can call on their power, summoning a stream composed of thousands of keyblades. You can ram the flying mass of keyblades towards your opponent or ride on top of it and shoot beams of light, either way, they'll prove to be extremely effective against creatures of darkness. After a set amount of time or when your enemies are defeated the mass of keyblades will fly into the sky once more and disappear in a flash of light, ready to be used in your next jump.

Apprentice

Foreteller Fashion (Free for Apprentice, 100cp):
A set of ceremonial-looking clothes and a mask of the animal of your choice, much like the attire the Foretellers wear. In this world and future ones, wearing them will give you an air of importance, much like the one the Foretellers give off. If someone that didn't pick the apprentice origin wears this, they might get some weird looks, but the Foretellers themselves probably won't mind it.

Black Coat (Discount for Apprentice, 200cp):
A gift from the Master, it's a plain-looking black coat, much like the one he and Luxu wear. Its primary function is to protect you from dark forces, as the material the coat is made of wards off darkness. You could probably chill out in the realm of darkness with no trouble. Its second function is that you're able to completely hide your face when you wear the hood up, useful if you ever want to remain anonymous, or just want to look cool, I guess. Can be changed to a white coat if you dislike the original color.

Mysterious Wasteland (Discount for Apprentice, 400cp):
A place where people come to leave their mark on fate. While this barren wasteland made up of nothing, but badlands doesn't seem to offer much at first glance, you'll discover that for reasons unknown important people seem to pass through this place at decisive points in their lives. For similarly unknown reasons events that have the world at stake will also end up happening there. This strange land will follow you in future jumps, appearing near where you arrive. Hang around there often and you may not only witness how the fate of the world gets decided, but you may also be able to influence it by interacting with those that pass through this place.

Unchained Realm (Discount for Apprentice, 600cp):
You have obtained a digital copy of Daybreak Town, made by the Master of Masters to house the Dandelions, and protect them from the darkness engulfing the realm of light. You can enter by opening a portal with your keyblade, a corridor of darkness, or through your warehouse. You'll see that it's a faithful recreation of the real thing, enough that you might have trouble distinguishing which one is the real one if not for the fact that your digital copy is devoid of people.

Aside from the purpose of housing the Dandelions, this data world had a second function; if the primordial darkness ever found its way there and the Dandelions were unable to deal with them the world would turn into a cage for everyone. At your behest, you can decide to close off the world to everyone but you, with no way in or out, and from there you can initiate the destruction of the world.

Anything that is inside this data world at the time of its destruction will fall asleep and never wake up. Doing this will render the data world inaccessible for the remainder of your jump and will erase any changes you had made to it when you enter the jump after.

Additionally, to the Daybreak Town simulation, there are digital copies of various Disney world's so that the Dandelions would continue their lux collecting activities. The default worlds are Dwarf Woodlands, Wonderland, Agrabah, Olympus, Castle of Dreams, and the Enchanted Dominion. Characters in this world are just data copies, and the events follow the canon events. You might choose another set of seven Disney Worlds if you want to.

***Companions*:**

My Secret (Free):
Choose one companion. You and they share a bond that hardly anything can break. No matter how separated you are, whether you end up in different time periods, are separated by the ocean of stars, or even if you don't have any memories of each other; given enough time you two will be reunited.

My Friends are My Power (Free):
During your stay, you must have made a friend or two here, and if you want to keep hanging out with them in future jumps you can do so! As long as you manage to convince them to join you in your travels, you can take them as a companion for free.

We'll Go Together (100cp)
Oh, you made friends before arriving here. They can come alongside you then. With his option, you can import up to 8 companions, they each get 600cp to spend. Discounts apply to them depending on the origin they took, but they can't take drawbacks. Alternatively, you can create new companions, following the same rules.

Your Majesty (Discount Drop-In, 200cp):
Out of the blue this wielder appeared in the middle of Daybreak Town. They claim to be a ruler from a far-off world, not just in terms of distance but in time too. Whatever object they used to travel seems to have dropped them in the distant past instead of their intended destination. Oddly enough they seem pretty lax about the whole thing, even wanting to accompany you in your travels for a while, saying it counts as part of their 'Mark of Mastery', whatever that means.

Despite not using medals like the wielders of this era they´re pretty strong, having the 'χ-blade Master' perk even if he's not an apprentice, and their friendly disposition gives them the 'Union Cross' and 'Worthy' perks.

Union Leader (Discount Apprentice, 400cp):
You now lead a group of thousands of keyblade wielders, a sixth union if you have the Apprentice origin or a group that exists outside the Unions if you have the other two origins. These wielders are fiercely loyal to you, and while not particularly skilled in using their keyblades they more than make up for it with their numbers. After this jump the wielders of your union will count as followers.

Empty Creature (Discount Keyblade Wielder, 600cp):
A most curious thing has taken residence in your heart. A being of pure darkness has taken interest in you, wanting to accompany you in your travels. Unlike its brethren, this Darkness seems more interested in other worlds out of curiosity rather than a desire to spread darkness. It doesn't understand the human heart too well, but it's determined to protect you in exchange for letting it rest inside you.

Toggles

One Sky, One Destiny: The Master of Masters was right, after all, seven people can't change the future, much less one. Choosing this option ensures that no matter how hard you or anyone else tries everything will end up as it did in canon. With the Keyblade War happening and the realm of light shattered into individual worlds

Player: By taking this option you'll take the place of the canon player character, the owner of the nightmare Chirithy that started the foretellers in their path of distrust, the last one standing in the Keyblade War, and the person who would become Xehanort's caretaker and first master.

From B to A: If you have visited other Kingdom Hearts jumps before this one, you might see that medals of you and your companions will start appearing in this world, as your actions have been recorded by the book of prophecies. Don't freak out if you see a wielder dressed as yourself.

Back Cover: Want to see this world a bit more? Now you'll start a year earlier than intended, bumping your time here to three years assuming you don't pick any of the toggles below. The Master of Masters and Luxu are still here, and the Foretellers haven't started recruiting wielders.

Unchained χ: If you decide to take this the jump won't end after the war ends, instead you'll be transported to a data copy of Daybreak Town. In here the Dandelions, a group of exceptional keyblade wielders who would keep the light alive, were sent to live before the war broke out. Most would have their memories tampered with to forget the strife and chaos in the months before the war, after all, there was no need to burden them with those memories, or at least that's what Master Ava said. It's up to you if you remember the days leading up to the war or not.

Everything will be relatively peaceful for a while in this data world, with the wielders collecting lux and fighting heartless, this time even allying with other unions.

After about two years if things haven't derailed, the witch Maleficent will time travel here from the future, and the forces of darkness will begin to make their move. The data world will fall to darkness, trapping most of the Dandelions in there. Those who managed to get out using the Ark will be stripped of their memories and scattered through time. At the very least four of the thirteen darknesses would be sealed forever through the sacrifice of one of the wielders.

You will exit this jump moments before the data world falls, which like it was said above, should add another two years to it for a total of four years assuming you didn't take any toggles.

Blank Era: As your time in the jump ends, you'll find yourself in the future, a few generations after your time. You'll find yourself in a sprawling Victorian metropolis, this is the city of light and darkness, dreams and distortions, Scala Ad Caelum. Keyblade Society managed to rebuild itself bigger than ever.

Still, conflict between the wielders is not a forgotten memory. The two big factions, one made up of the direct descendants of Ephemer, and the other made up of the branch families, are locked into a rivalry. This period of history hasn't been recorded all that well, it might have something to do with their dealings with the astral world and its connection to unreality? Maybe you'll manage to unravel the mystery, and bump into some of your old friends along the way.

Dark Road: Set about 65 or so years before the events of the Birth by Sleep jump occur and another around 60 to 70 after the period above. You find yourself in Scala Ad Caelum, previously a seat of power and the nexus of all worlds, now it's mostly a forgotten place, with a dwindling population. Here Xehanort, the man that will cause the second Keyblade War is currently one of many newbie wielders. In the coming years, his fall to darkness will be inevitable, perhaps you might be able to change that? You have five years to try.

Subject J: Proceed to the Birth by Sleep jump. You have been dropped into this time, hundreds, or thousands of years after the keyblade war. Oh, also depending on how your time in this jump went you might find that some of your friends from the Age of Fairytales have also appeared in this era.

Hope You Like Long Stories: By picking this option you can stay here until the events of the Birth by Sleep Jump begin, which should be between a hundred years to some millennia if you don't pick Dark Road.

Drawbacks

Ephemeral (+100cp): You may not do it on purpose, but you have a really bad habit of ditching your friends to go do something else, expect upsetting them when you inevitably leave them hanging.

AAAAAARABIAN NIIIIGHTS (+100cp): Hey, is it just me, or are you visiting Agrabah a lot? No matter what you're currently doing you'll seem to wind up in Agrabah at the end of the day. Looking for a friend? They're in Agrabah. Got tasked with killing a strong heartless? Agrabah. Time traveled to the future? Congratulations you landed in Agrabah! It will get old, fast. Hope you like sand.

Wallflower (+100cp): 'Speak up!', you'll get told that a lot during your time here. You are painfully shy. To the point that you'd prefer to watch over a potential friend from afar rather than trying to talk to them. There may be moments in which you gather enough courage to overcome your shyness, and hopefully, by the time you decide to speak up, it isn't too late.

Loyal (+100cp): Choose someone, it doesn't matter if it's a companion, one of the Foretellers or even a random wielder, you will think that they're an example to follow and will blindly do or believe most of what they tell you. It will take a lot of effort from you and others to get you out of that mindset.

***You* (+100/200cp):** Darklings, keyblade wielders whose hearts have been taken over by the darkness have started targeting you. Relentless, numerous, and able to appear anywhere thanks to their ability to use the lanes between, they'll prove themselves to be a constant annoyance on your travels. If you're careless they may prove to be your downfall.

For an extra 100cp, you'll find that these darklings are being controlled by a nightmare Chirithy. It might look like a cute animal, but it's cunning and wants nothing but your demise. If you ever decide to confront it directly, it will reveal that it's able to absorb these darklings to transform from a cute mascot into a monstrous beast. Defeating it will ensure that the darklings will be directionless for a while, but sooner or later it'll reform back to torment you again.

Raid (+200cp): Look, on the bright side you'll be able to collect lots of lux for your union, if you're in one anyways. On the bad side, you will end up having to face unusually powerful Heartless, like the Demon Tide or Weapons Master just to give you two examples. Hope you made lots of friends, so they can help you out when these heartless come knocking on your door.

Zealot (+200cp): If there's a certain fact about you is how much you hate the Darkness, a hate that borders on obsession. Like almost everyone you think of heartless as monsters, but those that do nothing to further the destruction of darkness are almost as bad. From lazy wielders that barely go to collect lux, people from different unions or allegiances, or even those that tell you to chill out, they're all enemies in your eyes.

Talking To a Wall (Restricted to Darkness): No offense, but you have a very unconventional thought process, putting it nicely. You are incapable of understanding others, or the reasons for why they do their actions or think the way they do. It'll be difficult to socialize with others, not that you'll want to for the most part. More importantly, you're easy to trick since you don't have a full grasp on the human heart. If you don't keep your wits with you, you might wind up sealed or destroyed.

Proud Mode (+300cp): Everything feels harder for some reason, enemies that could be brushed aside with a swing of your keyblade suddenly prove to be much tougher than before. Try to not get hit by the way, as the damage enemies do now might be enough to one-shot you if you're not careful.

Chirithy (+300cp): Some things seem to be off as soon as you arrive. Firstly, you're a lot shorter than the average person, secondly, there's a brat staring at you. You're not a wielder jumper! You're a Chirithy, a cutesy spirit that has been tasked with guiding the wielder they're bonded with in the right path. What does being bonded with them mean? Well, if they ever die or fall to darkness you'll die, no buts; and looking at your wielder they look wimpy, so you'll have your work cut out to do.

All the other drawbacks you take apply to them instead of you, and as for perks, it's for you to decide which perks they're getting, if any. When your stay is up you can companion your wielder for free or leave them in this world.

If you choose one of the two add-on origins that have to do with Darkness, you're a nightmare Chirithy instead. You can control any darklings that are nearby, and you can absorb them to become a monster way stronger than them. The bad part is that if anyone catches sight of your existence or that you're connected to your wielder, everyone will try to wipe you both out. So be careful.

The Masters Stand in The Way (+300/600cp): Seems you have attracted the attention of the apprentices of the Master of Masters, and not in a good way. Being the first Keyblade Masters, they´re immensely powerful. Not even the wielders of this time, who harnessed the power of the future could be able to do much against them. Before your time in this world ends, you'll have fought all of them, that is if you don't get killed by one of them before your time is up. As a small form of mercy, the conflicts with them will be one on one, they won't gang up on you, and you might be able to convince them to leave you alone during the fight itself.

If you really want a challenge, for an extra 300cp, the six apprentices have made it a priority to hunt you down. They'll bring down the full weight of their unions, which are made of countless wielders of varying degrees of strength. They also won't hesitate to fight you two vs one or even all six of them vs you if you're unlucky enough. There's no mercy to expect here, they will fight you with all their might.

The 13th Struggle (+600cp): The 13 darknesses that have tormented this world for ages have taken notice of your special nature. You're a gateway to whole new worlds in which they can expand and infect others, they just have to make you their puppet first. They can't be reasoned with, and their lack of a physical form means you won't be able to put them down for long. Your only respite will be that they'll need to hide in human bodies from time to time, and they can be killed for real if the body they're in dies, also their alien nature means that they aren't the brightest.

Ending

Your mandatory stay has ended, the drawbacks you choose have been lifted, and hopefully, you said goodbye to those you cared about in this world. Now only one decision remains.

Let's go home: You return to your original world with your companions, items, and perks at hand.

It's not over yet: You decide to end your travels and stay in this world. There are some interesting times ahead, so here's another 1000cp for you to buy stuff with.

The adventure continues: You vanish, dim, and fade from this world and continue to your next jump.

Notes

- In case of doubt, fanwank. There are a lot of things that aren't clearly explained, so you're free to come up with an explanation that you like.
- Dark Road revealed that Xehanort is not the Player character's reincarnation but instead was raised by him and due to Xehanort's special nature he believed that some of the Player's memories were his. Thus, that information got corrected. Not going to stop you if you still want to say you can become Xehanort, that said.
- Due to it being a toggle, it's up to you if the effects of One Sky One Destiny keep going if you take a toggle that places you in a time period after the Keyblade War (such as Dark Road, Subject J, Unchained χ, Blank Era)
- Taking Hope You Like Long Stories will make it so you can't die of old age, still, you might want to grab a way to get a new body or rejuvenate yourself if you don't want to be really old
- Your Majesty is based on Mickey Mouse, but it's up to you if they look like a normal human or like Mickey.
- We know that between the age of fairytales and BBS there's more than a hundred years but there hasn't been a specific time given. Luxu seems to imply it's a huge period of time, but the exact number is up to you.
- On the topic of medals: I've changed a bit how they work and decided to not bother with their stats, mostly since they're very tied to the gacha mechanics originally and I can't translate that into a jump doc. They barely get any mentions in the story itself, so I couldn't resort to that either.
    - So, in simple terms, look at this list below, see a special attack that pleases you and choose it and that's it, ignore the stats and such.
    - https://www.khuxwiki.com/wiki/Special_Attack
- Deadly Blow is based on how two of the Foretellers one-shot you and attack first in the UX event, also on how all of them can ignore the only ability that lets you ignore damage in X.
- On that note, the gap between Foretellers/Apprentices to normal keyblade wielders is huge. You can't take more than 10% of their HP in their original battle in X. How their power level translates with the wielders of the present time is up to you, however.
- The Gazing Eye doesn't have to be your actual eye if you feel icky about having to take your eye out and put it on an object.
- We have no clear idea on how long Darkness can go without having a body, so you're free to come up with whatever timeframe you want for now. In future jumps, you're free to access your pure darkness form as an alt-form. Willpower perks might mitigate the "need to get a body or lose all my will" issue to the point it isn't a problem.
- Useful links:
  https://roboloid.github.io/khux/theater - A site that houses several compilations of UX cutscenes.
  https://youtu.be/zAhUPiix0rI The KH Back cover movie, which is basically the X game from the point of view of the Foretellers.
  https://youtu.be/RMOyUYpB_VM A compilation of all the cutscenes and Back cover spliced together into one video.
  https://youtu.be/jJ0J7mo5_J8 A decent one hour video explaining all scenes above.

Changelog

0.1:

- Added more notes.
- Removed the ‘they have to survive the events of the jump’, requirement for My Friends are My Power
- Added clarification on Darklings and 13 Darkness inability to use a keyblade, since I felt I wasn’t clear about it.
- Deadly Blow got its effect changed and was given clearer wording.
- Small wording changes

0.2:

- Modified the “You can become Xehanort” note given the new reveals.
- Added Missing Link/Blank Era toggle.