

Kingdom Hearts – Jumpchain of Memories

By Bigmun

Story

In this World there is a boy named Sora. Sora lived with his two friends, Riku and Kairi, on an island together. But one day their World was consumed by Darkness.

Sora had found himself in a new World, and there he learned that the Heartless were the ones that attacked his World, creatures attracted to the Darkness in people's Hearts that can enter the Hearts of Worlds through keyholes, drowning them in Darkness. The Keyblade, a powerful weapon used against the Heartless, was the only thing that could seal these keyholes and protect the Worlds, and it had chosen Sora as its wielder.

In this World Sora had also met Donald Duck and Goofy, who offered to take Sora with them on their ship to travel across the Worlds to help them look for their king, Mickey Mouse, who had left to learn about the Heartless in order to stop them.

Sora accepted, as he also wished to find his friends, and they traveled throughout various Worlds searching for their friends and sealing keyholes, and eventually found themselves at Hollow Bastion where Ansem, the seeker of Darkness, had made his base. Here he planned to open a keyhole that leads to the End of the World, where the Door to Darkness that would take him to Kingdom Hearts resides.

Riku had been tricked into serving Ansem and allowed his Heart to succumb to Darkness, allowing Ansem to possess him, and open the keyhole using the seven princesses of Heart, one of whom was Kairi. Ansem entered the End of the World, and Sora pursued him.

They fought, but before Sora could defeat Ansem, Ansem opened the door to Kingdom Hearts, and to his surprise Light poured forth, killing him. Behind this door lie both Riku and King Mickey, but they had to stay on the

other side and seal the door, lest Darkness consume the whole universe. King Mickey assured Sora, Donald and Goofy that there would always be a door to the Light and that they would meet again.

Once the door was closed and sealed, the Worlds returned to whence they came from, and Sora, Donald, and Goofy found themselves once again separated from their friends.

The trio, now somewhere entirely different, set off to look for their friends once more, and found themselves drawn towards a specific path that led them to a strange castle, Castle Oblivion. Meanwhile Riku has also found himself in Castle Oblivion, still battling the Darkness within himself

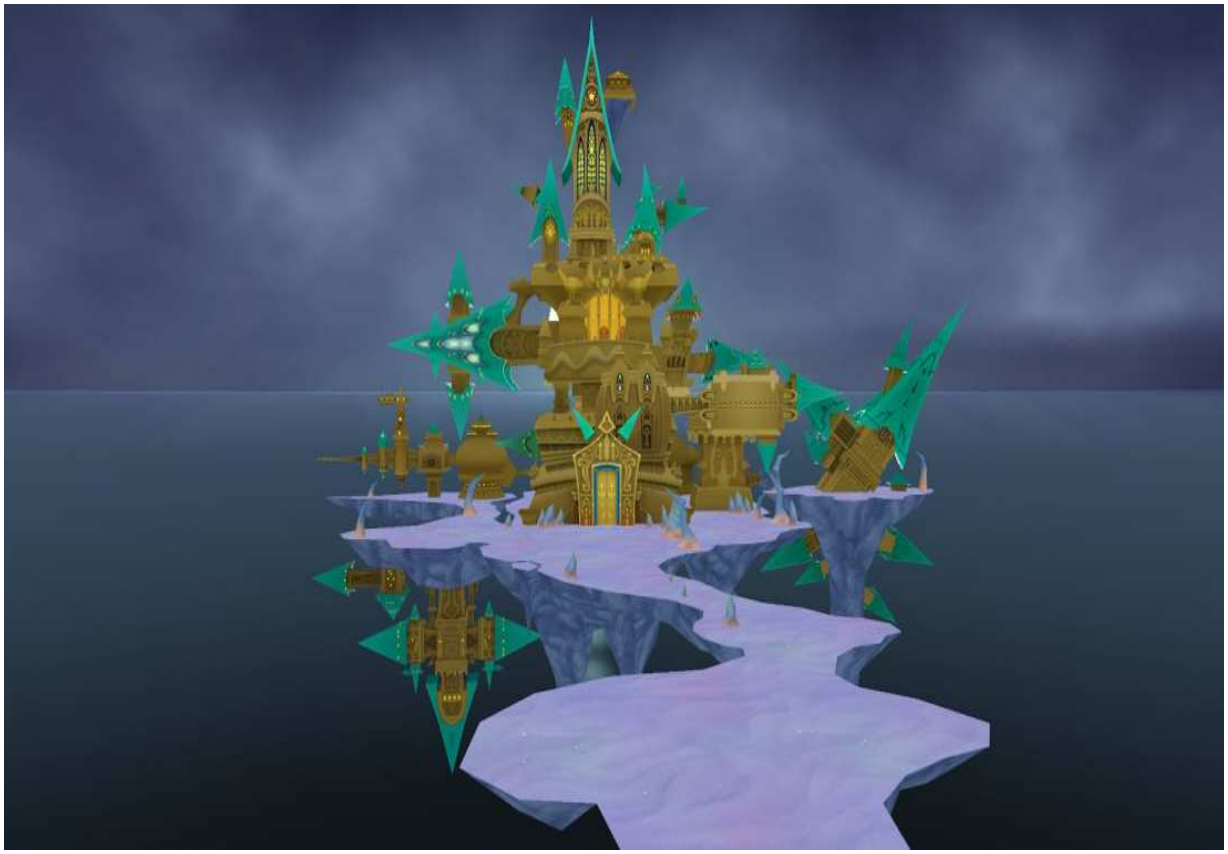
Not all is well in the castle, however, as members of the mysterious Organization XIII are in the castle too, and seek to gain control of Sora and Riku and use them for their own schemes.

One way or another you, too, have found yourself within the castle, and your objective is to get out. To assist you in that aim, take these

+1000 Card Points (CP)

Age/Gender

Your age is 2D8+10, and your gender is the same as the previous jump, but it may be changed for 50 CP.



Location

You are currently located in Castle Oblivion. This castle is not any ordinary castle, as in here combat is done by cards. Don't get confused, it's not like you challenge your opponents to a children's card game or something, rather, you gain a deck, and in order to attack or to use any combat abilities or items you have, you must use cards from that deck. Any special moves or abilities require specific cards in a specific order. You will have to ascend/descend through 13 floors to get out, and each floor you will have to relive certain memories from your past, in your case previous jumps, travel between rooms, and fight through Heartless and whoever was your main/ most powerful adversary there. If you did not have any enemies in that world, you will instead face a powerful Heartless. If you do not have enough previous jumps, or even any, Sora's memories will substitute for however many you're missing.



Origin

You may choose your origin, perks with an origin matching yours are discounted 50%, and 100CP ones are free for matching origin

Drop-in

You don't really know how you ended up here, but this place is weird so it's probably best to get out quickly.

Hero of Light

Sora's not the only one who's dedicated to fighting the Heartless! Perhaps you're a friend who decided to tag along with Sora, or maybe the Heartless consumed your world and you're out for justice.

Hero(?) of Darkness

Just because you're using Darkness doesn't mean you're a bad guy. You could be, but either way it doesn't have complete control over you. You were probably drawn in by its power, or maybe you were tagging along with Riku or Mickey and it got the better of you.

Organization XIII

You're either a member of the Organization XIII, or just someone they hired or are using. Whatever the case you're clearly on good terms. How you joined up with them is anyone's guess, but hey, the more the merrier. They may wanna rework the name though.



Perks

General

100CP - The Fool

If you find yourself particularly fond of the card based combat of this castle, you may now use it whenever you like. The system comes with its own pros and cons, and your enemies won't notice, but it's pretty fun.

200CP - The Magician

There's magic in this world and now you know how to use it. This'll give you the ability to learn and cast spells, and a small mp pool, which will expand as you level up. The mp pool won't be necessary in the castle, but essential once outside. You'll be able to do things such as elemental spells, healing spells, summoning, and time and gravity manipulation, although at the start you'll only know the basic elemental spells and cure, the most basic healing spell.

Free/300CP - The World

This world has a standard RPG system where you slay enemies, gain XP, and level up. You now have access to this system, and gain benefits from leveling up such as general stat increases, an increased mp pool,and learning powerful new spells and attacks. It caps at 99 and assuming you had the strength of a normal person when you walked in by the time you were level 99 you'd be drastically more powerful, surpassing the likes of Ansem, Sora, and just about anyone else you could meet in this world. For 300 CP, you can take this system with you to other jumps, and each new jump you reset to level 1. This does not mean you lose your power, it just lets you restart the process from where you're already at to get even stronger.

Drop-in

100CP - Card combat
This whole card-based fighting thing takes a bit of getting used to, which could be disastrous mid-combat. You now have an innate understanding of and skill with the system, as well as general combat skill.

100CP- Got it Memorized?
Forgetting someone's name can be pretty awkward, so maybe you'll find this helpful. From now on you'll never forget somebody's name or face, and you'll never forget anything you make a conscious effort to memorize. It's not gonna make you a supercomputer, but it's definitely gonna protect you from some awkward moments.

200CP - Map Cards
In this castle, you have some level of influence over what will be behind nearly any door you travel through with map cards. These cards allow you to choose what will be behind any door, be it a shop, a place to rest, some treasure, or even a black void filled with enemies. You can now use this ability without needing cards, and even use it outside the castle. It's only fully effective on an empty room, but will have very minor effects on rooms with stuff already in them, like using a shop card might make someone in the room want to pawn off their old junk on you.

200CP - Key Card
It's not merely that you can use map cards to open doors, you have to use them to get through doors at all. Thankfully in this castle you'll occasionally come across special cards that can meet the requirement of any door. This ability allows you to turn any type of cards, not just the ones from this castle, into those types of cards, acting as a key to anything with a lock.

400CP - Enemy Card
Whenever you defeat an especially powerful foe in this castle, or even rarely as a random drop from weaker enemies, you will get a card that will grant you temporary access to one of their abilities. Now you can get these cards even outside Castle Oblivion, and have two active at once. Outside the castle, the cards will act as a buff you can cast at will, that will cost a decent amount of stamina to use and will grant you either a passive or active ability. The passive ability will grant you a prominent aspect of the person who's card it is such as speed, strength, regeneration, magic absorption etc. While the active will activate the most powerful attack they know. This attack will not cost anything to activate beyond what it costs to activate the card in the first place.

400CP - Trading Cards
If you spend enough time in this castle you may find yourself with more cards than you need, this'll let you put those to use. From now on you can trade people anything to purchase something and they would be just as willing to accept whatever you're offering as if you were offering cash, provided what you're offering is worth about the same as the amount of money they'd expect for what you're buying. It can be either a good or a service.

600CP - Reprint Cards
You know those handy cards that all your attacks, abilities, spells, and items have turned into? Well now you can make copies, and even give them to others! Just copying them would be useful in and of itself, given that some of these are hard to come by and you really want more than one of a lot of them, especially the items, but giving them to others allows them to use them as well! the cards will act like items they can use up to use the ability. They will actually need to be strong enough/capable enough to use the ability, farmer John can't cast mega flare. Be careful with this, you don't wanna hand out meteor to Sephiroth. You can make up to 20 cards a day.

600CP - Screw the Rules!
Cards, doors, memories, What is this? I just wanna bash things with a key, dammit! With this, not only will you not be held to the rules of this castle, but you won't have to play by anyone else's rules! This perk allows you to, with effort, ignore artificially imposed changes to reality. This would refer to things such as the card based system in Castle Oblivion, but it could also refer to any artificially imposed change to the structure of reality, like for instance changes in space and time. Things that are normative in the structure like the laws of physics cannot be ignored, but if a reality warping wizard decides something stupid like "You must roll dice to attack" you can tell him to shove it. This will put more and more of a strain on you the stronger the effect is.



Hero of Light

100CP - Hiya, Pal
Castle Oblivion is a mysterious and lonely place, but that doesn't mean you have to face it alone. You now find it much easier to make new friends, and your bonds with others will be stronger. People will also be much more willing to allow you to tag along on their adventures.

100CP - Destroyer of Darkness
The main enemy you will encounter here are the Heartless, and unfortunately for you they are entirely immune to non-magical weapons. What's worse, even magic and magical weapons don't put them down for good. This will no longer be an issue for you, as you now have the ability to harm and temporarily defeat Heartless even using conventional weapons, and they'll stay gone for much longer. Creatures of Darkness now also have an inherent weakness to your attacks, harming them much more.

200CP - Zero Card
In Castle Oblivion, you can interrupt and negate an opponent's attack by attacking with a card or sleight with a higher value than the one they used, or with a card or sleight with a value of zero. Now you will be able to temporarily transform any card in your deck into a zero instantly in the middle of battle, and once outside the castle you will be able to have an attack or ability you use act as a zero attack, working exactly as it did in Castle Oblivion, and recharging on a 1 minute cooldown. Be careful with this ability, as although zero attacks stun your opponent for a second if they interrupt them, they can in turn be interrupted by just about anything, leaving you wide open for a counterattack.

200CP - Lucky Lucky
In Castle Oblivion, you'll often be relying on luck, so you'll be happy to learn that you now have it. This perk will generally make you pretty lucky, ensuring you'll get all you need as you make your way through the castle, but it will also let you start every fight with a Gimmick card in your deck. This is a zero card that will cause some misfortune to your opponent, usually leaving them wide open for an attack. Perhaps a rockslide will trigger and crush them, perhaps they'll trip and fall directly on their face, or perhaps they'll just suddenly be paralyzed, there's no real way to know quite what's going to happen but it will never hurt you. Outside the castle you'll be able to trigger this effect at will once per battle.

400CP - Friend Card
Sometimes you just need a little help. From now on, whenever you're in combat you will randomly receive Friend Cards, which will summon an ally from your past to aid you in battle. You will also start with one in your deck. These allies could be from anywhere in your past, or even the present. They will quickly disappear after the battle, and outside the castle you will instinctively know when you're able to summon an ally and who you will summon.

400CP - Card Bracer
In Castle Oblivion, you can have your attacks negated by an enemy using a card or sleight of higher value than your own, and this can often spell the difference between life and death. To mitigate this problem, from now on, up to 10 times per battle you may make a sleight unbreakable, preventing the enemy from negating your attack, or performing any offensive or defensive actions beyond dodging while your attack is still going. Outside of the castle this ability will work exactly the same way, being triggered at will during an attack. No single attack can exceed the length of 1 minute for the purposes of this card, meaning after a minute the attack will lose its unbreakable quality.

600CP - Zantetsuken
You may be familiar with the Zantetsuken, however here in Castle Oblivion it works a bit differently. The Zantetsuken is an attack that can negate any attack from your opponent much like a zero card, but it will also make the cards it negated unusable by your opponent for the rest of battle. If used enough times this technique could render your opponent entirely helpless, forcing them to run around like an idiot trying to avoid your attacks. Outside the castle this technique will work on an action by action basis, meaning if you negated someone's jab, they could still do a hook, or an uppercut, so it would probably be best used against powerful techniques or attacks the opponent uses. Outside the castle performing this attack can be quite exhausting, so use it wisely.

600CP - Unbreakable Chain
Your mind is your greatest asset, but when manipulated by others could also become your greatest weakness. This perk will make you completely immune to any form of mental manipulation, be it altering your memories, mind control, or even forcefully induced insanity. This does not make you immune from someone tricking you or convincing you of something.



Hero(?) of Darkness

100CP - Heart of Darkness
Despite what many may think, there's nothing inherently wrong with Darkness, it's a natural part of the world, so there's no reason to feel remorse about using it for your own means. You now have an affinity with darkness, and are capable of using darkness-based techniques such as Dark Firaga and Dark Aura. Creatures of Darkness will also be more accepting of you, however incredibly hostile ones like Heartless will still most likely attack you on sight.

100CP - Mad Dog of Darkness
Ok this one's pretty weird, as it turns out Riku has a very good sense of smell, similar to that of a dog, and it allows him to smell Darkness. You also have a sense just as acute as his sense of smell, that will allow you to detect darkness and dark aligned or corrupted beings. It can be any one of the normal five senses you wish.

200CP - Going All Out
You're quite aggressive, aren't you? While some people would bother with a more cerebral, strategic approach to combat, you're more of a fan of unrelenting assault. You now have much greater stamina and increased speed, allowing for very aggressive behavior during combat.

200CP - The One and Only
No matter how many imitators there are, they'll never be the real thing. Any copies of you will be woefully inadequate, completely failing to measure up to you. The same goes for anyone trying to impersonate you, nobody who has any idea who you are would ever be convinced they're actually you. The one exception is copies of yourself you created, or someone you purposefully told to impersonate you.

400CP - Quick Reload
In Castle Oblivion, whenever you run out of cards in your deck you'll have to reload, which can take a couple seconds and leave you wide open for attacks. This is not an issue for you as you can now reload instantly. Outside the castle this'll allow you to restore 25% of any and every sort of expendable energy (stamina, MP, etc.) and reduce cooldown on attacks or abilities that have one by standing still for half a second and taking a deep breath. Cooldowns can only be reduced by up to 50% per cooldown.

400CP - Dark Mode
It's easy to see how you were tempted by the allure of Darkness, considering the power it grants. By counterattacking your opponents and generally being aggressive in combat, you can enter Dark Mode, a state that enhances your speed, strength, and Darkness-based abilities, and also grants access to more powerful Dark-based versions of other techniques you know. Comes packaged with Showdown, a technique where if you match an opponent's force with an equal force, you will engage in a contest of wills, with the winner performing a devastating attack on the loser who will be unable to dodge or counter. You can be knocked out of Dark Mode if you take too much of a beating, but that shouldn't discourage you from being aggressive.

600CP - Door to The Light
King Mickey made a promise to Sora and his friends, that he would get out of the realm of Darkness, because there would always be a door to the Light. Now you, too, can uphold that promise, as no matter where you're trapped, be it a standard prison, or a castle, or even another time or dimension you will always have a way back to where you came from. Finding this often won't be easy, and neither will getting to it, but it will always be there for you.

600CP - It Belongs to You

It doesn't really matter where you get your power from, it's how you use it that defines you. Any power granted to you by someone or something else grants them no power or influence over you, and they cannot take it back. Even if they were to die or disappear you would still have it, it's truly yours



Organization XIII

100CP - Unique Existence
Everybody has something that makes them distinct, special in some way, and now you do too. Much like the members of organization XIII you'll have your own special combat abilities based around a theme of your choosing, be it elements like fire or water, or Light or Darkness, or even more esoteric stuff like death or luck. You'll start off with a decent skill at using these abilities, and I'm sure if you keep working at it you'll be able to attain mastery of it similar to the other members of the Organization.

100CP - Loyalist
In case you weren't aware, there are currently traitors amongst the Organization, seeking to control it for themselves. You'll now easily be able to sniff them out, as you can instinctively tell when someone plans to betray you, anyone dear to you, or any organization you're a part of.

200CP - Bitch
You are the absolute worst type of person. You're a master of psychological warfare, able to get people to make illogical decisions via taunting and deception. This is not only helpful in social interactions, but also combat, as you'll find it simple to throw people off their game via constant mocking, and the more you start winning the worse the mockery will get to them.

200CP - Joker
There's two "factions" in the Organization, if you can even call them that. There's the loyalists, and the traitors. You're more than capable of playing both these groups, as you're an expert in the field of espionage, able to infiltrate and sabotage groups with those within that group none the wiser. It would take a truly sharp individual to catch onto your schemes.

400CP - The Only Way to Travel
Oh yeah! Always wanted to do this! You can now travel using Corridors of Darkness, pathways that can grant you near instant travel around the world, and even to other worlds! You can also open portals that will allow others to travel along them as well, but you need to be very careful with this, as the Darkness can easily corrupt someone traveling through one of these things. An important thing to note is that you actually have to know where you're trying to go before you can get there, in other words you can't get somewhere if you don't know where it is. These can be used post-jump, and in case you were wondering, no, you cannot use these to escape Castle Oblivion.

400CP - Replication
You've really outdone yourself on this one, through hard work and research you've discovered how to create Replicas. Replicas have various uses, but essentially they act as copies of someone that will obey your commands, and can be used for whatever purpose you'd like. You can make these copies by gathering enough data on the person you wish to replicate and then… um…. look it just works, alright?

600CP - 52 Pick-Up
Your enemies will know true fear, or at least panic. Once per combat you can transform every attack, ability, and item an opponent possesses into cards and then scatter them all over the place, forcing the enemy to run around scrambling all over trying to pick them up. This can often win you fights by itself as they probably won't understand what just happened to them, leaving them wide open to get pummeled, but it gets even worse for them, as if you can keep them away from these cards, they would be literally helpless. The cards will return to them automatically at the end of battle, and they have a sort of magnetic pull towards their owner, meaning keeping them away from your opponent for the whole fight is easier said than done.

600CP - Chain of Memories

People's memories are interconnected, linked together like a chain. You have the ability to manipulate the chains of those close to you, the ability being stronger the closer you are to the person emotionally. You could only very slightly affect someone you just met, but someone you've been best friends with for years would be completely malleable. You can remove real memories and implant fake ones, alter details of real memories, and you can even restore memories people have lost or forgotten, although this is much harder than tampering with them. Due to the nature of your powers, you can also see into people's heads and read their memories. It'd be pretty hard to mess with them otherwise.



Items

Same discount rules from before apply here

Drop-in

100CP - Magic Weapon

This is a basic magical weapon, nothing too particularly powerful but necessary for being able to (temporarily) destroy the Heartless. You can choose what type of weapon it is, and it'll be unbreakable, and have infinite ammo if applicable.

200CP - Creeper Plant Card

This card will prevent enemies from breaking any cure spells you cast, allowing you to heal safely. Outside of the castle this card will instead make any type of healing ability you use within combat take effect instantly for 5 minutes, removing any casting time or time needed for the healing to have its full effect. In other words, this means if a spell would normally take 20 seconds to fully heal someone it now does it instantly. Doesn't work with spells or abilities that are explicitly regeneration.

400CP - Hook Card

This card prevents an otherwise lethal attack from killing you. That may sound quite overpowered, but there is a caveat. If you are at 1HP, or in other words so close to death that a kick in the shin from an eight year old would kill you, the attack will still kill you. Inside the castle, this ability will work up to three times per use, but outside the castle it will act as a passive ability for the rest of the fight after its activation.

600CP - Castle Oblivion

Ok so it's actually a copy but for certain reasons it would be a pretty bad idea to take the real one. This castle has a few unique properties to it. For one, it allows you to relive any memories and past experiences you had. It also allows you to refight any enemies you've fought in the past, optionally with card combat. Whenever there is a fight within the castle you may choose whether or not it will be under the card based combat system.



Hero of Light

100CP - Keyblade?
It looks like the Keyblade, anyway. It deals far more damage to Heartless than other weapons, and although it cannot permanently destroy Heartless it temporarily destroys them for far longer. It does not possess any of the other abilities of the Keyblade.

200CP - Megalixir
This handy potion will completely refresh your deck and reset the reload counter. Outside the castle this fully heals the HP and MP of yourself and all nearby allies. Whenever this Megalixir is used up you will gain a replacement Megalixir at the start of the next battle. It's always the same Megalixir.

400CP - Roxas Card
This card doubles the damage of your next twenty attack cards. Outside the castle the card will instead create a second, slightly different looking version of yourself who has all your abilities and will fight in perfect unison with you. They go away after 1 minute.

600CP - Riku Replica Card
This card keeps cards used in sleights available for reloading. Outside the castle, this allows you to cast spells or any ability that costs some sort of energy to use for free for 1 minute. This includes stamina, meaning you effectively cannot get tired while this is active.



Hero(?) of Darkness

100CP - Soul Eater
A sword similar in appearance to a bat wing that grows in power when used in conjunction with Darkness. As you may have guessed, this also allows you to temporarily destroy Heartless**.**

200CP - Maleficent-Dragon Card
This card enhances the power of physical attack cards greatly, but it makes reloading take quite a bit longer. Outside of the castle, this card will greatly enhance your physical strength, but will make you tire more easily.

400CP - Ansem Card
This card conceals your sleights from opponents, making them unable to predict your next sleight or its value. Outside the castle, this card will summon the Guardian, a creature that will hover around you and fight for and protect you for the duration of the fight.

600CP - Darkside Card
This card will act as the enemy card of the enemy you are fighting. Outside the castle this will allow you to transform into a perfect copy of your opponent, save for your mind. You'll have all their inherent traits and abilities, but may have trouble using their techniques. This lasts 1 minute.



Organization XIII

100CP - Nobody Weapon
You get your own custom made weapon like all the other members of Organization XIII, infused with whatever your unique Organization ability is, unless you don't have one in which case this is just a fancy hunk of junk. You can choose its design and what type of weapon it is, and it's more than capable of temporarily taking out Heartless.

200CP - Axel Card
In Castle Oblivion, you cannot activate any cards while you are staggered or reeling from an enemy's attack. This card allows you to ignore that, and makes you able to activate cards even whilst staggered. Outside the castle this will allow you to instantly recover from attacks or abilities that would normally daze, stun or paralyze you, such as Strike Raid or a really hard punch in the head. This effect lasts for the rest of the fight.

400CP - Marluxia Card
This card allows you to use a sleight twice in a row, up to three times per fight. Outside the castle, this will cause a counter to appear over your opponent's head. This counter will tick down by one with every blow you land on them, and when it reaches zero they instantly die. The counter is based on their vitality and general combat strength, meaning that if you're fighting someone really strong the number is probably gonna be really high, but to give you an idea of how high it'll be on average, max level Sora's counter still only goes up to 99.

600CP - Vexen Card
This card will revive you automatically when you die. Inside the castle this may be used in each combat, but outside the castle this card will not need to be activated and will instead always be on passively. It will activate once per jump, and will refresh upon entering the next jump. This will not take up the 1 card slot for enemy cards outside the castle.

Companions

50 / 300CP - Companion Import
So, you were lucky enough to have some friends accompany you on your journey? For 50CP each you may bring one of your companions with you, or for 300CP you can bring 8 companions. Each one gets an origin and 600CP to spend on items and Perks.

100CP - Canon Companion
I'm sure you've made at least one friend during your time here, that happens pretty fast in this world. For 100CP you'll be able to take them with you on all your future adventures.



Drawbacks
No Purchase Limits, Go Nuts

0CP - Not Done Yet
If you'd like, you don't have to leave this world just yet. You can instead choose to stay here for the traditional 10 years once you escape the castle.

+100CP - Unlucky Unlucky
You just can't seem to catch a break for some reason. You have bad RNG with the card drops and packs in here, being much more likely to get 1s and 2s and 3s than high numbered cards or zeros. It's certainly not impossible to get good cards, but it'll happen much less often. This bad luck extends to map cards.

+100CP - Who Needs a Map?
In this castle you can already tell the layout of a floor when you enter it because of a special map. You seem to have misplaced this map. You also now have a horrible sense of direction and immediately forget what the room you were just in looked like the instant you leave it. Finding your way around is gonna be a real hassle.

+100CP - Teeming Darkness
These things are everywhere! You will encounter many more Heartless than you would otherwise, and to top it off there will be at least 1 in every single room, including shops, rest stops, and the rooms between floors.

+100CP - Almighty Darkness
These little buggers are tough to take out! The Heartless now have a +1 to each card they use. This basically means they'll be able to more easily break your cards and it will be harder to break theirs. They've also gained the ability to use sleights by combining their attacks with other Heartless, allowing up to 3 of them to gang up on you at once. On the bright side, they don't have any zeros anymore since those got boosted up to 1.

+100CP - I've Got It!
At complete random, Donald Duck will show up to your aid! What's so bad about that? Well the form this 'aid' takes is Donald Duck casting spells at enemies that heal them because they absorb the element of the spell he's casting. There's no telling when he'll show up but you'll certainly see him during some pivotal fights, making them more treacherous and taking longer than they need to.

+200CP - Like Old Times
One of the nicer things about this place is that you get to relive old memories, you know except for the fact they're infested with Heartless. Now you get to more accurately relive your old experiences, as when you enter a memory of a place you've been to before, you'll only have what you had when you were first there and the ones acquired here, all other abilities, items, companions, etc. being removed until you leave. If you don't have enough memories and have to go through Sora's memories, you'll find you only have what you acquired in this jump.

+200CP - Remember The Mission
You've now got a new objective to complete before you can make your way out of here, depending on your origin. They go as follows.
Drop-in: There's now a superboss guarding the exit. He makes every other enemy you can face in this castle look like a joke, and you're gonna have to beat him to get past. He won't actually kill you because he has a lot of fun kicking your ass, but beating this guy will most likely take many, many attempts and will be both mentally and physically painful. (He may or may not be Sephiroth)
Hero of Light: You must help Sora get to the top of the castle and defeat Marluxia.
Hero(?) of Darkness: You must help Riku defeat Ansem and get out of the castle.
Organization XIII: You must either A: help Axel take out the traitors in the Organization, or B: ensure the traitors succeed in gaining control over Sora.

+200CP - Platinum Card
I hope you weren't planning on leaving any time soon, because you're gonna be here a while. You're gonna have to find every unique type of card in the castle before you can leave, even the enemy cards. This is going to take a VERY long time, and will in no way be fun or enjoyable, unless your idea of fun is resetting treasure rooms and smashing crates all day. I can guarantee you you'll be level 99 before you get out of here.

+200CP - Wheeler
The card-based combat in this castle takes some getting used to, and you certainly will not be doing that during your time here. You'll constantly be forgetting which cards make what Sleights, spamming low number cards against higher numbers in a panic, and generally making many rookie mistakes. It's not like you're a complete idiot, but for you this card combat is like trying to get used to playing a new game whilst holding the controller upside down. You will improve but you'll never actually be good.

+200CP - Heart of The Cards
I'll shuffle these bad boys real good! Normally you can predetermine the order in which cards will appear in your deck, in other words you stack it. Now the cards in your deck will be arranged randomly, meaning you'll have a harder time setting up sleights and finding whatever card you need in the moment.

+300CP - A Sleight Issue
Normally the only way for a card to leave your deck for a whole fight was for you to use your sleights, and even then only the first card in the sleight would be gone. Now, you'll lose every card you use until the end of battle, meaning you can easily get into a situation where you simply have no cards left. Against normal enemies you can just run away, but against powerful and important foes you'll be unable to, meaning if you can't finish them fast you're done for. You will, thankfully, get one full reload per fight. Make it count.

+300CP - Memory Reset
When you entered this castle, you forgot every spell and ability you knew that you didn't obtain from this jump. If you wanna get them back you'll have to search high and low, as they'll be strewn all about the castle. You will get them all back anyway once you escape the castle so don't get too scared about missing a few.

+300CP - Marathon (Drop-in only)
Before, you would've only had to revisit thirteen worlds while making your way through this castle. Now you're gonna have to revisit every world you've ever been to. This is obviously easier the less jumps you've been to, but no matter what you'll still have to visit all the Worlds Sora's visited as well. You might be here awhile.

+300CP - Your Best Friend (Hero of Light only)
Naminé, the girl who's been messing with Sora's memories, now has a new target: you. She'll be slowly replacing your memories one by one, and if you can't get to her and stop her in time you'll become her mindless puppet. It should go without saying that this a failure condition.

+300CP - Surrender to It! (Hero(?) of Darkness only)
Your dark powers come at a cost, and that cost is that Ansem is slowly gaining control over your body. It'll take him less and less time to take over the more you use your dark powers, which you'll feel compelled to use, and will be forced to use when near death. Ansem taking over your body permanently is a failure condition.

+300CP - Replica (Organization XIII only)
Seems Riku wasn't the only one Vexen took an interest in. He's also made a replica of you, and they want to be real. They have all the abilities you have, are just as strong as you, and they're going to try to kill you to take your place. You'll have at least one showdown with them before you get out of the castle, but it's likely you'll have multiple fights with them before you leave.

+500CP - Bottomless Darkness
Castle What? You've somehow ended up in a void of pure Darkness swarming with Heartless, and you'll have to wander through the dark trying to find a way out. It will still be subject to the card-based combat system, and it'll take you at least as long to get out of here as it would've to make it out of Castle Oblivion. If taken with 'Who Needs a Map?' You'll sometimes end up wandering in the wrong direction for hours.If taken with 'Marathon', you'll have to wander through this darkness for 10 years before finally getting out. There are still stores, rest points, and treasure rooms in the darkness but they're few and far between. This will not contradict any other Drawbacks, so just don't sweat it.



The End

You've made it out, good job! All drawbacks are removed with the exception of the 0CP ones, and now you get to choose where you'll go next.

Road Back home - You've seen all you need to. Time to go home.

Twilight Road to Nightfall - You've decided to stay here, then? Welcome.

The Road to Dawn - You've still got so much to do and see it'd be a shame to stop now, you'll continue on your adventures.



Notes

- **The "Screw The Rules" perk applies more to changes in reality itself than reality manipulation directly targeted at you, though it can help with that as well. In the case of worlds where reality is controlled by an entity rather than impersonal laws, that entity acts as the absolute, unless it has merely usurped control of the reality from someone else, in which case you can resist its changes with great difficulty.**

- **A Sleight is a combination of up to three cards, usually used to activate a special move. The value of a Sleight is the combined value of all cards within the Sleight.**

- **Only one enemy card can be active at a time, with the exceptions of the Vexen Card outside the castle, and the Enemy Card perk. Activating a new one will immediately cancel out the effect of the previous one, and enemy cards can only be activated once per battle.**

- **All Castle Oblivion based cards such as Enemy cards and Reprint cards are stored in a pocket dimension and can be called out at will at any time. They are also activated at will.**

- **You can also use the cards you've created from Reprint Cards as consumables, meaning you could stock up powerful attacks or spells and spam them until you run out of the cards.**

- **Any type of magic or magical weapon will be able to destroy Heartless, not just the ones from Kingdom Hearts.**

- **Zantetsuken can be learned during your time here, however outside the castle it will not have its attack removing ability like it would if you purchased it.**

- **Corridors of Darkness basically act like teleporters that can take you anywhere, provided you know where it is you're going and it's not in another dimension or time period. The Darkness of the corridors will not harm you.**

- **In terms of continuity with the other Kingdom Hearts jumps, that can just work however you want it to.**

- **Thanks to Nyanko Anon and all the folks in the IRC chat for helping me out with this!**