

Jumpchain Supporters

A Collection of Special Companions and Scenarios for KINGDOM HEARTS Starts

By JamestheFox

About Supporters

Well well.

It seems someone has come here,

seeking your aid.

I suppose I can allow it.

Help them,

and they will likely help you in return.

Supporters are something of a combination of Companion, Upgrade to your Warehouse, and Scenario, rolled up into one package.

They arrive in your Warehouse in between Jumps under certain conditions, offering their support, if you'll only let them shelter with you for a time.

They won't travel with you out into the Jumps, at least not at first, but will instead provide unique support from within your Warehouse.

Of course, a hard prerequisite for them, then, is that your Warehouse is able to continue onwards while you're not inside.

Keep in mind, these Supporters are not 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.

It is recommended that you use the other Dive to the Heart Supplements alongside this Supporter Supplement. In previous eras, they all formed a single cohesive whole, and were bundled as a single massive text document.

In these more modern modules, however, you'll find that the documents are designed to be more standalone than they used to be. Should you use this Supplement without the Dive to the Heart Warehouse, your Supporters will find nooks and crannies within your Warehouse to operate from. It should be noted that many of these Supporters offer services that are normally handled by the Warehouse Supplement itself, but which are not featured in Dive to the Heart. If you already have these benefits by other means, Supporters usually enhance these effects by 50%.

These modules should all be found in the Reddit Drive, but if not, a link to a personal Google Drive containing these docs can be found HERE.

Companion Roles and Role Points

Supporters are often drawn to those who are like them. To that end, you should seek out Companions that align with their role. Generally speaking, a Companion that seems like they'd match well with the role, then they are that role. A Companion can gain roles by simply gaining 3 Perks or a single Origin that help them play that Role.

You obtain Role Points through the following methods:

- When you or a Companion obtain three Perks that align with or assist in performing one of the below Roles, you obtain 1 Role Point.
- When you or a Companion obtain an Origin that aligns with or assists in performing one of the below Roles, you obtain 1 Role Point.
- When you obtain a Companion who exemplifies a Role (for example, Phoenix Wright as a Defense Attorney exemplifies the Jailor Role), you obtain 3 Role Points.
- When you obtain Followers who exemplify a Role (for example, obtaining a school whose staff become Followers ensures you have Teachers), you obtain 2 Role Points.

If you use the Dive to the Heart Opening Scenario's Body Mod, certain Perks immediately grant their bearer one of these Companion Roles, and thus a Role Point. If you can find a way to grant your Companions the Body Mod, such as through certain Dive to the Heart Supporters, you can easily acquire Role Points.

Below is a list of Companion Roles and examples of the kinds of people that fit into them. There may be some overlap in places, but that just means your Companion is versatile!

Botanist: Outdoorsmen, farmers, gardeners, and the like.
Craftsman: Smithies, bricklayers, chefs, weavers, and the like.
Designer: Painters, sculpters, weavers, composers, and the like.
Jailor: Guards, lawyers, judges, military, police, and the like.
Mage: Sages, magicians, witches, clergy, and the like.
Mechanic: Repairmen, plumbers, pilots, inventors, and the like.
Medic: Doctors, scientists, witch-doctors, and the like.
Merchant: Shopkeepers, caravans, appraisers, coinkeepers, and the like.
Musician: Singers, guitarists, composers, and the like.
Prophet: Oracles, counselors, archeologists, clergy, scientists, and the like.
Prospector: Miners, archeologists, spelunkers, appraisers, and the like.

Teacher: School staff, mentors, coaches, sempais, and the like.
Thug: Punks, gangsters, crooks, thieves, gamblers, bullies, and the like.

Supporter Scenarios

You can mend these hurts, Jumper. All it takes is to offer a helping hand.

Should you deepen your bonds with your Supporters, they may finally reveal their true nature to you, and why it is they've shacked up in your Dive to the Heart when they obviously hold great power. It turns out, most of them are running or hiding from something, or licking their wounds after a cataclysmic failure on their end.

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 they 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, unless the Scenario asks them to take the Jump as a normal 10 year Jump.

If there is no Jump Doc tied to the destination, select this KH Jump 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.

Companions given as rewards have special Builds already backed as part of their Body Mod, and are given a 700 CP stipend to spend on additional Perks and Items from the KH Jump. They do not have Origins or Discounts unless those Origins are spelled out.

On the Nature of Infinity

As a final note: In many cases, the tales and personalities presented here need not be exactly how reality is. The personalities of these Supporters, their troubles and trials, the rewards given for overcoming them, and even their identities may not be exactly what is written here. If we can be a little meta: so long as you keep to the spirit of what is written, going against the letter of what is written is of course allowed. After all, we're all having fun here, right?

The Moogle Shopkeeper

Unlock Requirements

- You have acquired at least 2 wealth-granting Items.

  OR

- You have acquired at least 3 Merchant Role Points.

"Consider me... a Jump – chan in training, Kupo!"

Having spied in a fledgling Jumper 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. Their efforts to gather sundry items from the Jumps you've visited before make any shops you own acquire their goods a fair bit easier, improving their profits. If you pass through a Kingdom Hearts, Disney, or Final Fantasy Jump, the Moogle Shopkeeper will make a point of procuring Gummi Materials for you, in amounts that scale with the number of such Jumps you've passed through.

This also, of course, means that it's easier to acquire materials for crafting of any kind, as long as you're willing to pay accordingly.

If you're using the Dive to the Heart, they'll prepare a specific place for themselves: the **Platform of Commerce** in the **Station of Kupo**. The Platform is white and grey, though bedazzled with gemstones in myriad colors. Otherwise, they'll find a suitable place somewhere in your Warehouse.

As thanks for taking them in, they pass along 300WP for your Warehouse's development.

With that business settled, they make themselves at home and begin making plans for further profit...

Services

Moogle Shop

(-100/-200WP, Supporter Power)

"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 100 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, but can be found anywhere of interest.

Great Bank of Kupo

(-100WP, Supporter Power, Repeatable)

"You don't mind if I make a few investments with your spare CP, kupo?"

The Moogle shopkeeper has decided to diversify into speculating on and investing in CP. You may now bank CP with the shopkeeper, up to 500 CP per purchase. If you have other means of banking CP, you may merge it with this or keep them in separate banks.

At the beginning of each Jump, before you fill in your Jump Document, however, roll 1d6. On a roll of 1, the Moogle shopkeep's investments fall through, and you lose a quarter of your banked CP. On a roll of 5, they manage a tidy profit, which they share with you as a quarter of your previous banked CP. On a roll of 6, they win big, and you gain half of your banked CP in profit.

If you have more CP than you can bank with the Moogle shopkeeper, you'll need to spend it or store it elsewhere.

Kupo Deals!

(-250WP, Supporter Power, Requires Moogle Shop, Repeatable)

"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.

My Heart has Wi-Fi?

(Requires a Mechanic Companion, -50 WP, Supporter Power)

"Yeah, your heart gives kupo signal, in fact!"

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 1 Mechanic 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. Video calls are possible on these, and they're hooked up to something called the Mognet. Your facilitator has assured you that if your new phone breaks, a new one will be delivered within the week, or else. All the better, because your facilitator has your number. Better pick up when they call!

Their battery life is impressive - they don't seem to need recharging. It also has an app stuffed to the byte with retro LCD games featuring you and your Companions on it.

The Sham

(-100WP, Item)

"It's not a scam, kupo. Your pals're getting what they pay for."

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. The one feature they have in common with a Keyblade is in how they interact with your Dive to the Heart (or other Warehouses), being able to be used in the same way. If you have a different Warehouse, these fake Keyblades can be used like keys to that Warehouse.

Jumpchan Coin

(Requires 1 Thug Companion. -50CP, Purchasable once per 1d8 Jumps, Item)

Where are those...!? I could have sworn I left them –

"You need fiat? I can get you fiat, Kupo."

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 may provide one of the items you've acquired in your travels with fiat-backed protection by breaking this surprisingly fragile coin against it.

K-Kupo Quests...!?

(Requires 1 Thug Companion. -100WP, Supporter Power)

"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, or a few yards of 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, or 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.

Scenario – A Friend In Need

Jump – 358/2 Days Gauntlet

Unlock Requirements

Lose, spend, or gain a cumulative total of at least 13000CP with the Moogle shopkeeper.

Synopsis

You're approached by the not-so-mysterious Moogle Merchant in a black coat. He thanks you for the CP you've helped him amass... but he needs more direct 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 shopkeeper sought to emulate their ways, using his time here to serve as Roxas' Benefactor, as much as he can. Much of the CP he's gained from you has been used to shore up the boy's strength, or to slow the progression of the Jump he's in to buy time for another plan to be formed. The various items and Companions you've passed along to "his black-coated counterpart" have found their way into his hands, fiat-backed via mechanisms borrowed from your Benefactor to serve him.

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.

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:

Kingdom Key



(150χP Core Keychain)

Kingdom Key
0.8m Blade, 2KG (0χP)
Light Edge (30χP)
5 STR (40χP)
4 MAG (30χP)
2 DEF (10χP)

Abilities
@0χP: Damage Control
@100χP: Reaction Boost

Traits
Synch Blade (40χP)

Twilight Blaze



(300χP Standard Keychain)

Twilight Blaze
0.9m Blade, 1.8KG (20χP)
Fire Edge (30χP)
13 STR (40χP)
1 MAG (30χP)
5 DEF (40χP)

Abilities
@0χP: Reaction Boost
@100χP: Auto Dodge
@200χP: Guardbreaker
@300χP: Air Combo Boost

Traits
Synch Blade (40χP)
Formchange I (40χP)

Formchange
Formchange: Twilight Inferno (+60χP)
The Keyblade turns into a burning sword that hovers behind the user.
Ultimate Form (70χP)
+3 STR (20χP)
+3 MAG (20χP)
Elemental Chain (10χP)

Roxas' Perks:

358/2 Days Gauntlet Perks

- Power of the Void – Light
- Magic Panels
- Limit Break
- Revenge Value
- Nobody May Cry

KH Jump Perks

- Protagonist's Endurance (KH Jump)
- Glide (KH Jump)
- Last Chance (KH Jump)
- Reaction Commands (KH Jump)

Roxas' Items:

358/2 Days Gauntlet Items

- Keyblade
- Organization Cloak
- Sea-Salt Ice Cream
- Gearless Weapon
- Jumper's Gear ++ (Ultimate Gear)
- Zero Gear

KH Jump Items

- Moogle Badge (KH Jump)
- Cool Skateboard (KH Jump)
- Potions (KH Jump)

45 minutes after you arrive, Roxas will be beset by Xion.

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 Perks:

In addition to all of Roxas' base Perks, Xion has the following:

358/2 Days Gauntlet Perks

- Duplication (358/2 Days Gauntlet)
- Memory Sponge (358/2 Days Gauntlet)
- Of All The Faces... (358/2 Days Gauntlet)
- The Replica Program (358/2 Days Gauntlet)

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)

Xion's Items

358/2 Days Gauntlet Items

- Keyblade x2 (358/2 Days Gauntlet)
- Organization Cloak (358/2 Days Gauntlet)
- Gearless Weapon (358/2 Days Gauntlet)
- Zero Gear (358/2 Days Gauntlet)

Kingdom Key

(150χP Core Keychain)



Kingdom Key
0.8m Blade, 2KG (0χP)
Light Edge (30χP)
5 STR (40χP)
4 MAG (30χP)
2 DEF (10χP)

Abilities
@0χP: Damage Control
@100χP: Reaction Boost

Traits
Synch Blade (40χP)

Wayward Wind

(150χP Core Keychain)



Wayward Wind
0.6m Blade, 1.6KG (0χP)
Wind Edge (30χP)
4 STR (30χP)
3 MAG (20χP)
1 DEF (0χP)

Abilities
@0χP: Reaction Boost
@100χP: Air Combo Boost

Traits
Vehicle Trnsfrm. (20χP)
Cmnd. Carousel (10χP)

Shotlock
Shotlock: Multivortex (30χP)
The user turns into a vortex of destruction, whirling around foes at high speed.
Barrage Type
Lock-Ons: 20 (10χP)
Lock-On Time: 5s (10χP)

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 – with your Benefactor's help, 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.

At 50 minutes after your arrival in this Jump, 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.

At 58 minutes, Axel will join the fray. 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:

358/2 Days Gauntlet Perks

- Power of the Void – Fire (358/2 Days Gauntlet)
- Corridors of Darkness (358/2 Days Gauntlet)
- Limit Break
- Tension Rising – Assassins only

KH Jump Perks

- Absent Silhouette (Eternal Flames, a set of chakrams)
- Façade
- You Are Nobody
- End of Day – Assassins only

Axel's Items:

358/2 Days Gauntlet Items

- Organization Cloak
- Gearless Weapon (Eternal Flames, a set of chakrams)

If your search and subsequent fights last for an hour, the Organization will arrive, bringing their Nobodies with them. They'll come in waves...

At 60 minutes, Luxord and Demyx will arrive.

At 65 minutes, you will have to contend with Saïx, Xaldin, and Xigbar.

At 70 minutes, 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.

Scenario Rewards

If you successfully rescue Roxas, the Moogle Merchant will be beside himself with joy.

As thanks for your help, Roxas will join you as a Companion. If you rescued Xion or Axel, they will join up as well, forming a Companion Party with him. If you're in the Dive to the Heart, their Platforms of Connection will appear in the Station of Kupo. Any Followers Roxas acquired via your Kupo Quests will also gain Platforms of Fellowship within the Station of Kupo.

If you happened to rescue any Twilight Town citizens as well, they'll join you as Followers, their Platform of Fellowship appearing within the Station of Kupo.

Finally, the Moogle Merchant will give you two boons: first, an additional instance of Kupo Deals! But more importantly, he'll begin offering a once-in-a-Jumpchain deal:

Kupo Coin (-100CP, Item)

The Moogle Shopkeeper has given you the holy grail of Moogle goods. This miraculous coin, a golden prize among moogle shopkeeps, grants you a single Extra Life. As thanks for helping Roxas, the Moogle Shopkeeper is happy to ensure you have a Jumper's Lifetime Supply so long as he can keep getting his hands on them, kupo. You can only hold one at a time, and the Moogle Shopkeep can only get his mitts on one each Jump (or every decade, whichever comes first). Should you fall whilst keeping this on your person, it'll instantly bring you back to life with a resounding "KUPO." You may choose to have it active before or after any other Extra Lives you have access to.

The Artist

Unlock Requirements

- Acquire 6 Designer Role Points

OR

- Acquire 30 Platforms in the Dive to the Heart

"Let's make a promise. You help me, and I'll help you..."

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 do I design, you ask? Why, reality, to an extent. Fate. Memories. The person you are... And clothes, I suppose."

As a down-payment, they give you 300WP, to spend on improving your Warehouse.

Any Designer Companions, those artistic types, that you've acquired will hit it off with her, their skills improving by 50% under her care.

She'll find her own little alcove in your Warehouse, likely near to any artisan facilities you own, and open up a clothing store, of all things. 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 Designer or Craftsman you bring aboard can share his or her style, too.

In the Dive to the Heart, she'll build a Station, the ***Station of Artistry***, and her personal ***Platform of Tapestry***, from which she can work her magic. The stained glass here is... incredibly abstract, and hard to pin down as a location or object.

Services

Avatar Board EX

(-100WP, Supporter Power, Repeatable)

Do you wish to change yourself? To step out of your own shadow and become the best version of *you* you can be? I've been there before. That's why I'm 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 Body Mod supplement this way, Companions may return to her in future years to get additional Body Mod Perks of yours.

Each time you take this upgrade, it increases the number of Companions The Artist can put through the Body Mod or grant your Body Mod Perks to.

Premium Board

(-100WP, Supporter Power, Repeatable)

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.

I 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, whichever comes first), 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.

Each time you take this Upgrade, the Artist becomes able to grant its effects one additional time each Jump or decade.

Two Become One

(-300WP, Supporter Power)

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 (producing a Platform of Connection that immediately Fuses with your own Companion's Platform), 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.

After Sparking, those merged this way evolve further, allowing them to take their previous, split form as an Alt-Form. Each individual body may travel across Jumps independently while retaining awareness of the other body, though they must be in the same Jump to merge back together.

Melody of Memories

(-500WP, Requires 3 Musician Role Points, Supporter Power)

Hark! Hearken, for even as the singer weaves their words into song, I weave your memories into the melody...

As you heed the Artist's call, 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.

Scenario – Labyrinth of Memories

Jump – Chain of Memories

Unlock Requirements

Starts automatically 5+1d6 Jumps after acquiring the Platform of Tapestry, at a random point mid-Jump.

Synopsis

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 Benefactor. 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 Benefactor 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 the victim (including 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 have been inserted instead. 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 set Namine free, once and for all.

Scenario Rewards

Namine claims full control of the Castle and its powers (if you haven't reverted Castle Oblivion, that is). 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 forms a Platform of Connection in the Station of Artistry. She has the following Perks and Items:

Birth By Sleep Perks

- Path of the Mystic
- Keyblade Proficiency (Mystic)
- Magical Potential (Mystic)
- Ars Keyblade
- Ars Magic
- Command Styles: Level One
  - Spellweaver
  - Firestorm
  - Diamond Dust
  - Thunderbolt
- Command Styles: Level Two
  - Bladecharge
  - Sky Climber
  - Ghost Drive
  - Rhythm Mixer
  - Frozen Fortune
- Shotlock (Mystic)
  - Prism Rain
- Guardian of Light
- Acrobatics
- Command Meld
- The Hidden World

Birth By Sleep Items

- Medicine Pouch
- Command Board
- Sticker Album
- Wayfinder
- Dimension Link
  - Terra
  - Ventus
  - Mickey
  - Donald
  - Goofy
  - Snow White
  - Cinderella
  - Zack
  - Experiment 626
  - Peter Pan
  - Pete

If you happened to find the Master Defender of this Jump, she will bring that as well. Otherwise, she will be without a Keyblade.

Master's Defender

(200χP Core Keychain)



Master's Defender
1.0m Blade, 2.1KG (0χP)
Standard Edge (0χP)
7 STR (60χP)
4 MAG (30χP)
2 DEF (10χP)

Abilities
@0χP: Cheer
@100χP: Formchange Ext.
@200χP: Reload Boost

Traits
Formchange (20χP)
Cmnd Carousel (10χP)

Formchange
Spellweaver+ (+60χP)
Draw out your mystic power and dance with the power of Ice.
Appeal Form (40χP)
+3 MAG (30χP)

Shotlock
Prism Rain+ (20χP)
The user gathers a rainbow of energy bursts which fire off in waves.
Lock-Ons: 30 (20χP)
Lock-On Time: 15s (20χP)

If Castle Oblivion remains unchanged, The Artist will bring Castle Oblivion along with her, and begin work on restoring those who were trapped inside. The Castle is too distorted and dangerous to use as the Castle Oblivion property from the Chain of Memories Jump, but starting three Jumps after you've finished this Scenario, you can attempt to convince any of the occupants who survived your battle against Marluxia to join you as Companions. Their critically

damaged memories will mean their powers are almost nil, but your Benefactor will assist, granting each of them 700CP to spend from the Kingdom Hearts Jump.

If you returned Castle Oblivion to its original form and you convinced Aqua to join you, Aqua and The Artist will bring the World with them, the Link Portal to it appearing on the Platform of Tapestry. The Castle will have lost the modifications The Artist made to it originally, vastly weakening it, but making it more stable in the process. Due to experiments by the two to try and fix the damage done to those who were trapped under Marluxia's thumb, it will occasionally shift between The Land of Departure and Castle Oblivion, allowing you to use either as per their Property descriptions in the BBS and CoM Jumps. Perhaps, with your aid and many, many Jumps' worth of time, those who were warped by this nightmare will have had their memories and Hearts restored to some semblance of normalcy, and you'll be able to recruit them as Companions as per above.

The Dreamer

Unlock Requirements

- Acquire "Melody of Memories" from The Artist.

"..."

As though called by the music, a girl simply falls into your Warehouse. 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.

For some reason, you feel 300WP transfer from her to you, to improve your Warehouse.

You find a comfortable place to put her, and let her rest...

Or, should you possess the Dive to the Heart, Something about the girl's state resonates with this world, and the Platform of Melodies appears in the Station of Artistry for you to let her sleep - pink, white, and purple mixing together in a harmonious haze.

She does not wake, but she does not need to wake to help you out. You need only ask.

Services

Harmony of Hearts

(-100WP, Requires First Breath and Platform of Melodies, Supporter Power)

Your Companions and Followers already joined you as a result of their connection to you, but something about The Dreamer's state spreads across the Dive to the Heart, carried by the music of your heart, naturally aiding in deepening the bonds between those within. Teamwork can be trained more easily, with Perks pushed beyond their usual limits, and even mundane teamwork can start approaching the supernatural levels of synchronization created by such Perks.

This applies not only to Companions and Followers, but to any within your Warehouse, aside from those bound in the Station of Detainment or otherwise captured or imprisioned.

Rhapsody of Reconciliation

(-100WP, Requires Harmony of Hearts, Supporter Power)

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. In fact, the deeper the former animosity these foes had, the stronger of a bond can eventually be made and the more quickly they sync up. After all, hate and love are tied by passion, right? Two sides of the same coin, Like Light and Dark.

Timeless Tune

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

sigh

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

(-200x(# 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...

Scenario – True Memories

Jump – Kingdom Hearts: Melody of Memories

Unlock Requirements

- The Artist must still be in your Warehouse or Dive to the Heart
- Three or more Jumps must pass after acquiring The Dreamer

Synopsis

The Artist approaches you with worry on her face. She has delved into the memories of The Dreamer, and believes her to be in grave danger.

The Dreamer's true name is Kairi. She struggled alongside her beloved, Sora, during a battle for the fate of the world... but her weakness resulted in Sora vanishing from reality. Desperate to find him, and believing the means to save him lies inside the records of his journeys and within her own heart, she had herself hooked up to a datascape comprised of many journals.

But even as she delved into the data, the data delved into her... and it does not seem to have liked what it saw. Now it holds the girl in the depths of her mind, trapped in an endless battle. A battle you might be able to tip the scales of. The Artist asks you to let her insert you into the datascape herself, in hopes that you might save Kairi's heart...

You'll arrive in what appears to be The Final World. Kairi faces off alone against Master Xehanort... or so it appears.

Press him, and reveal the truth - Master Xehanort is just part of the data... and at its core, another Kairi, composed of the Data of the Journals - a data-being best described as Kairi, as Sora knew and felt about her.

This being has seen the real Kairi's heart, her failures, her flaws... and her secrets, and claimed her unworthy of the feelings directed at her. Data-Kairi has but one aim: to delete the real Kairi's heart, and take her place.

Having become the core of the Journals, Data-Kairi possesses the vast majority of the data from across Sora's journeys, and treats almost every other KH character as an alt-form she can freely swap between or summon to the battlefield.

But Kairi is not alone - she possesses the data of Riku, Roxas, and Aqua, and can likewise swap between them herself.

Should you overcome Data-Kairi, she will reveal the truth - the hidden memories deep within Kairi's heart, the reason for Data-Kairi's enmity. Xehanort, at one point, collaborated with Kairi, sending her to the Destiny

Islands, with a mission to find the hero of the Keyblade... to find Sora, and ensure that he walked the path that would lead to the very fate he suffered.

Everything that happened is her fault.

So far as Data-Kairi can tell, there is no way to save Sora from wherever he vanished to. He is beyond her reach...

But, perhaps, not the reach of a Jumper. Kairi subconsciously sensed this, and a part of her thus stowed away aboard a passing Jumper's heart, hoping to someday find a path to the place Sora went to.

Scenario Rewards

This knowledge in hand, Kairi returns to her universe... only to return to you a few days later. She needs to become stronger and perhaps find a power that breaks the laws of her multiverse, which will allow her to rescue Sora, and working with you sounds like the best way to achieve that goal. She joins you as a Companion with the following Keyblade and Perks:

Destiny's Embrace

(300χP Core Keychain)



Destiny's Embrace
- 0.8m Blade, 2KG (0χP)
- Light Edge (30χP)
- 6 STR (50χP)
- 6 MAG (50χP)
- 1 DEF (0χP)
- 2 LUCK (10χP)

Abilities
- @0χP: Leaf Bracer
- @100χP: Formchange Ext.
- @200χP: Share Prizes
- @300χP: Magic Galvanizer

Traits
- Formchange (30χP)
- Planar Key: (70χP)
  - Datascape

Formchange

Formchange – Half Heart (+60χP)

The Keyblade turns into a wing made of memories, which can carry the wielder across the battle and strike at their foes.

- Ultimate Form (70χP)

Shotlock

Shotlock – Princess Heart (20χP)

Shining orbs form above the user and drop like rain upon the foe.

- Lock-Ons: 50 (40χP)
- Lock-On Time: 20s (30χP)

KH Jump Perks

- A Heart to Call my Own
- Magical Potential
- Double Jump
- Oathkeeper
- Glide
- Our Hearts Are Connected
- MP Haste
- Cosmic Arts
- The Sorcerer's Apprentice
- Light My Way

Birth By Sleep Perks

- Shotlock
- Guardian of Light

KH3 Perks

- With All My Heart
- Grand Magic

In addition, she may use certain digital simulacrums as Alt Forms, granting her their Perks and replacing her Keychain with theirs:

The Dreamer Alt-Form – Data Riku

Melodious Way to the Dawn

(300χP Core Keychain)

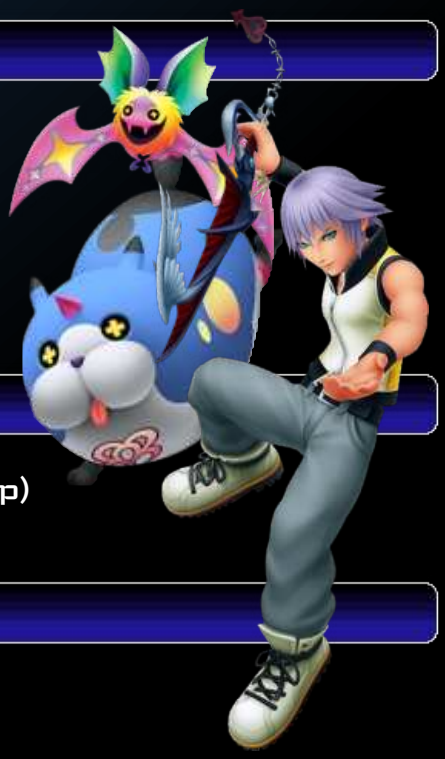


0.8m Blade, 2KG (0χP)
Standard Edge (0χP)
Catching Tip (10χP)
13 STR (120χP)
7 MAG (60χP)
3 DEF (20χP)

@0χP: Reload Boost
@100χP: Damage Control
@200χP: Reaction Boost
@300χP: Summon Boost

Planar Key: (70χP)
Dark Realm
Cmnd Carousel (10χP)
Elemental Chain (10χP)

KH Jump Perks



- Dream Drop: Meow Wow, Komory Bat
- Link Style: Shining Hammer, Darkest Fears, Rising Wing
- Flow Motion
- Your Adventure Begins At... (Dawn)
- Sleepwalker
- Dream Catcher

Birth By Sleep Perks

- Path of the Guardian (Birth By Sleep Jump)
- Keyblade Proficiency (Guardian) (Birth By Sleep Jump)
- Magical Potential (Guardian) (Birth By Sleep Jump)

Chain of Memories Perks

- Map Cards
- Enemy Card
- Zero Card
- Heart of Darkness
- Mad Dog of Darkness
- Dark Mode

The Dreamer Alt-Form – Data Roxas

Melodious Kingdom Key/Oathkeeper

(300χP Core Keychain)



Melodious K. Key
0.8m Blade, 2KG (0χP)
Crushing Edge (0χP)
11 STR (100χP)
11 MAG (100χP)
2 DEF (10χP)

Abilities
@0χP: Alive and Kicking
@100χP: Reaction Boost
@200χP: Formchange Ext.
@300χP: Situation Boost

Traits
Formchange (30χP)

Formchange
Formchange – Dual Form MoM
Replace the Kingdom Key with Oathkeeper, and summon forth Oblivion, wielding both in tandem.
Shifting Keychain: Oathkeeper (20χP)
Synch Gear: Oblivion (Opposed) (40χP)
Connected Element: Light (30χP)

Melodious Oathkeeper
0.6m Blade, 1.8KG (20χP)
Cutting Edge (10χP)
8 STR (70χP)
11 MAG (100χP)
2 DEF (10χP)

Melodious Oblivion

(150χP Standard Keychain)



Melodious Oblivion
1.0m Blade, 2.2KG (30χP)
Cutting Edge (0χP)
4 STR (30χP)
2 MAG (10χP)
2 DEF (10χP)

Abilities
@0χP: Drive Boost
@100χP: HP Converter

Traits
Synch Blade (0χP)
Con. Elmt.: Dark (20χP)

KH Jump Perks

- Aspect of Oblivion – Light
- The Best Defense
- Unwieldy Weapons
- Your Adventure Begins At... (Dusk)
- Limit Break
- Last Chance
- Reaction Commands



Birth By Sleep Perks

- Path of the Warrior
- Keyblade Proficiency (Warrior)
- Magical Potential (Warrior)

The Dreamer Alt-Form – Data Aqua

Melodious Rainfell

(300χP Core Keychain)

Melodious Rainfell	Abilities	Traits
0.8m Blade, 2KG (0χP)	@0χP: MP Haste	Vehicle Trnsfrm (20χP)
Water Edge (30χP)	@100χP: Leaf Bracer	Cmnd Carousel (10χP)
7 STR (60χP)	@200χP: Wizard's Ruse	Elemental Chain (10χP)
10 MAG (90χP)	@300χP: Reaction Boost	Weapon Trnsfrm (20χP)
2 DEF (10χP)		Sealing Redirect (30χP)
2 WATER (20χP)		

Birth By Sleep Perks

- Path of the Mystic
- Keyblade Proficiency (Mystic)
- Magical Potential (Mystic)
- Ars Keyblade
- Ars Magic
- Command Styles: Level One
  - Spellweaver
  - Firestorm
  - Diamond Dust
  - Thunderbolt
- Command Styles: Level Two
  - Bladecharge
  - Sky Climber
  - Ghost Drive
  - Rhythm Mixer
  - Frozen Fortune
- Shotlock (Mystic)
  - Prism Rain



The Seer

Unlock Requirements

- In Dive to the Heart, obtain 70 Platforms

OR

- Obtain 13 Prophet Role Points

"I'll just let myself in, hm?"

Another black-coated person has appeared in your Warehouse.

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 seems entirely nonplussed about any protests you might make, and merrily tosses you 300WP as the next... *eternity's*... rent.

... You might as well use it to enhance your Warehouse.

In the Dive to the Heart, he's claimed a spot within the Station of Artistry (creating it if he got here first) and put together a Platform of Writing, split evenly into five sectors depicting five animal-like masks.

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...

Rather than requiring CP or WP, The Seer's Services are rewards given freely 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.

Services

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. The digital property shares many of the traits of KHX's Unchained Realm - it can be locked, preventing entry or exit, and then shut down, casting anyone inside into an endless slumber. Any residents that would come with the property normally are virtual simulations based on the originals. They can be toggled on or off, but cannot leave the Property. Objects within are indistinguishable from the real world, and can be treated as such - if you make a copy of a gold mine, the digital gold you collect can be worked and manipulated as easily as the real thing, and the two are indistinguishable from each other unless you are dealing with someone who really knows their stuff about datascapes. Likewise, you can eat and/or cook an apple grown in a datascape with exactly the same effects as if you grew it in the real world.

Medal Banner

(Complete a Jump, having not spent or banked at least half of the CP gained. 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, Item, Repeatable)

"You really struggled through that, didn't you, sport? I've got a gift for you, though!"

The Seer 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 the support of Companions or Followers of any kind. Gauntlets don't count. Companion, Repeatable.)

"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. Supporter Power)

"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.

Scenery of Serenity

(Complete a Jump having taken no Drawbacks, Dive Upgrade)

"Well, wasn't that a walk in the park? Speaking of..."

You receive 8 Parcels of Terrain, which immediately receives your choice of Passage Plaza or Rising Peaks.

If you're using a different Warehouse, it instead gains 4000 square feet of space added to it, pre-filled with peaceful natural fixtures such as flowers, trees, and ponds.

Scenario – Another Future

Jump – Kingdom Hearts χ Back Cover/Union Cross

Unlock Requirements

Be given 5 or more boons from The Seer.

Synopsis

The Seer is impressed and entertained with your progress. If you'll hear him out, he has a proposition for you.

> See, uh. I'm here on vacation, having finally set up a ceasefire between myself and a certain mortal enemy of mine. It cost me quite a bit to make that happen! And while I'm perfectly at peace with what I spent... I can't help but *wonder* if there was another way.

So he's spoken with your Benefactor, and wants to set you up with a... special Jump. If you're interested, come talk to him in between Jumps.

Once you accept the Seer's request, he'll place you in an alternate past to his home universe, the KHχ Jump, and in a very special role...

You will temporarily be reduced to your Body Mod, as though taking a Gauntlet. Unlike a Gauntlet, however, your Perks and Drawbacks have already been selected for you, and without regard for CP! Lucky day!

KHχ Origin

Special Origin: The Master of Masters

The Man himself. Blessed with an eye that can gaze into the future, and cursed with an eternal battle against Darkness – The Keyblade War. Victory will not come without sacrifice... will it?

KHχ Perks:

- Not Even My Final Goal
- Mysterious Figure
- Jumper's Teachings
- Keyblade Forger
- What Do You Want for The World?
- Gazing Eye
- Scholar
- Duskless Dawn

- χ-blade Master: You can wield and manipulate data and dreams, weaving illusory and ephemeral beings into reality.
- Time to Fulfill My Role
- Look, But Don't Touch
- Stand Ready
- Strong Heart

χ Items:

- Black Coat
- Keyblade

No Name

(300χP Core Keychain)



1.0m Blade, 2.2KG (40χP)
Cutting Edge (10χP)
7 STR (60χP)
13 MAG (120χP)
4 DEF (30χP)

@0χP: MP Haste
@100χP: Reaction Boost
@200χP: Lucky Lucky
@300χP: Reaction Boost

Synch Blade (40χP)
Eye of the Master (0χP)

No Formchange

No Shotlock

χ Drawbacks:

- Ephemeral
- Proud Mode

You'll arrive with your 4 Companions in the A[illegible]e of F[illegible]ryta[illegible]s, on a hill overlooking Daybreak Town, 5 years before the events of Ki[illegible]dom [illegible]erts χ: Back Cover. There is still time for you to decide the shape of the future. Survive until things are settled, one way or another, and the Seer's curiosity will be sated.

Will you bring an end to the Keyblade War, and make the sun set on this duskless dawn? And if so, how? Will you write the Book of Prophecies, flee to the world of fiction, and leave your apprentices and their Unions to fend for themselves? Will you lead them in a final crusade against the Darkness? What wonders will you construct to make your plans a reality? And most importantly – will you win?

Scenario Rewards

Well well well! That was entertaining and enlightening! My, it sure isn't easy being me, is it? But you and I? We make it *look* easy.

Upon your success, you find the powers gifted to you during this Jump stripped away... save for one. The No Name, the Master of Masters' Keyblade, will find its way into your hands - an additional Keyblade for you to wield.

Consider *that* to be your reward. As well as these...

The Seer smiles and gifts you:

- A Datascape copy of any Kingdom Hearts or Disney World, to do with as you please.
- 5 Medals, one for each of the Foretellers
- A Page of Prophecy

If you successfully saved all of the Master of Master's Apprentices, including Luxu, from corruption and death, they join you as a Companion Party, each possessing all of the Perks from the Apprentice Line in the KHχ Jump. Their Keyblades are yours to shape as you please, including their 150χP Core Keychains.

The Warden

Unlock Requirements

- In Dive to the Heart, acquire 40 Platforms

OR

- Acquire 5 Jailor Role Points

cough "Ugh... I... must... set... thi..."

A man in battlescarred armor appears in your Warehouse, the back of his armor scorched with darkness, as though stabbed in the back. His injuries are terrifying – well beyond the average healer's ability to do anything about – and yet he still endures.

You get him into a somewhat comfortable position, and he begins to explain himself.

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.

As thanks for your hospitality, he gifts you 300WP to enhance your Warehouse.

Within the Dive to the Heart, he forms the Station of Detainment and makes his home base the Platform of Judgement. This Platform's stained glass depicts images of chains, bars, and manacles.

Services

Place of Judgement

(Free with the Warden's arrival, Station, Platform)

Your Heart is a prison... even if you're not the prisoner.

The Heart, Soul, Mind, or Spirit of any hostile outside force you defeat within your Warehouse is banished to the Station of Detainment. If you have means to send a target into a holding cell within your Warehouse or a property, you may reroute it to the Station of Detainment.

A White Door to the Station of Detainment appears somewhere within your Warehouse – within the Dive to the Heart, it defaults to upon your Station of Awakening's Platform of Passage.

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, +25/50/100/200/300 WP)

Each time you banish a target to the Station of Detainment, 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.

You gain WP commensurate with the relative strength of your prisoner at the time of capture – 25 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 later escapes, but cannot gain more points from recapturing the same prisoner multiple times.

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.

Should an inmate here leave for any reason, the Platform of Binding that held them dims of its light, but remains, in case it is needed once more. If you convert the inmate into a Companion, this remains true, and a Platform of Connection appears in a more suitable location.

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



(-100WP, Supporter Power)

Your prisoners have many secrets. Pry them loose.

Those trapped by your Platforms of Binding may prove... recalcitrant in their captivity. But the Warden knows how to make them talk. Or... how to make their Hearts talk for them. By communing with them in meditation, you may read their hearts, and their memories. If you have a means of storing and reviewing memories, such as the Flashback Theater, their memories will be added to your repertoire.

This process takes time based on the difference in power between you and your prisoner. The average mook can barely resist for an hour. Foes who stood tall above their minions but aren't especially threatening to you can last about a day. Truly exceptional enemies who might come close to your strength could last about a week. Foes who are truly your equal may resist for a full month of interrogation, and those stronger than you may resist you for years on end.

That said, any mind-reading, empathy, social, or similar Perks you have will strengthen your ability to peer into your prisoner's memories.

Scenario – Checkmate

Jump – Birth By Sleep

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.

Synopsis

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...

You arrive at Scala Ad Caelum, the seat of power for Keyblade Wielders, once upon a time. Time has passed since Eraqus escaped to another reality... and Xehanort has not been idle. He meets you in the plaza. In one hand he carries the nameless Keyblade with a gazing eye. In the other he holds what should by rights be Eraqus' – the Master Defender.

He has taken three apprentices... and made one of them his new vessel as he wields light and dark in tandem. The remaining two shimmer with purest Light and Darkness respectively, and seem caught between love and hate between each other. Despite this, the three of them work terrifyingly well as a team.

Team Xehanort Layout Possibilities (roll 1d6):

Terra-Xehanort	Ventus, Corrupted By Darkness	Aqua, Flooded With Light	1-2
Ventus-Xehanort	Terra, Corrupted By Darkness	Aqua, Flooded With Light	3-4
Aqua-Xehanort	Terra, Corrupted By Darkness	Ventus, Flooded With Light	5-6

Eraqus draws his old Keyblade - the one he's held since his youth. He possesses the following Build:

Dark Road Perks:

- Run Like the Wind
- Blue Blood
- What Is There to Know?
- I Need Your Help
- True Heir
- You're The Only One Left

Birth By Sleep Perks:

- Guardian of Light
- The Hidden World
- Lingering Will
- Shotlock
  - Kasumi: Magical Blades home in on the foe.
  - Issen: Several slashes.
  - Checking Chains: Fires several chains from different directions, capturing and restricting the foe's movements. Eraqus temporarily gains some of the powers of those he snares with this technique.
  - The Sun: Shrouding himself in Light, Eraqus defends himself with beams of light that shoot from sources orbiting him.

He also has Keyblade Armor, as seen in KHBBS, and a Keyblade:

Student's Stairway

(200χP Core Keychain)



0.8m Blade, 2KG (0χP)
Standard Edge (0χP)
4 STR (30χP)
3 MAG (20χP)
1 DEF (0χP)
5 Light (30χP)

@0χP: Damage Control
@100χP: MP Rage

Weapon Trnsfrm (20χP)
Elmnt Chn (Light) (0χP)
Shotlock (20χP)

No Formchange

Shotlock: Checking Chains+
Magical chains of light launch from the Keyblade and bind the target(s). The user temporarily gains a Formchange based on the strongest foe they snare.
Lock-Ons: 10
Lock-On Time: 5s

The vessels of Light and Darkness work to defend Xehanort, and will gladly sacrifice themselves to do so. If one takes a lethal blow, they give all they are to their counterpart... who in turn gives all they've gained to Xehanort, forging an almighty key.

It is not as fragile as the unwilling combination between Vanitas and Ventus, in another timeline. Nor is it quite as powerful as the χ-Blade born from the clash between Master Xehanort's 13 Darknesses and Sora's 7 Lights, let alone the thing of legend that supposedly broke into 20 pieces during the original Keyblade War. But it is a χ-Blade, and it stands loyal to Xehanort... or rather, floats loyal to Xehanort, telekinetically remaining near and allowing Xehanort to tri-wield Keyblades.

Do not expect the city around you to survive the battle Xehanort will wage with these weapons.

Do not expect Xehanort to fall without you shattering all three legendary blades.

He cannot be allowed any recourse if you are to prevail. No allies, no backup plans, no equipment. Nothing.

Scenario Rewards

If you can do this thing, Eraqus will... not be happy with the result... but at peace with it. With this, there are no other Keyblade Wielders, save for himself. None that were still extant have survived Xehanort's reign.

But now, maybe this universe can recover from the chaos he wrought. Perhaps it is time, now, for the Keyblade to fade into myth and legend once and for all...

The Warden leaves his multiverse behind, and joins you permanently, as a Companion.

Yozora

Unlock Requirements

- Recruit the Warden
- Acquire at least one Garden of Assemblage, or other coliseums, battle-gauntlets, or trials that test the user's might. Examples: Porta-Shrine, Gym-Nasty-Um, A Wandering Minstrel, etc.
- Acquire (Not So) Stranded Beyond, or any afterlife.

"This place... seems like a good chance to become stronger."

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 pay your 300WP to upgrade your Warehouse, and 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.

In the Dive to the Heart, he sets up a red and blue Platform 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.

Services

Gigas: Power Class

(-100WP, 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. Each Gigas can turned into Alt Forms for your robotic beings, or merged with any existing giant mecha to grant them the traits of a Gigas.

Gigas: Speed Class

(-100WP, 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. Each Gigas can turned into Alt Forms for your robotic beings, or merged with any existing giant mecha to grant them the traits of a Gigas.

Gigas: Gunner Class

(-100WP, 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. Each Gigas can turned into Alt Forms for your

robotic beings, or merged with any existing giant mecha to grant them the traits of a Gigas.

PRO Code: Default Status

(-100WP to gain access, +300CP, Drawback)

You and all of your Companions are stripped of your Perks for this Jump, leaving you only with your Body Mod. Cannot be taken with any other Perk-removing Drawbacks.

PRO Code: Zero Defense

(-100WP to gain access, +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, +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, +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, +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, +300CP, Drawback)

You and your Companions find that your pockets and other inventories are sealed during battle. Cannot be taken with any other Item-removing Drawbacks.

Scenario – Verum Rex

Jump – KH3 Re:Mind

Unlock Requirements

Every year, Yozora will work his way through one battle challenge within your Warehouse, starting from the weakest and working his way to the strongest. He tends to tear through 1/13th of any given battle challenge in a single year, more if the ones he targets are significantly weaker than him. He receives any and all rewards on offer from these challenges (such as the Dive to the Heart's Garden of Assemblage's 100CP and unique accessories).

When he has completed 3000CP's worth of battle challenges (WP counts as CP at a 1:1 ratio for this purpose), and completed all battle challenges you've acquired, this Scenario automatically begins in between Jumps.

Synopsis

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...

You and Yozora arrive in an uncharted part of the Final World, drenched in night. In the distance, you see... Sora.

Yozora reminds you – do not interfere. If this boy is the Sora he's looking for... this is his duty to discharge, and his alone. As the two talk, the world shifts to something similar to the Dive to the Heart... then unfolds into a vast city.

Yozora must "save" Sora, a task that first requires him to subdue the boy. Sora is armed with 4000 CP total to spend on Perks and non-Property Items from any Kingdom Hearts Jump (if a Jump has a Keyblade Wielder Origin or similar, he is treated as having that Origin, and he is a Guardian of Light in the KH3 Jump), and has the following Keychains, which he can swap between at lightning speed...

Kingdom Key

(300χP Core Keychain)



Kingdom Key

0.8m Blade, 2KG (0χP)
Standard Edge (0χP)
10 STR (90χP)
10 MAG (90χP)
2 DEF (10χP)

Abilities

@0χP: Damage Control
@100χP: Leaf Bracer
@200χP: Reaction Boost
@300χP: Formchange Ext.

Traits

Formchange (40χP)
Shotlock (30χP)

Formchange

Second Form Kingdom Key (+60χP)
Draw upon latent power from yesteryear.
Second Form (10χP)
+3 STR (30χP)
+2 MAG (20χP)

Shotlock

Ragnorok
Fire several streamers of magical might at your foes.
Lock-Ons: 30 (20χP)
Lock-On Time: 15s (20χP)

Ultima Weapon

(330χP Standard Keychain)



Ultima Weapon

1.2m Blade, 2KG (30χP)
Cutting Edge (30χP)
12 STR (110χP)
9 MAG (80χP)
3 DEF (20χP)

Abilities

@0χP: MP Haste
@100χP: Alive 'n' Kicking
@200χP: Formchange Ext.
@300χP: Endless Magic

Traits

Formchange (30χP)
Weapon Trnsfrm (20χP)

Formchange

Ultimate Form (+60χP)
Unleash the power of the Ultima Weapon.
Ultimate Form (70χP)

Oathkeeper

(300χP Pactbound Keychain)



Oathkeeper

0.8m Blade, 2KG (0χP)
Light Edge (30χP)
7 STR (40χP)
10 MAG (30χP)
3 DEF (20χP)
5 Luck (0χP)

Abilities

@0χP: Summon Boost
@100χP: Leaf Bracer
@200χP: Reaction Boost
@300χP: Magic Lock-On

Traits

Synch Blade (40χP)
Formchange II (0χP)

Formchange

Formchange I: Light Form (+60χP)
Draw upon the true power of the light.
5 Light (50χP)
5 Reflect (50χP)

Formchange

Frmchng II: Dual Form OKP (+100χP)
Temporarily summons Oblivion, and dual wields both.
Synch Gear (Oblivion, Opposing) (40χP)
+3 DEF (30χP)
+3 MAG (30χP)

Oblivion <Synch Gear Only>

(150χP Standard Keychain)



	Abilities	Traits
1.2m Blade, 2KG (0χP) Dark Edge (20χP) 10 STR (90χP) 5 MAG (40χP) 1 DEF (0χP) 5 Dark (0χP)	@0χP: Item Booster @100χP: Damage Control @200χP: HP Converter @300χP: Guardbreaker	Synch Blade (0χP)

In addition to anything he's bought with the CP he gained from the Gardens of Assemblage, Yozora himself is possessed of the following Perks and Items from the FFXV Royal Edition Jump and the Kingdom Hearts Jump:

FFXV Perks:

- Able Body (FFXV Royal Edition Jump)
- Ascension Grid (FFXV Royal Edition Jump)
- Wanderer's Will (FFXV Royal Edition Jump)
- Physical Drills (FFXV Royal Edition Jump)
- Highwind (FFXV Royal Edition Jump)
- Intensifying Production (FFXV Royal Edition Jump)

FFXV Items:

- Perfect Weapon x2 (FFXV Royal Edition Jump)

KH Jump Perks:

- Double Jump (KH Jump)
- Protagonist's Endurance (KH Jump)
- A Key to Any Lock (KH Jump)
- The Best Defence (KH Jump)

He can also summon Gigas from the aether, and can temporarily take and wield Sora's Keyblades.

Scenario Rewards

Should Yozora prove victorious, he will encase Sora in crystal, and bring the frozen boy back with him to the Dive to the Heart. His business done, and awaiting further orders from whatever voice sent him on this crazy quest, Yozora chooses to kill time by working with you as a Companion.

Should Sora prove victorious, Yozora will vanish, and Sora, seeing no other path out of the Final World, will choose to travel with you as a Companion. The Platform of Trials will dim and crack, and Yozora will no longer be around to offer you upgrades (though any Gigases and PRO Codes you've bought will remain available to you), but Sora's Platform of Connection will appear somewhere in your Dive to the Heart.

The Dropout

Unlock Requirements

- In the Dive to the Heart, acquire 60 Platforms. You must already have recruited the Warden.

OR

- Acquire 13 Thug Role Points. You must already have recruited the Warden.

"... You... you saved me. Th – thank you!"

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 place in your Warehouse, thanking you for his rescue with 300WP.

In your Dive to the Heart, his chosen home will be a bronze Platform of Discipline in the Station of Detainment.

Under his guidance, your more rough and tumble Companions will form up into the "Jumper's Disciplinary Committee." Maybe you'll find a use for him, even though your Benefactor calls him a dropout.

Services

Discipline Companions

(-100WP, Supporter Power)

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?

I know how tough that is. I've figured out a trick, though.

For each time you take this Perk, the cap for your Companions' Drawbacks goes up by 100CP (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, Supporter Power)

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, Supporter Power)

Maybe you're willing to take a bunch of Drawbacks, but the darned Jump Doc has a cap!

"What a joke. You should be allowed to go as high as you want!"

So 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! When you or others say it in your presence it comes out as a strange silence, and it appears as a blank when you try to read it... This absolutely ___, man.

Scenario – Best Served Cold, Part 1

Jump – None

Unlock Requirements

5 Jumps have passed after acquiring The Dropout.

Synopsis

The Benefactor brings more hangers-on to the Dive... and The Dropout bursts into tears. He recognizes them as Fuu, Rai, and Vivi, his friends from his home dimension, who joined him as Companions when he began his journey.

Scenario Rewards

With your permission, they join The Dropout (and you) as a Companion Party, forming 3 merged Platforms of Connection that bridge to the Platform of Discipline.

The members of the Twilight Town Disciplinary Committee form a Companion Party. They have the following Perks as part of their Body Mod:

ALL THREE:

KH Jump Perks

- A Heart to Call my Own
- Magical Potential
- Unwieldy Weapons
- Hyper Healing

Vivi:

KH Jump Perks <Magician>

- Protect The World Border (KH Jump)
- MP Rage (KH Jump)
- Cosmic Arts (KH Jump)
- Maniacal Magical Mixes (KH Jump)

Fu:

KH Jump Perks <Magician>

- Protect The World Border (KH Jump)
- MP Rage (KH Jump)
- Flow Motion (KH Jump)
- Double Jump (KH Jump)

Rai:

KH Jump Perks <Local Hero>

- The Best Defence (KH Jump)
- Glide (KH Jump)
- Don't Ever Change (KH Jump)

The Dropout can finally tell his story without breaking down into unintelligible bawling. His real name – one he abandoned out of shame and sorrow – is Seifer. He used to –

("and still does, yo!")

– lead the Twilight Town Disciplinary Committee until, like you, he was approached by a Benefactor. He accepted this "Warrior's Journey" she offered, and set out with his posse. Things were going well, or so he thought, until he arrived in a universe that had... him.

Another Seifer, that is. And this one was better than he was, in so many ways. Or so the Benefactor thought. Long story short, she ditched him for the "cooler" model, casting The Dropout, his Companions (his *friends!*), and his Warehouse to the four winds. Didn't even send him home – just left him out to drift through the lanes between, with only his dwindling willpower to carry him from one multiverse to another.

Thankfully, *your* Benefactor found and took mercy on him, and you were nice enough to put a metaphorical roof over his head.

But being brought in from the cold has only reignited his burning drive and anger. Your Benefactor doesn't much like Seifer's old Benefactor, either. Something about leaving trash everywhere. Better yet, it seems that the other Seifer is taking an almost parallel path through reality to you. So, whenever you think you're ready, the Benefactor's willing to give you the chance to go throw egg in their rival's face. They're keeping tabs on this other Seifer's progress, so if you want to totally own that lamer...

Scenario – Best Served Cold, Part 2

Jump – Final Fantasy 8...!?

Unlock Requirements

Any time after Best Served Cold, Part 1, must be between Jumps.

Synopsis

After any Jump you complete, you just have to ask, and your Benefactor will drop you into the same Jump the other Seifer is taking.

You'll use that Jump's Doc as normal, plus a teensy stipend that the Dropout's been saving up. Regardless of any Drawbacks or Perks, you'll be taking The Dropout and the Twilight Town Disciplinary Committee as two of your 8 Imported Companions for free, and cannot remove them until you've gotten them their just desserts. Regardless of any other Scenarios you take along the way, you must find and chain-fail the other Seifer before his 10 years are up.

The Drop Out comes with the following Perks and Items:

KH Jump <Local Hero> <Body Mod>

- A Heart to Call my Own
- Magical Potential
- The Best Defence
- Glide
- Our Hearts Are Connected
- Percussive Maintenance [Of Friendship]
- Unwieldy Weapons
- Hyper Healing
- Limit Break
- Terms and Conditions

FFVIII Jump <Drop-In>

(Locked until the Scenario is complete)

- ~~Limit Break~~
- ~~Eyes on Me~~
- ~~Whatever~~
- ~~Regulation Rules~~
- ~~Combat Training~~
- ~~'Strategist'~~

Excommunicado <Orphaned>

- Possibility: A worn, blue club-like weapon granted surprising power by The Dropout's last embers of determination. It's stronger than it first appears...

    - ~~Cutting Power~~
    - Bashing Power: This weapon can bash through anything that can be conceptualized as being breakable. While the last of its power to shatter the outer bounds of reality were expended prior to the Dropout being found by your Benefactor, it can still be used to traverse worlds and planes within the same Jump.
    - Bound To You (0EP)
    - Banked Karma (0EP)
    - Cutting the Branches (200EP)
- Spiritual Mutation (0EP)
- Laying Low (0EP)
- Fallen, But Not Beaten (600EP)
- Of Two Worlds (150EP)

300CP of Perks from each Jump you've done since acquiring The Dropout
500CP of Perks from the Jump you're entering.

Be exceptionally wary - you're up against another Jumper, who has almost as much experience as you. Build Seifer (Jumper) as having experienced 8 Jumps for every 10 you've completed. In addition, he has the following Perks as his Body Mod:



- Limit Break (FFVIII)
- Whatever (FFVIII)
- Combat Training (FFVIII)
- Fan Club (FFVIII)
- Junction System (FFVIII)
- Amnesia-Proof (FFVIII)

He has also Junctioned 2 GFs from the FFVIII Jump: Griever and Eden, and may have Junctioned up to 10 total GFs based on entities from the Jumps he's visited.

Scenario Rewards

Defeat this Seifer, and end his Jumpchain, and your Seifer will reclaim his name and a measure of the power he'd acquired before being abandoned. Despite any pleas from his former Benefactor, Seifer will be content to return to your Dive to the Heart. In addition, he'll join the Companion Party the Twilight Town Disciplinary Committee formed as its leader, combining their Platforms with his own.

Should you Spark after this, basking in the glow of this power will reawaken the full power of Seifer's "Possibility" weapon, his Struggle Bat.

The Navigator

Unlock Requirements

- In the Dive to the Heart, acquire 50 Platforms.

OR

- Acquire 6 Mechanic Role Points

AND

- If you aren't in the Dive to the Heart, acquire a garage for vehicles to be stored in.

"You don't mind me docking in here, do ya?"

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, he'll pass you 300WP as payment, and he'll get right to work.

He'll find himself a spot in your Warehouse – if you use the Dive to the Heart, he'll put together the Platform of Repair in the Station of Transport. 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!

But 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 Role Points 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...

Services

Maker's Mark

(-100WP, Requires 3 Mage Role Points, Supporter Power)

"... ah, so that's how that works."

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.

Entry Analysis

(-100WP, Supporter Power)

"I'm pretty well – traveled, Jumper! Probably seen almost as much as you. So don't go thinkin' you can surprise me!"

The Navigator is pretty good at traveling the omniverse. As a result, he's pretty good at stablizing entry points. From now on, you may reroll any Location Roll a single time, when deciding where you'll start a Jump. In addition, if you wish to outright choose your starting point, the cost to do so is cut in half. Note that this doesn't boost rewards for choosing to roll your starting location, in Jumps that offer that.

Gummi Bracer

(-200WP, Requires a source of Gummi Materials, Item)

"This here is one of my personal go – tos. Give me a call if you need a quick job."

The Navigator's scaled up one of his favorites for you to wear. This gauntlet is a bit blocky, but if there's a passageway of any kind to your Warehouse 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 Shipyard, Property)

"I've seen where you keep your vehicles. I'm 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. If you don't already have a Keyblade, Dive Key, or Warehouse Key, he'll supply you with a device that will let you open this Link Portal.

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, clearing the skies around you if he has to, before teleporting himself back to work. This also allows the Navigator to repair vehicles you previously couldn't so easily bring to him before.

If you have or obtain the Gummi Shipyard from the KH Jump, the Gummi Hangar is automatically purchased and imported into your shipyard for free, possessing all of the traits of both. This goes the other way around as well – if you start the KH Jump while having the Gummi Hangar, you obtain the Shipyard for free, as an expansion of the Hangar (you'll still need to purchase a Gummi Ship yourself if you want one, though).

As an aside, the Gummi Shipyard's Challenge Route counts as a single source of Gummi Materials.

Hangar Storage

(-200WP, Requires the Gummi Hangar and 2 sources 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. If you have the Gummi Shipyard, the Shipyard's docks are no longer restricted to Gummi Ships, meaning you'll have space for 32 ships of any kind here, plus 12 more for each Gummi Ship purchased by your Companions.

Gummi Integration

(-100WP, Requires the Gummi Hangar and 3 sources of Gummi Materials, Item Upgrade)

"You know what, I'm 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 Gummi Blocks you've acquired from your various sources, and everything you need to attach them quickly and easily. This wondrous material guards those inside vehicles plated with it against supernatural corruption of all kinds, 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. Ships upgraded this way may challenge the Gummi Shipyard's "Challenge Route."

Scenario – Cornerstone of Darkness

Jump – Kingdom Hearts 2

Unlock Requirements

Acquire all of the Navigator's Services, upgrade at least 5 spacefaring vehicles with Gummi Integration.

Synopsis

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

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 flee to a Kingdom-Class Gummi Ship and escape into interspace - an opportunity only afforded to him thanks to his brother sacrificing everything for him.

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...

You and your Companions follow The Navigator's ship in your own vessels, and arrive in the sea between worlds... which has gone distinctly greyscale. Dark thorny vines rampage through interspace, but there's a visible path that the Navigator leads you through, towards his homeworld, Disney Castle. Despite his

efforts, this path is still dangerous - many Heartless vessels swarm the lane, all bent on stopping you from reaching your destination alive.

Once you make it through this path, you'll arrive in the ruins of a great Gummi Garage... one that The Navigator used to call home. The world is still in that grey monotone, and sounds are distorted, as though coming out from an old and worn radio.

The castle is teeming with more Heartless, many of whom have taken on... cartoony proportions. You'll find that every enemy here, from the meekest Heartless to Maleficent herself, has taken a Toon Alt-Form, as per Generic Cartoon World. Heartless each have one random Perk from the Toon list, while Pete and Maleficent have claimed a full 1000CP's worth of Generic Cartoon World Perks, primarily from the Toon line (though they may have branched out)

Every step forward through the castle is a step backward in time. Reality buckles and shifts, until you arrive in what should be the chamber of the Cornerstone of Light... and instead find yourself in a dystopian cartoon world. The Cornerstone is missing from a platform perfectly sized for it.

Maleficent and Pete rule the multiverse from this place, slowly and steadily warping reality, consolidating all that is - past, present, and future - into their dominion. But it is not too late. Follow the timeless river, storm the black castle wreathed in brambles, and do battle with Maleficent and her army.

Defeat Maleficent, and you'll find the Cornerstone of Light in the core of her castle. It has suffered from its time under Maleficent's thumb, but there is still some light left within the blackened sphere. Bring the Cornerstone of Light back to its rightful place, in the field where one day, Disney Castle might be built, and perhaps someday all of this will be brought to rights.

Scenario Rewards

Seeing this, The Navigator breathes a little easier, and returns with you to your Dive to the Heart. With his brother, friends, and kingdom avenged, and the hope that his multiverse might someday recover, he no longer has pressing business other than helping you out. As such, expect repairs to items under his care to take only a tenth of the time your Benefactor can manage.

In addition, he gifts you his Gummi Ship - he no longer needs it. The KINGDOM CDJ is a top of the line fighter-sized Gummi Ship, not only armed with the finest Gummi-Block technology and weapons that can be found, but also lined with various upgrades and materials from every Jump you've visited. In addition, the Navigator upgrades it for you, free of charge, each time you acquire a new feasible material or technology. It can by default hold three passengers - the Navigator never needed more than one seat - but he can upgrade it to have a number of seats equal to 3+the number of sources of Gummi Blocks you have.

The Hermit

Unlock Requirements

- In the Dive to the Heart, acquire 80 Platforms

OR

- Acquire 12 Teacher Role Points

"What a lively place. Brings back memories..."

Another fellow obscuring their identity has arrived in your Dive to the Heart. This one shrouds themselves in robes instead of a coat or armor, though. It's kinda hard to peg their identity as anything beyond "old," though they seem friendly enough. When asked for a name, they chuckle and just say they're a Hermit of no import.

They apparently are looking for something important, and would like to use your Heart as a rest stop between their journeys and their commitments back home... wherever that is. If you agree to let them use your Warehouse as a second hermitage, they'll pay you 300WP, to improve your Warehouse.

In the Dive to the Heart, they'll put together a Station of Solitude... as well as place a Platform of Merit within it. The scene this one depicts is bright and sunny - an endless oceanic horizon, with gulls in the sky and dandelions floating on the breeze.

When they're here, the Hermit enjoys learning of your journeys, and is willing to help you and your Companions train. They're a surprisingly strict taskmaster, but if you can keep up with their demands, surely you'll grow even stronger.

Services

Strengthen the Heart

(-100WP, Supporter Power)

Each year, you may designate yourself or a Companion, and receive training from the Hermit. The designated person will need to commit to spending at least one full day each week training with the Hermit. At the end of the year, they gain Body Mod Points (BP) based on their level of commitment*:

1 Day a Week: 50BP at the end of the year.
2 Days a Week: 100BP at the end of the year.
3 Days a Week: 150BP at the end of the year.
4 Days a Week: 200BP at the end of the year.
5 Days a Week: 250BP at the end of the year.
6 Days a Week: 300BP at the end of the year.
7 Days a Week: 400BP at the end of the year.

* Adjust Responsibly depending on the Body Mod. This is scaled for the 1000BP you acquire in the Dive to the Heart Opening Scenario. For some other examples: the Quicksilver Body Mod uses 600BP for the Body Mod, and so you'd gain 30BP per day you commit to training, and 240BP for the full 7-days-a-week regimen. For the Essential Body Mod's 100EP, you'd instead receive 5EP and 40EP respectively.

Note that this period of time is synced to the current Jump's flow of time – tools like DBZ's Hyperbolic Time Chamber or The Dreamer's Off Tempo do not seem to drastically affect The Hermit's training regimen. Worse, if a day is missed one week, expect it to be made up for the next week... and it won't be pretty.

The more times you purchase this Upgrade, the more people the Hermit may train simultaneously.

Spirit Quest

(-300WP, Supporter Power)

Each Jump, you may designate a Companion and, guided by the Hermit, enter a deep meditation. They will not wake until the end of the Jump, no matter what. At the end of the Jump, they awaken, with 300CP to be spent on the just completed Jump, the upcoming Jump, or Perks from the Dive to the Heart.

The more times this Upgrade is taken, the more people the Hermit can send on a spirit quest.

Past Lives

(-700WP, Supporter Power)

The nature of reality is a massive, unending cycle of propagation. Universes, Multiverses, and even Jumps are born, and reborn, over and over. You may even have seen it yourself, with multiple versions of the same multiverse across multiple Jumps, with only the mildest of changes. But those little changes could be everything, to your Companions. Each Jump, you may designate a Companion and, guided by the Hermit, they'll enter a deep meditation, delving into their other selves. They will not wake until the end of the Jump, no matter what. At the end of the Jump, they awaken, having acquired a power from another them - one CP-backed Perk from a Jump depicting a universe a version of themselves exists in (for example, Naruto might gain one Perk from any Naruto, Boruto, Jump Force, or Naruto Fanfiction Jump). You do not need to have visited this Jump yourself.

E2 Code Merits

(-1000WP, Supporter Power)

I've thought of a wonderful game we can play. Why don't you challenge yourself?

Each Jump, the Hermit will offer you one of the below challenges at random. Succeed, and along with the Hermit's approval, you'll receive 50 BP* as a reward.

Aerial Challenge: In one battle, defeat 13 enemies in the air without landing or relying on flight powers!

Icebreaker Challenge: Freeze and Shatter 30 enemies in one battle!

Sky Walk Challenge: Under your own power, travel three miles without touching the ground more than five times or relying on flight powers!

Survival Challenge: Declare your acceptance of the challenge at the start of a battle of middling difficulty. Both you and your opponents will find your offensive powers tripled. Win regardless of this unusual circumstance!

Attractionflow Challenge: Using only a vehicle summoned by Attractionflow+ (or similarly named Perks), defeat an opponent at least thrice your size!

Team Bowling Challenge: Defeat 10 enemies with a single team-up attack!

PRO Code Merit: Complete a Jump using a PRO Code from the Platform of Trials, chosen by the Hermit (only available if you have unlocked all PRO Codes)!

* Adjust Responsibly depending on the Body Mod. This is scaled for the 1000BP you acquire in the Dive to the Heart Opening Scenario. For some other examples: the Quicksilver Body Mod uses 600BP for the Body Mod, and so you'd gain 30BP for succeeding at the Hermit's challenge. For the Essential Body Mod's 100EP, you'd instead receive 5BP for your reward.

Scenario – Child of Prophecy

Jump – Kingdom Hearts Dark Road

Unlock Requirements

The Jumper must personally gain 1000BP* from the Hermit's Services.

* Adjust Responsibly depending on the Body Mod. This is scaled for the 1000BP you acquire in the Dive to the Heart Opening Scenario. For some other examples: the Quicksilver Body Mod uses 600BP for the Body Mod, and so you'd need 600BP from the Hermit to unlock this Scenario. For the Essential Body Mod's 100EP, you'd instead need 100EP.

Synopsis

The Hermit has been getting weaker and weaker with every visit – you can see their days of adventuring are coming to an end. And as their final hour approaches, you can tell they're troubled by something. At last, they come to you with their worries.

In truth, they've been raising and training a young child they adopted as a babe. The boy, they say, is special – a child on whom destiny's wheel may spin, for good or ill. His power makes him impressionable, and so it was important that he be raised far, far away from any evil influence... but alas, the Hermit fears that they won't live to see the child to adulthood.

This would be fine, except that the Hermit has this... hunch. A horrible premonition. It might be nothing, but it might not. And so the Hermit wants someone to guide the child in their stead. It seems that in addition to training you for your own journeys, the Hermit has been testing and grooming you to succeed them in this role. The elderly master doesn't have much they can offer you, except their final gratitude, but beseeches you. For the fate of their Jump... please. Take this child.

Accept this task and you'll arrive in Destiny Islands, many many years before Sora, Riku, and Kairi are born. A lone boy lives on the beach, tanned skin, silver hair, and wide purple eyes. His name is Xehanort, and in many, many timelines, he brings ruination to countless worlds. In a few days, the Hermit will breathe his last, and shortly after, a horror from the future will arrive to fetch the boy's heart, and to set him on his path.

Before that, you must convince Xehanort to come with you. Speak with him, earn his trust, teach him your ways, help him come to terms with his adoptive parent's imminent demise. And if his future self should arrive before you are finished... stop him, by any means necessary.

Scenario Rewards

Should you succeed in this simple task, Young Xehanort will return with you to your Dive to the Heart. He will replace The Hermit on the now-dull Platform of Merit, and add his own Platform of Connection to the Station of Solitude, becoming a Companion you can bring into future Jumps. He does not have a Keyblade by default, yet - you will have to bequeath one to him (or purchase it with his CP Stipend). Beyond that, his starting Build is as such:

KH Jump Perks

- A Heart to Call my Own
- Magical Potential
- Hit It!
- Time Keeper
- I Live Here
- Barrier

Dark Road Perks

- Fell From the Sky
- What Do You Think?
- Broadening Your Horizons
- Crafter
- Worthy
- Old Friend
- Child Of Destiny

KHx Perks

- Inquisitive
- Worthy
- Time to Fulfill My Role

KH Jump Items

- Nomura Brand Outfit
- Summoned Weapon - Mysterious Blades: A set of ethereal blades that can extend into whip or spear form, float on their own and fire lasers, wrap around and entrap an enemy, and channel his magics.
    - If he receives a Keyblade, these weapons will become a second Keychain aside from his original, with the following Traits:

Broken Loop

(300χP Item of Import Keychain)



Broken Loop

0.8m Blade, 2KG (0χP)
Light Edge (30χP)
8 STR (70χP)
8 MAG (70χP)
5 DEF (40χP)

Abilities

@0χP: Formchange Ext.
@100χP: Reload Boost
@200χP: Situation Boost
@300χP: MP Haste

Traits

Weapon Trnsfrm (40χP)
Formchange II (40χP)

Formchange I

Etheral Blades (+60χP)
The Keyblade transforms into a pair of laser blades with malleable form.
Rush Form (40χP)
+1 STR (10χP)

Formchange II

Mysterious Edge (+100χP)
The laser blades become able to manipulate time itself.
Blitz Form
5 Time (40χP)
Elemental Chain: Time (0χP)
Connected Element: Time (20χP)
+3 STR (30χP)
+3 MAG (30χP)

Final Scenario

Unlock Requirements

- Only usable in the Dive to the Heart
- In the Dive to the Heart, acquire at least 130 Platforms
- Succeed or Fail in all other Dive to the Heart Supporter Scenarios
- Can only be started in between Jumps

Dive to the Heart

Something has shifted. A massive heart-shaped moon has formed, visible from every single one of your Stations and Properties... and it's getting bigger.

Realize the destiny: the realm of Kingdom Hearts.

Your Benefactor rushes to you, more panicked than you've ever seen them. Entire Jumps are being consumed by this Kingdom Hearts... and it's inextricably bound to you.

You can feel it – it was created by you. It ***is*** you, because of your connections to so many other Hearts. The Hearts of people, the Hearts of worlds and dimensions, the Hearts of Jumps. But it's falling out of your control. It has crossed an invisible line, a tipping point. It will continue to grow, a singularity that will consume every Jump it can reach.

Due to your nature as Kingdom Hearts' core, you sit in the eye of the storm, right now, but that won't last. Already, you can feel your Dive to the Heart slowly becoming part of it, pieces of your Warehouse being torn away and dragged into the skies above. If nothing is done, everything – ***everything*** – that you have experienced will be subsumed. You will become a part of the singularity, instead of the singularity becoming part of you.

You know what you need to do. The Dive to the Heart flips, upside down, and your feet leave the ground. Face your fears, Jumper – and Dive, one last time, towards Kingdom Hearts.

There in the maelstrom, there are countless Jumps – stained glass Platforms you may fall into. You may have visited some version of them before, or they may be brand new to you. But what you need is somewhere among them, within twenty distinct Jumps – seven lights, and thirteen darknesses, to form the pillars that will keep reality from collapsing in on itself, to allow you to fully claim control over this process.

You receive no CP for entering these Jumps, and cannot take Drawbacks (any Chain-long Drawbacks you are suffering from are lost at the start of this

Scenario), but if you happen to have CP on hand, you may use that CP to purchase from each Jump's Doc. You may Import any of your Companions for free.

Each Jump is in the process of an apocalypse not of its own making - natural disasters augmented with Light or Darkness, creating eldritch terrors aligned to their power, while warping and empowering those aligned to it to apocalyptic levels. The exact form this takes may vary, but assume always that the overwhelming force in these Jumps are not aligned with the reality's survival. In Jumps consumed by Light, heroes may become world-ending villains, obsessed with scouring clean their reality. In Jumps consumed by Darkness, dark powers may spread and infect all, with intent to become the only thing in their reality.

The Shapes of the End

Note that despite their descriptions, these disasters scale and adapt to the Jump they're in. A Paragon in Naruto will probably consume villages, while one in Star Wars may eat entire planets, moons, space stations, and stars. In Jumps that cover multiple planets or dimensions, Kingdom Hearts is paradoxically visible from all of them, and yet never reachable. The Rising Dead in a fully digital setting will be more like viruses born of the corrupted data of deleted beings, while All That Glitters would in the same setting be treasure troves of encrypted data dragged out from behind their firewalls, forcibly reconnected to the wider internet. Finally, these are all examples - there are many ways in which Light or Darkness may destroy everything. Be ready for anything.

Crystalline Sandstorm (Light/Darkness)

Under a diamond-like heart-shaped moon, the setting is caught in what appears to be a sandstorm that slowly accrues crystals imbued with (Light/Darkness) upon surfaces. The crystals stick to the surfaces and grow over time, making it necessary to wear protective clothing and to remove crystal by any means possible to survive. Those aligned with (Light/Darkness) find the crystals grow faster than normal upon their bodies.

Rising Dead (Darkness)

Under a pulsating red heart-shaped moon, Darkness infects the dead, reinforces them, and demands that they spread and infect. Unlike most zombies, these undead are as powerful as they were in life, and have complete awareness - their hearts returned to their bodies. Though they can speak and think, they are prisoners, and cannot control their actions. Those aligned with Darkness rise first, and are more lucid than those aligned with Light.

Falling Angels (Light)

Under a glorious silver heart-shaped moon, Light brings down the souls of the dead like rain, to bring judgement to all who are deemed unworthy of life. They take monstrous form, but there is human intelligence within their eyes - intelligence that seeks to scour all that is impure. Those aligned with Light will descend first, and are gifted both forms more akin to their living forms and leadership over the lesser, more eldritch angels.

From the Abyss (Darkness)

A murky blue heart-shaped moon dominates the otherwise rainy skies, and the seas slowly rise to consume the world. Creatures that called the waters of the world home become monstrous. The deeper they lived, the greater the darkness that takes hold of them. These monsters rise to the surface, swimming through the rain as easily as they did the sea. They seek out those with Darkness in their Hearts, and drag them deep beneath the waves... that they may rise again in monstrous form.

Scouring Starlight (Light)

A prismatic, glass-like heart-shaped moon eclipses the sun, and the world begins to burn. The flames are silver and gold, and they spread with a strange awareness, annihilating anything that they catch as they make their way for population centers. Ice and water and earth fail to snuff out these flames, and where they have reached, nothing shall quench them ever again. Those aligned with Light find themselves unable to burn, but all others are forced into sanctuaries deep beneath the earth.

The Final Chill (Darkness)

An opal heart-shaped moon eclipses the sun, and the world begins to freeze. Black ice spreads and consumes anything that stays still or lacks a means to warm itself, salting the earth and ruining crops as it goes. Where it has fully overtaken a place, electricity and flame begin to falter and fail, and nothing shall ever light the world or thaw this frozen hell again. Those aligned with Darkness find themselves immune to this cold, and can walk safely upon or even through the ice as if it isn't there.

All that Glitters (Light)

A heart-shaped moon shines gold in a silver sky, as the planet's natural resources and accumulated wealth rise from the depths of the earth and escape from their sealed vaults, destroying anything between them and the light of day. Those who survive to witness these risen veins and hoards are enamoured by them, and in their greed seek to destroy all who might lay hands upon them. Those attuned to the Light more readily hear the siren call of this vast material wealth, and are quicker to turn their power against those aligned with Darkness.

Changing Winds (Light/Darkness)

Under a (bright/muddy) emerald heart-shaped moon, the winds themselves begin to turn into solid "curtains" of (Light/Darkness), ramming into and knocking over buildings at increasing speeds. Those caught behind these curtains emerge changed, though those aligned with (Darkness/Light) have it worse. At best, the parts of their bodies struck by these winds warp and twist, becoming mutated and monstrous. At worst, their bodies simply... vanish, and something else emerges from behind the curtain.

The Paragon (Light/Darkness)

Emerging from within a (brilliant white/absolutely black) heart-shaped moon, something... massive, has appeared. An abomination large enough to consume local population centers wanders this Jump, flexing its absolute control over (Light/Darkness) wherever it goes. Slowly but surely, it will ensure that this world belongs solely to itself.

Absolute Decay (Light/Darkness)

Under a sickly (pale/ashen) heart-shaped moon, a kind of sludge, akin to liquid waste, has become sentient. It travels across the world, taking apart anything and anyone it meets, body, soul, and heart, and incorporating it into itself, growing larger as it goes. It leaves behind (sooty/pearly) dust, the remnants of those it could not fully incorporate into itself.

All Shall Be Extinguished (Darkness)

A perfectly featureless black heart-shaped moon appears... and all begins to drift towards it, as though guided to a final big crunch. This black hole will in relatively little time consume all there is in this world. Seeing the state of this inexorable pull some, especially those aligned with Darkness, begin to accept their fate, and choose to live as if there are no consequences. Chaos spreads, as the final days of this universe draw near...

All Shall be Buried (Light)

A perfectly featureless white heart-shaped moon appears... and begins spitting out new materials, as though a new big bang is happening in slow motion. This white hole will in short order fill the entire universe to capacity, burying all that lives under this wave of novel material. Seeing their ends rain across the universe some, especially those aligned with Light, begin to give up hope, and in their apathy refuse to seek means to save their home rather than live their final days as they please. Society falls apart, as this ending heralds a new beginning...

Seek the Pillars

Within this all-consuming devastation, you must find a single opposing force within each Jump, imbue them with your essence, and make them into an extension of your Heart – a Jumper of Light or a Jumper of Darkness. The nature of each Jumper will vary. Perhaps they are a native of the Jump you've arrived in, and need the support of a Benefactor to undo the damage done to their home. Perhaps they're a victim of this growing storm, thrown from their own Jump to another, and you will give them the means to Jump their way home. Perhaps they're a stray former Jumper, like The Dropout, swept up in your growing singularity, and your arrival represents a second chance – another call to adventure. Perhaps your Benefactor will show you the way to one of their other Jumpers, letting their existing Jumpchain become invigorated with new purpose.

The exact shape of their past does not matter, only their will – the will to represent a facet of Light or Darkness. Each Jumper you create will represent a conceptualization of the power you instill in them. Light or Darkness, as a force for good or evil, for stasis or progress, for order or chaos, for hope or despair, for truth or lies, or for something else entirely... so long as your chosen Jumpers of Light each have a unique conceptualization of what makes Light Light (and likewise for your Jumpers of Darkness) and have the will to live by that conceptualization as they traverse reality's threads, they shall make fine pillars for the multiverse.

Take heart as you witness the destruction being unleashed on these worlds, Jumper – nothing aside from your goal matters, or can even afford to matter. ***You have at minimum ten days in each Jump***, before it is lost entirely, forcing you to continue your search in another Jump. You get one additional day for each year you've spent in the Jump's setting before this Scenario started – for example, if you've visited three different Super Mario Jumps for ten years each, you'll have forty days to save your target in a Super Mario Jump. Should you successfully find a suitable Jumper and rally them to your side, the Jump you found them in will freeze in time, much like your own home Jump did when you left it behind.

Succeed or fail, ***in between each Jump, you will lose significant pieces of yourself to the primordial storm of Kingdom Hearts.*** At minimum, you will lose 1300CP in Perks, 700CP in Items, and 10 Platforms' worth of Companions/Followers, each Jump. You will lose any Perks, Items, or comrades you bring into the Jump, which will count towards this minimum. Pace yourself, and relax. Your Body Mods will remain safe, until all other things are lost.

Their Final Gifts

In between each Jump, you may call upon one Supporter whose Scenario you've successfully completed to give you one last Boon:

The Moogle Merchant

As you fall towards your next Jump, you hear a familiar, terrified voice.

"This is all I've got for you, kupopo! Save us –!"

The Moogle is carried through the chaos by Roxas and any of his friends you saved. With a final cry he tosses you a bag with 2000CP of items of your choice from any Jump you've visited prior to this Scenario. The winds claim him, and he is torn from his friends' grasp. If Roxas and his Party were lost prior to you receiving this Boon, they are returned to you.

The Artist

As you fall towards your next Jump, Namine draws close to you in the chaos, reduced to a star-shaped bundle of lights.

"Your memories aren't lost yet – I won't let these chains break, even if –!"

You feel something tighten and reinforce in your heart, even as Namine is dissolved for good. None of your Perks will vanish during the next Jump.

The Dreamer

As you fall towards your next Jump, Kairi speeds towards you alongside 5 Platforms' worth of randomly chosen Companions, glitchy particles surrounding them.

"I'm... I'm not done yet! I haven't saved them yet...!"

By using this Boon after losing her, Kairi is returned to you, but she and the Companions she's rescued must be used during the upcoming Jump.

The Seer

The Master of Masters creeps up on you from behind. He taps you on the shoulder, and gifts you precise instructions to guide you to your next Jumper of Light or Darkness.

"This is as far as I can guide you. The rest... well, you know the saying."

With that, he lets out a breath... and is torn away from you.

The Warden

Eraqus breaks through the chaos in a blast of light. Surprisingly, five of your prisoners are with him.

"Desperate times..."

He grumbles as he joins you in your fall towards the next Jump. By using this Boon after losing him, Eraqus is returned to you, but he and the prisoners he's rescued must be used during the upcoming Jump. The prisoners understand the enormity of the situation before them, and will act as loyal Companions for the next Jump.

Yozora

Regardless of the ending of his Scenario, Yozora and the Sora he fought will break through the maelstrom of Light and Dark.

"We're not done yet. We *will* save you."

By using this Boon after losing him, Yozora/Sora is returned to you, and they bring their opposite number back to assist, but both must be used during the upcoming Jump. In addition, Sora reaches out with his Keyblade, and restores a lost Jump you've already failed at before, giving you a second chance to successfully find your Pillar of Light or Darkness.

The Dropout

Reality shatters for a second as Seifer crashes through, bat-first, followed by the Twilight Town Disciplinary Committee.

"We won't be stopped that easily!"

If Seifer and his Party were lost prior to you receiving this boon, they are returned to you, but must be used during this upcoming Jump. Seifer grins.

"Oh, I was gonna give this to you before, but better late than never."

He takes your hand, and you feel 1000CP flow into your being.

"Take good care of it."

The Navigator

The KINGDOM CDJ flies through the chaos, and takes you aboard. In its wake are five other vehicles you own - some of which you may have already lost - all remote-controlled by The Navigator.

"Get ready for some turbulence...!"

You will start the next Jump aboard the KINGDOM CDJ, above wherever you would have normally appeared. The Navigator will remote-control your vehicles for the duration of this Jump, whenever you need him to.

The Hermit

In a flash of light and darkness, Young Xehanort emerges from the chaos.

"Sorry for worrying you. This game isn't over yet..."

By using this Boon after losing him, Young Xehanort is returned to you, but he must be used during the upcoming Jump.

"You dropped these."

He says, as he restores to you 5 of your lost Perks.

If you have completed all other Scenarios Successfully, you may call upon this Boon, as well:

The Benefactor

Jump-chan (yours, or perhaps a passing one, if you have no Benefactor) bursts out of the Jump you're en route to, roaring through crumbling reality to return to your side, and through the desperation you can see she is having more fun than you've seen from her kind... ever.

I suppose I can help you out, just this once!

With a rippling of power, you gain 1000CP to spend on the next Jump, and can take Drawbacks as normal, except for Drawbacks that could extend your time in that Jump. In addition, at your side appear all of the upcoming Jump's non-generic Companions - be they purchasable or rewards for completing Scenarios. Even if they are opposed, even if they are meant to be mutually exclusive, they join forces and join you as Companions, having been made aware of the enormity of the situation before them. Deeming you sufficiently prepared, the Benefactor flies off on their own power into the maelstrom for enigmatic reasons.

The Platform of Transcendence

Your Jumpers of Light and Darkness convene around you, called to your side as you exit the last Jump. You draw upon their power as they draw upon yours, and together you forge the ultimate key to your Heart.

A χ-blade attuned to your Kingdom Hearts is formed, and with a single stroke, you still the cosmic maelstrom, rebuild the Jumps that were destroyed, restore your Dive to the Heart, reclaim your lost powers and items, and revive those you lost. This weapon possesses any power a Keyblade can possess, can take any shape you wish with Weapon Transformation, Vehicle Transformation, and Formchange, and in your hands it is the tool with which you can reshape and rebuild your domain to your liking. You may bequeath this blade to a trusted ally, if you wish, to make them the sacred guardian to the key to your Heart.

You now are Kingdom Hearts – a ***Kingdom Hearts of Jumps*** that covers a sizable region of infinity. Within this domain, all life comes from you, and someday will return to you. As such, any Sparks within your multiversal domain belong to you as much as they belong to any Jumper that might someday find them. You may travel freely within your domain without the aid of a Benefactor. You are Light. You are Darkness. But through it all, you are still you.

A ***Station of Ascension*** is formed in your Dive to the Heart if you haven't already gained one, as well as the ***Platform of Transcendence***, a simple Platform depicting Kingdom Hearts, surrounded by 13 Darknesses and 7 Lights. Connected to this Platform are twenty Stations of Awakening – each belonging to one of your Jumpers.

You send your twenty Jumpers on their way. If you wish, you may allow them access to your Dive to the Heart, Companions, or Items. They have a 150χP Keyblade and 1000CP to spend on Perks and Items from their home Jump, all of which becomes their Body Mod, and whatever boons you would confer upon them. Someday, they will return to their original Jump and fulfill the goals that gave them the will to serve you.

Notes and Credits

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