

Disney SQUARE ENIX

KINGDOM HEARTS

— ReϕMind —



They can take your world... They can take your heart...

Cut you loose from everything you know...

But if it's your fate, then every step forward is a step closer to home.

This is the world of Kingdom Hearts - a world on the brink of destiny's fulfillment. "Darkness will prevail, and the Light expire." Words spoken eons ago, about to be made reality by a man named Xehanort with his thirteen vessels of darkness. He has gathered powerful minions from across time and space, and united them into an Organization, each destined to become an incarnation of him... if they aren't already.

Should he succeed, there will be a purge. The worlds will be returned to a blank slate, one which Xehanort may be able to draw upon as he sees fit.

But there are those who resist that fate.

The forces of Light gather. There are seven hearts to save, and a final journey to turn fate on its head. A boy will soon travel the worlds seeking the means to wake lights long sleeping, and learning the lessons he needs to save everything. But can he hope to win against fate itself? And what will that victory cost him?

You will be here from the point that Kairi is called to Master Yen Sid's Tower to a few days after the end of the battle against Master Xehanort, for good or ill.

Take [1000 CP] and prepare. The Keyblade War is almost upon you... may your heart be your guiding key.

Backgrounds

[SPECIAL] Take stock of your previous adventures within this universe. You will find that some Perks receive discounts based on your Backgrounds in other Kingdom Hearts Jumps (and only Kingdom Hearts Jumps - similarly named Backgrounds from outside will not assist you). These discounts stack with each other, reducing the price by half each time.

There are many ways in which one could distinguish themselves... but no. At this critical time, in this critical place, there are but two defining purposes you may devote yourself to:

Guardian of Light - You stand as a hero, striving to protect the worlds that exist from a madman's grasp. Travel, train, and seek the seven lights while opposing the thirteen darknesses. Or perhaps you are a separate hero, with your own crusade to chase...

Seeker of Darkness - You seek and serve the darkness, and hunt the pure lights. There are many villains amongst your number, perhaps you are one of them. Go forth, gather information of value to the grand plan, figure out contingencies to ensure fate's design. Or perhaps you have your own goals...

Age and Sex

[SPECIAL] You are the age and sex you were when other KH jumps brought you to this point in time.

Otherwise, you remain the sex you were at the end of your previous Jump, and may roll $13+1d8$ to decide your age.

Location

You may roll $1d12$ to select from the following results, or $1d20$ to include the possible locations from the original Kingdom Hearts Jumpchain Document. Roll results for each location will be labeled [1d12Result/1d20Result] for reference. Should you roll 8 using your $1d20$ option, ignore the restriction on Birth By Sleep-exclusive worlds - only those places exclusive to the eras starting in Chi and ending in Dark Road are beyond your reach. You may also spend 50CP to choose your starting point. Or, perhaps...

[SPECIAL] The Pieces Lie Where They Fell: ... You are where you were when last you were here, or perhaps you haven't left. If you have arrived in this era by way of another KH Jump, you may choose to continue your journey exactly where you left off.

[1/9] Olympus - a world about to be struck by prophecy, and the aligning of the stars. You may choose to be on Mount Olympus, among the gods when Hades launches his predestined attack, or within the town of Thebes, amidst the common people as chaos erupts around them.

[2/10] Toy Box - a world split in twain. You may choose to appear in the version of the world Sora and his friends visit, with Woody and his allies, or the version the other toys and humans of this world remain in.

[3/11] Kingdom of Corona - a world that seeks its light. You may choose to appear in the kingdom itself, as they prepare their yearly festival and vigil... or you could appear near their missing sundrop.

[4/12] Monstropolis - a world gathering positivity. You may appear in the city, or somewhere within Monsters Inc. There are many doors, here. Perhaps there are paths to other worlds...?

[5/13] Arendelle - a world about to be frozen. You may appear in the mountains, or perhaps within the kingdom itself, as it prepares to coronate their new Queen.

[6/14] San Fransokyo - a world of known heroes. You may appear anywhere within the city. This place is usually safe during the day, but at night...

[7/15] The Caribbean - a world whose era of freedom is waning. You may appear on any of the many islands or ships that sail these waters... though it might be wiser to appear instead at Port Royal.

[8/16] Scala Ad Caelum - or rather, whatever remains of this old world. In ancient times this was the seat of power for the Keyblade Order, but for unknown reasons it was abandoned for other places. There may be secrets to seek here, and possible connections to the distant past...

[9/17] Castle Oblivion - a world on the brink between light and darkness, with myriad secrets. Those who travel inside are said to be doomed to wander forever. But with the right tools and powers, one might revert it to its true form...

[10/18] Keyblade Graveyard - the world where Keyblade Wielders leave their mark on fate. It is barren... but secrets lay beneath the badlands. It is currently the base of operations for those who would seek darkness...

[11/19] The Final World - a place on the border between dreams and death. This place, where sea meets sky, is filled with mystery. With the right powers, perhaps you can

travel from here to... anywhere. But if not, don't fret. A boy will soon arrive here.
Perhaps you can hitch a ride...

[12/20] Free Choice - you may choose any world that exists in this era - that is to say,
any world that was accessible in Birth By Sleep or later worlds.

Perks

[Supplement] You may choose to spend CP from this Jump on Perks from the [Kingdom Hearts Jumpchain Document](#). Perks from that Jump that would normally be free instead cost 100CP if bought from this Jump.

If you have already visited a Jump from the Kingdom Hearts Series, you retain your Background and Race, and may benefit from associated discounts.

Perks that go below 100CP due to your Discounts are Free.

General

These are general perks, unaligned with Light or Darkness.

Tres Orchestra (Free)

What's a grand finale without a grand score? This allows you and your allies to experience the music of Kingdom Hearts 3 as appropriate to your current circumstances. Nobody will comment on the oddity of the effect, and you may turn it on or off as you wish. In addition, the full OST will appear on any digital devices you have that can play music, and a series of vinyl records containing all the songs will appear in your Warehouse, complete with a Kingdom Hearts themed vinyl player!

Kingdom Shader (Free)

The multiverse can vary in how it looks, and when trying not to stand out the devil is in the details. With this Perk, however, your appearance, including in all of your Alt-Forms, adapts to blend in with the subtler aesthetics of the setting. If you're in a more cartoony place you'll develop outlines, shading, or other textures similar to those around you, and if you're in a more realistic setting you'll find even your more cartoony appearances adjusting to align. After this Jump you may turn this effect on or off as you see fit.

Free Running (200CP)

(Discount Local Hero, Discount w/"Flow Motion" Perk)

You are possessed of exceptional endurance and athletic skill, even being able to easily run up flat walls. Other forms of parkour come naturally to you, from swinging on ropes and vines to grinding rails to bouncing off walls.

Air Step (400CP, Requires Free Running)

(Discount w/"Flow Motion" or "Shotlock" Perks)

You can enter a state of slowed time and focus in on your target. Not only does this effectively hasten any powers you have that require you to focus on, lock onto, or scan a target visually, such as Shotlocks, but you also have a new way to travel to such

targets. You may launch yourself at exceptionally high speed towards your focused target in a move known as Airstep. If there are several small objects within view, you can leap between them, boosting your speed even further as you make towards the most distant target.

Honesty Is a Free Action (200CP)
(Discount Local Hero, Merchant)

There's always enough time for the heart to say what's true. This is especially the case for you - so long as it's to speak honestly, clear up misunderstandings, and generally ensure everyone's on the same page, you always have enough time to talk with someone. Time and fate will bend over backwards to ensure whatever pressing doom awaits holds off for just long enough, and even your enemies will stand back and watch you spill your guts to those you care for. Better yet, so long as you're being honest, the people you're talking to will believe you.

Attractionflow (400CP)
(Discount Merchant, Magician)

During battle, you will sometimes see an enemy glow green, with an unusual symbol attached to them. Strike them once, and you'll be primed to unleash this Perk, summoning a theme park ride to the battle. You and your allies will be moved to board the ride as capacity allows - any allies your ride can't house will vanish into the aether to be kept out of harm's way and returned to where they stood after. You are invincible while riding this attraction, and the ride can mildly defy its usual physics to attack nearby foes. Each Attractionflow ride lasts about a minute, and the same ride cannot be summoned again for the rest of the day. This can be used with any theme park attraction you own, and this Perk comes with a free purchase of Attractionflow Land, giving you at least one ride to attack with.

Keysmith (400 CP)
(Discount Merchant or w/"Keyblade Forger", "Master Synthesist," or "Synthesis" Perks from KH Jumps)

Unique to this era, you will find that your Keychains are upgradable using materials found across this realm. The most important materials - Fluorite, Damascus, Adamantite, and Electrum - are most commonly found within asteroids floating in the vast ocean between worlds. By default Keychain can be upgraded 10 times, granting 1KP each time.

You've mastered this art of upgrading - allowing you to upgrade Keychains more than 10 times using the same techniques found here, though the process will require more and rarer materials.

Finally, you're also able to use these same techniques to upgrade other weapons!

Grand Magic (400CP)

(Discount Magician or w/ "Cosmic Arts" or "Ars Magic" Perks)

When casting magic, there is a chance of the expended magic lingering in the air and reabsorbing into the caster in just the right way, granting them access to spells beyond your means. This supercharge grants one access to a free and higher tier version of the spell they cast... including the otherwise nearly unobtainable "-za" tier. For you, this happens far more often, and sometimes you even get a second unrelated -za spell for the price of one, such as casting Firaga magic and gaining Firaza and Aeroza. In addition, if you don't already know them, you gain Fire, Blizzard, Thunder, Aero, Water, and Cure magic, and the talent needed to quickly train them up to -ga level.

Second Form (200 CP)

(Free if you've been to any other Kingdom Hearts Jump)

One of many powers Sora was able to draw out with his new garments, adapted to you. When activated, Formchanges tend to last about a minute, and requires several concentrated minutes of in-combat effort to charge up, though this one tends to charge up faster when you are using abilities that have become central to your identity, charging in as fast as thirty seconds. Once charged, activate this power by calling upon your dearest memories. Your garments' colors become richer, and almost nostalgic. Your most iconic abilities from Kingdom Hearts Jumps are enhanced to double their potency while wielding this power.

Rage Form (200 CP)

(Discount Darkling, 14th Darkness, Heartless, Nobody)

One of many powers Sora was able to draw out with his new garments, adapted to you. When activated, Formchanges tend to last about a minute, and requires several concentrated minutes of in-combat effort to charge up. However, when badly injured and near your end, this power charges up quickly, within a matter of seconds. Engulf yourself in anger to awaken it. Your rage restores your health, and you are shrouded in darkness, moving with violent abandon. Your attacks are fast and wild, difficult to predict, and they hit hard. You may sacrifice a portion of the health you just restored to enhance these traits, and when you've pushed yourself almost back into the grave, you may unleash your rage one last time in an explosion of dark, sharp fragments that tear into all enemies fool enough to try and get close.

Guardian Form (200 CP)

(Discount with "Master Form" Item from the KH Jump)

One of many powers Sora was able to draw out with his new garments, adapted to you. When activated, Formchanges tend to last about a minute, and requires several concentrated minutes of in-combat effort to charge up, though this power charges up most quickly when you're working to directly protect others or yourself, charging in as fast as thirty seconds. Once fully charged, activate this power with thoughts of those

you want to protect. Upon activating this power, your garments take a yellow hue, and you feel yourself become reinforced. It becomes harder to knock you around or even do lasting harm while you're wielding this Form.

Strike Form (200 CP)

(Discount with "Valor Form" Item from the KH Jump)

One of many powers Sora was able to draw out with his new garments, adapted to you. When activated, Formchanges tend to last about a minute, and requires several concentrated minutes of in-combat effort to charge up. This power charges up most quickly when you're constantly on the offensive, hitting things with all your might. Under such circumstances this power could recharge in as little as 30 seconds. Awaken this power by focusing your will on the obstacle you want to overcome. Upon activating this power, your garments take a red hue, and you feel your baseline physical strength become doubled. Every blow you deliver can bowl over your foes and send them flying.

Element Form (200 CP)

(Discount with "Wisdom Form" Item from the KH Jump)

One of many powers Sora was able to draw out with his new garments, adapted to you. When activated, Formchanges tend to last about a minute, and requires several concentrated minutes of in-combat effort to charge up. When you're making use of magic and elemental powers, this power charges in as little as thirty seconds. Upon activating this power, your garments take a blue hue, and you feel your baseline magical talents surge with additional power. Your every spell is a whole tier greater than it normally would be.

Rush Form (200 CP)

(Discount with "Master Form" Item from the KH Jump)

One of many powers Sora was able to draw out with his new garments, adapted to you. When activated, Formchanges tend to last about a minute, and requires several concentrated minutes of in-combat effort to charge up. This power charges up most quickly when you're incorporating movement into your strategy - the faster you go compared to your max speed, the faster you charge up, with the fastest this form will charge being about thirty seconds. Upon activating this power, your garments take a green hue, and you feel your baseline speed become significantly greater. Your every movement is blisteringly faster than you normally would wield.

Ultimate Form (600 CP)

(Discount with "Final Form" Item from the KH Jump)

One of many powers Sora was able to draw out with his new garments, adapted to you. When activated, Formchanges tend to last about a minute, and requires several concentrated minutes of in-combat effort to charge up. This power charges up most quickly as you run out of options and escalate to greater and greater extremes to

achieve victory. When you have nothing left, this power can charge in as little as one minute. Upon activating this power, your garments become silver, and every option you've used up in this battle recharges, even greater than before.

My Friends Are My Power! (200CP)

(Repeatable, One-Time Discount for each similarly named Perk you owned before this Jump)

Your maximum number of Imported Companions is increased by 4, each time you take this Perk. This also increases the number of Companions Imported by bulk bundles by the same number. For example, a purchase that normally offers 8 Imported Companions instead gives 12 with a single purchase of this Perk, while a bulk discount that would normally offer 100 Companions would now offer 104.

Guardian of Light

These are perks associated primarily with the Light.

Jumper's Emblem (200CP)

(Discount Local Hero)

You happen to have a symbol associated with you, filled with power all its own. You may place a copy of your Emblem in a location of your choice. You can sense if your allies have drawn close to any given Emblem, and temporarily grow stronger for it. Should an ally of yours come across your Emblem and become aware of it, they will find themselves blessed with good luck for a few hours after. The harder you make it to find your Emblem, the more powerful this blessing is and the longer it lasts.

With All My Heart (200CP)

(Discount Local Hero or w/“Last Stand” from KH Jump)

You may or may not have lost all of your power, but that won't stop you from doing what you need to. You have a strong sense of when things really count for what you want in life - such as, to protect someone precious to you - and when those times come, you don't falter easily. You'll swim to the depths of the underworld, or hold yourself together even as reality itself insists you fall apart, if that's what it takes to protect what's important to you.

Happy Hair Day (200CP)

(Discount w/“Come on and Smile” or “Dive Into the Heart” from KH Jump)

Every day, there are people expanding their horizons, pushing past their comfort zones, and sometimes literally getting out of their lonely tower to see the world. These first steps are tough for everyone, but you have an extra sense for how to make them easier. You can identify not only the people who are way out of their depth, but myriad ways to support them.

Toys to Life (600CP)

(Discount Merchant)

You've developed an unusual trait - you only need something to *look* like something to act like something. Much like Buzz Lightyear's LED laser becoming a real one, in your hands props and fake gadgets function exactly like their “real” counterparts would.

Scream Strike (400CP)

You know how to turn fear into laughter - literally. You know just how to exaggerate actions or words that might otherwise seem scary and make them funny. In addition, you become stronger the more laughter or fear you personally invoke. Basking in either of these two extreme emotions regenerates your magic and stamina twice as fast as normal.

Miracle on Ice (200CP)**(Discount w/“I Live Here” from KH Jump)**

You have a penchant for surviving situations that you really, really shouldn't. Multiple times in a row. You can do this alllllll day. In fact, the more often in quick succession something happens to you, the less likely it is to cause you any real harm. It may even boost your luck and put you in the right place at the right time!

Sea-Magic (400CP)**(Discount Magician or w/“I Live Here” from KH Jump)**

Fighting under the sea can be a pain, but with this Perk you'll find that your magic is as adaptable as you. All of your magical abilities change in beneficial ways while underwater, making it easier to fight in this unusual environment. You have an instinctual understanding of how your powers change underwater, as well, roughly equal to your normal combat prowess.

Hero Upgrade (400CP)**(Discount “Mentor's Touch” from KH Jump or “Jumper's Teachings” From KHx series Jump)**

You excel at teaching others by example. Your would-be students now only have to watch you in action with an interest in learning to be inspired by you. This inspiration invariably guides them to ways to apply your methods to their own skillsets. Having them train alongside you will further enhance this process, while also quickly building your skills at working together. The closer their friendship to you, the stronger this effect becomes!

Forest Memory (400CP)**(Discount Magician or w/“The Sorcerer's Apprentice” from KH Jump)**

Your tutelage under Merlin has produced dividends, and you can now create a special place where time has no meaning, allowing those inside to train to their heart's content, making extraordinary growth in a comparatively short time... though perhaps this training may be even more effective if they had a more hands-on teacher.

Little Chef's Understudy (400CP)**(Discount Merchant)**

You are... surprisingly good at cooking, for a dedicated warrior. Good enough that you could almost run a five star restaurant on your own. Your food even provides various random power ups to those who eat it. Improved luck, surges of Grand Magic, improved learning and training speeds, and more effects are possible.

I Will Set Things Right (400CP)**(Discount w/“Lingering Will” Perk)**

Okay, so. Mayyyybe you messed up, somewhere along the way. Mayyyybeee you

trusted the wrong guy that one time. Mmmmmmmaayyybe you hesitated at the wrong moment and lost your whole body to the main villain and became trapped inside your own Heart as a subservient guardian. That means nothing. This Perk ensures that sooner or later an opportunity will arise to make up for your previous failures, and when it does, your power will eclipse any you've had before. This effect is pronounced more the longer it's been since the mistake you're redeeming yourself for and the bigger that mistake was. It also means that your allies will be more willing to take you back after you've spent an extended period of time on the other side.

Power of Waking (600CP)

(Discount Keyblade Wielder, Wielder, or w/“The Power of Waking”)

The mysterious power that Sora needs to seek out... is now in the palm of your hands. With meditation and a spiritual connection (such as that between friends), you may restore a Heart (and often, the body attached to it) to a prior state. This can take anywhere between several minutes and a few hours of dedicated effort, but happens faster depending on how deep the connection between you and your target are. This works best with maladies of the heart, but so long as the target isn't dead, you should be able to restore them from anything.

If you've bought the Perk “With All My Heart” you become able to replicate the unintended use of the Power of Waking that Sora used to overrule fate itself. Once per Jump (or once per 10 years), upon your defeat, you may force time itself to rewind, revive any of your allies (including yourself) who have perished or outright ceased to exist, and bring yourselves back to a point shortly before your defeat. You *may* use this effect a second time before this cooldown ends, at the same cost that Sora experienced - a slow but certain removal from reality.

Rise of the Union (800CP)

(Discount w/“Light of the Past” Item from KHx series Jump)

Because light can come from the past, too. Once per Jump, you may repeat the trick that served Sora so well against the storm of Heartless in the Keyblade Graveyard. A stream of Keyblades will appear from the sky - one for each ally you've made over the course of your Jumpchain, from the most fleeting of friends you've long since left behind to the most loyal of Companions, their names flashing through your mind as you call upon their strength and join it with your own. If you possess “Light of the Past” from the KHx series Jump, this power fuses with and enhances it, allowing you to use the combined power twice per Jump, joining your allies' strength to that of the wielders of that ancient era.

Zettaflare (1000CP)

(Discount Magician or w/“Limit Break” Perk from KH Jump)

An overwhelmingly powerful spell - some would call it the strongest spell within a certain

sphere of the multiverse. Unlike the duck who infamously wielded it, you can manage this almighty beam of sheer power without draining yourself to near-death... once, per Jump. This spell's power is keyed to your own - it will always be twice as strong as your strongest non-scaling spell or spell-like beam attack, should you have one stronger than Donald's own Zettaflare.

Vector to the Heavens (1000CP)

(Discount Replica, Organization XIII)

Your blows have developed an unusual effect - you can produce beams of light that temporarily reduce your target's maximum vitality. This places a limit on the healing abilities of others, halting their regeneration past specific points. The more hits you can land with these beams of light, the more you can restrict their health, until they reach a point where they cannot heal beyond a state of "near death."

Dismiss (1000CP)

(Discount Heartless or w/"Lingering Will" Perk)

You may call forth an avatar of the darkness within you, now firmly under your command. If you have a Heartless Form, you may call it in its entirety to your back or dismiss it at will, and share senses with it. If you don't have such a form, you may create a 15-point one using the Heartless creation rules in the [Kingdom Hearts Supplement](#).

An Oath to Return (3000CP)

(Discount "Keyblade Wielder" or w/"The Power of Waking")

If it's your fate, then every step forward is a step closer to home. Even if you perish, even if you're wiped from reality itself, there will always be a path back to the people you care for. That road might not be easy, and may differ depending on the universe you're in, but you at least have the chance to walk it. In addition, because your Heart can endure beyond you, death or even the erasure of everything you are is no longer an end to your Chain, so long as you are alive once more before the Jump ends.

Link To All (3000CP, requires you to have done at least 3 Kingdom Hearts Jumps)

(Discount Keyblade Wielder or w/"An Oath to Return")

Your Heart connects across the multiverse, to all the friends you've made. So long as they think of you every now and again, your hearts will be one. From now on, an echo of you remains in each Jump you leave behind, effectively allowing you to Stay and Move On simultaneously. Normally they possess your powers, memories, items, and personality as they were at the time you Moved On... but while you're asleep you can choose to temporarily return your full focus to them, granting them your current full power, though this leaves your true body vulnerable. You otherwise retain a faint awareness of them and their actions, and can choose to reabsorb them at will. Your echoes can only survive so long as there are people in the Jump you call friend, and when they fade at last, their memories are returned to you.

Seeker of Darkness

These are perks associated primarily with the Darkness.

Jumper's Sigil (200CP)

(Discount Local Hero, Organization XIII)

You happen to have a symbol associated with you, filled with power all its own. You may place a copy of this Sigil in a location of your choice. You can sense when your enemies have drawn close to your Sigil. Should your enemies become aware of your Sigil, they are cursed with bad luck for a few hours after. The harder you make it to find your Sigil, the more powerful this curse is and the longer it lasts.

Spare Me the Company Line (200CP)

(Discount Organization XIII, Apprentice)

Yeah, yeah. Friends, power, blah blah blah. But you know that when you gather that many hearts in one place, you're bound to see a few break. You can always tell where the weakest link in a group is, and where exactly that link is likely to break. Now, are you gonna help reinforce those weak points... or push their decay along?

Keep Her On The Shelf For Us (200CP)

(Discount Organization XIII)

Sometimes, light is best guarded by darkness, though sometimes it needs to be... manipulated for that end. You have a talent for hypnotizing others, especially into ensuring people or objects valuable to you are kept safe - and especially if those objects are already things they want. A simple look into their eyes, and such people will trust you - even believe that your assistance was their idea. Certainly, they may have their own reasons for wanting that girl or lamp or box... but if their actions will protect it, preserve it... they are doing you a favor.

Worldcleaver (400CP)

(Discount Magician)

You possess the ability to split a world into two distinct copies of itself, randomly dividing the people within from each other. This takes about a week to prepare, but can be done nearly instantly once set up. While Xehanort used this largely to test the connection between Andy and some of his toys, there are surely more valuable uses for being able to forcibly split a party...

My Heart Is Made of Just One Thing (400CP)

(Discount w/"Bleeding Heart" Perk from the KH BBS Jump)

... and as long as you can find a strong enough concentration of it, you can reconstruct it. You are drawn to fear, anger, sadness, envy, and all the negative emotions that pollute men's hearts. If your body is destroyed, so long as some part of you remains

alive and you can find a strong enough source, such as a company that turns screams into energy or the site of a cataclysmic disaster, you can restore everything you lost. As a result of this, your body's destruction does not mean the end of your Chain - so long as you can rebuild yourself before the Jump is over.

Ice Is So Not My Style (400CP)

(Discount Magician, or w/"Dandelion" from the Kingdom Hearts χ Series Jump)

You have developed a way to manipulate one element while using a different one. So long as the element isn't diametrically opposed and your mastery of the element you're wielding is strong enough, you can finely manipulate sources of other elements with relative ease - for example, building an elaborate labyrinth by moving and shaping ice with lightning.

Honor the Rules (400CP)

(Discount w/"Terms and Conditions," "Playful Shadows," or "Protect The World Border" from the KH Jump)

You have an exceptional sense for the written and unwritten rules of any given world (or any future Jump) you arrive in, and how best to exploit them to get the information you seek. In addition, you may magically enforce the world's rules, laws, and guidelines in an area centered around you, in much the same way as "Playful Shadows" or "Terms and Conditions" would enforce their own rules.

What, Stole Your Idea? (400CP)

(Discount Replica, Hero(?) of Darkness)

You can imbue mediums for data, from microchips to supercomputers, with artificial life using the power of darkness. In so doing, you can set it forth to gather power and emotions - the terror of being attacked without warning, for instance, the despair of having no place to run, or the longing for vengeance. By siccing it on the right people, you can imbue it with hopes and dreams... and once you have had it gather enough emotions, you can create a heart from data and darkness, just like those foolish heroes were trying to do.

You Thought You Could Contain Me Here? (400CP)

(Discount Keyblade Master)

There will be those attempting to capture or trap you over the course of your journey. From tossing you into a video game to trapping you within your memories of your boyhood home to simply tying you up and leaving you in a ship set to be blown to kingdom come, there are plenty of ways to try and contain you... but with this Perk, you'll always find a way out. It won't always be easy, especially if the method used to trap you takes advantage of a special trait you have, but there will always be a way out.

My Work, My Redemption (800CP)

(Discount Organization XIII, Organization Member, Replica, Free w/”Replication” from Kingdom Hearts - Jumpchain of Memories)

One of the Organization’s sidelined members, Vexen, is an expert on matters of the Heart, Memories, and the creation of vessels for such things, the creation of life from such vague pieces as a fragment of memories gained in the process of battle. You now match him in this field, and with the right materials and time you can create Replicas of your own.

Forza Finale (1000CP)

(Discount Nobody or Heartless)

You have reached deep into the power gained through the horrific things done to your Heart and Body, and find that your greatest powers can be pushed even further. In much the same way that Data Ansem and Data Xemnas were able to repeatedly use what were previously their most desperate attacks, you find your own powers easier to use and stronger. Any Perks you’ve acquired that were Discounted, Free, or Required for Nobodies or a Heartless are now twice as potent as they were before, and often far less draining. You may summon twice as many minions with powers like “Hazy Reflection,” and your own Heartless and Nobody transformations via Perks like “My Own Shadow” swells with power - you may take your existing Custom Heartless and/or Custom Nobody, and create a copy of it with its total Heart budget doubled, allowing you to upgrade it further.

New Backdrop (1000CP)

(Discount w/“Look, But Don’t Touch” or “Vessel after Vessel” Perks from KHx series Jump)

You have a mastery of space that is to be feared. You can walk on thin air, even upside down, and can teleport at will. Your projectiles travel twice as far as they should, and even if your opponent deflects or dodges your more charged attacks, they’re inclined to bounce off thin air and get them in the back. You can even shove your limbs and weapons through rifts in space to strike from unexpected and distant vantage points, though this may take some time to get used to. Finally, you may warp space around you to reshape the battlefield and reposition combatants as you wish, though your modifications must leave every living being on something they can safely stand on.

L’Impeto Oscuro (1000CP)

(Discount “Singularity” Perk from the KH Dark Road Jump)

You have a mastery of time that is not to be underestimated. You can temporarily freeze time, stopping your spells and attacks mid-motion, creating imprints upon fate that will continue on their destined path, harming your opponents despite them not actually being you, as soon as you start time once more. To the outside observer, this will appear as though you are casting several spells and/or attacking from several directions

at once. At first you can only create two such other selves, but with training you can become able to create more and more imprints. If you possess the “Time Keeper” Perk from the Kingdom Hearts Jump, you also gain an even greater technique - you may, once per battle, return the battlefield and all within it (and nothing else) to the state it was in at the start of the battle. Both you and all other combatants remember the fight, and perceive the process as though someone were rewinding the fight on a TV screen.

Forze Del Male (1000CP)

(Discount Hero of Darkness, Local Hero, or “Bleeding Heart” Perk from the KH BBS Jump)

You may gather the Darkness into armor around you - armor that looks like it's made of corrupted muscle and sinew. This armor reinforces your body, and enhances your powers. Your physical attacks may be enhanced to produce shockwaves and pillars of darkness far beyond your weapon's range. Any magic or energy powers you possess may also be imbued with Darkness to increase their power and range. You can even convert any such power into a sort of floating rune, set to unleash the spell should any foe of yours draw too close. Go forth and show them who's stronger.

Lord of the Castle (1000CP)

(Discount “Dandelion” from the Kingdom Hearts x Series Jump.)

You have developed a dastardly spell. With but a whisper in your foe's ear, you can inflict Doom upon them. A number appears over their head, which will drop slowly to zero. At zero... the foe simply perishes. The exact conditions for the number's fall or rise may vary, but the spell only functions if it is theoretically possible for the victim to forestall or escape your curse - the most common method of doing so being to deal enough damage to you over a short period of time.

Nortification (1000CP)

(Discount Drop-In, Keyblade Master, or w/“Me, Myself, and I” Perk from KH Jump)

Ah, yes. Turns out the only person you can really trust is yourself. Thankfully, with this you can make *anyone* yourself. By exerting your will upon a victim, you may implant a shade of your heart into them, infecting them and making them more like you. Their skin, hair, and eyes will change color to match yours, and you will be able to directly possess them if need be. Those who are willing to harbor your heart are easier and faster to transform in this way. If you have “Me, Myself, and I” this merges with and upgrades it - any people you infect with yourself from now on can be brought with you from one Jump to the next with no issue, and there is no cap on how many of yourself you can create.

Items

[Bonus] You gain 200 CP to spend on this section only.

[Supplement] You may choose to spend CP from this Jump on Items from the [Kingdom Hearts Jumpchain Document](#). Items from that Jump that would normally be free instead cost 100CP if bought from this Jump. If you have already visited that Jump, you retain your Background and Race, and may benefit from associated discounts.

Items whose cost falls below 100CP due to Discounts become Free.

Gummi Phone (100CP) (Free for Guardian of Light)

A special phone created by Chip and Dale, capable of communicating even across different Worlds. You may import your phone or other communications devices into the Gummi Phone, granting them similar range. These phones are also host to the current iteration of Jiminy's Journal and some kind of... social media hub, allowing users to pool information and share accomplishments... or, if you're not allied with them, for you to ascertain exactly what those pesky heroes know and what they're capable of. In future Jumps it will reliably record the efforts of the good guys of the setting in similar fashion.

If you bought Jiminy's Journal in the Kingdom Hearts Jump, you may choose to upload the contents of your Journal to the Gummi Phone's records as well.

Black Box (100CP) (Free for Seeker of Darkness)

A... small, black box, big enough to sit in the palm of your hand. Not *the* Black Box everyone and their mother is seeking, obviously. But still pretty fancy. Each time you enter a World, this black box will contain an object of surprising value to the local villains. A trinket the local vizier is after to complete their latest scheme, or a compass that always reveals the location of the long-lost princess that witch has been keeping locked up. This could be a peace offering to build an alliance... or something to keep as far away from the bad guys as possible. In future Jumps it will mysteriously produce a similar trinket the first time it's opened each year.

Keyblade (400CP) (Discount for Wielder, Apprentice, Keyblade Wielder, Keyblade Apprentice, Keyblade Master, or Hero of Light)

A mighty weapon, used since ancient times and based on the weapon that safeguards Kingdom Hearts itself. It has myriad properties, from locking and unlocking anything to changing shape to striking down creatures of darkness and so on and so forth. This

purchase gives you a Keyblade (even if you already have one from elsewhere), and it comes with a free Keychain with 15 Key Points (KP).

You can build your Keyblade's Keychain(s) using the Keyblade Customization section on page 20 of the [Kingdom Hearts Supplement](#), as well as with other KP-spending Supplements.

Keychain (100CP, Repeatable)

Receive a Keychain with 7KP.

KP Booster (50CP, Repeatable)

You may give one of your Keychains 1 more KP each time you purchase this.

Formchange Garments (200CP)

(Discount Guardian of Light, Discount if you're importing "Drive Clothes")

These clothes have been designed with exacting detail by the Three Good Fairies. In addition to guarding your heart from the Darkness, these garments allow you to draw out the potential of your Formchanges, extending how long you remain in them by twice their base duration and hastening the process of charging them. You may import your existing clothes into these garments.

True Organization Coat (200CP)

(Discount Seeker of Darkness, Discount if you're importing any variant of "Black Coat" or "Organization Coat")

These clothes have been prepared for the Keyblade War by Master Xehanort himself. In addition to guarding your heart from the Darkness, these garments can transform fully into black and red battle armor that vastly enhances your base combat ability, and synchronises you with those who wear other copies of these coats, allowing for truly terrifying combination attacks.

Replicas (200CP, Repeatable)

(Discount Organization XIII. One-Time Discount w/"My Work, My Redemption" Perk.)

A chamber appears, attached to your Warehouse or somewhere within the Jump (you will be aware of its location in each future Jump, if you choose the latter). You will find 2 perfect but blank Replicas stored here. These empty vessels are by default attuned to you - if you perish, your Heart will come to inhabit one of these. However, with the right magics or sciences, you may fill these empty vessels with... well, anything else. Another person's spirit, or some form of artificial intelligence? The possibilities are of course endless. Should one of these Replicas be destroyed, they will be restored in half a year's time, or at the end of your Jump, whichever comes first. Additional purchases expand this chamber and grant you 2 more Replicas.

Hundred Acre Wood (100CP)

(Free if you've been to a Winnie The Pooh Jump)

Somewhere in your Warehouse, there now stands a small wooden bookstand... and upon that bookstand sits a copy of the most curious book, "Winnie the Pooh." The front cover depicts you and Pooh sharing a quiet moment together. Should you open it and peer deeply into it, you'll find yourself pulled into it, and in The Hundred Acre Wood. If you've been to these woods before, you'll find this is the same exact version you once explored - a rare and miraculous exception to your limits on traveling to Jumps without outside aid. Strangely, you'll find that rare and interesting treasures sometimes find themselves in these woods, and that simply playing board games with Pooh and his friends will somewhat bolster the growth of your powers. The Command Board (purchased from the Birth by Sleep Jump) is especially popular.

If you purchase your starting Location in future Jumps (or if the Jump lets you choose your starting Location for free), you may choose to start inside your copy of the Hundred Acre Wood. The book itself will be sitting on a safe table, stand, desk, podium, or other flat surface of your choice.

The Leviathan (200CP)

(Discount if your starting Location is The Caribbean)

A ship made of crabs, and a symbol of a certain sea goddess' support. While piloting this vessel, gods and other rulers of the seas and oceans will recognize the blessing bestowed to you. They will generally favor you, or at least give you the benefit of the doubt, unless you act against them. Further, you may channel your magic through this ship to invoke several effects: creating water barriers that halt cannonfire, using wind to hasten your ship's travel or to guide your own gunfire towards your opponent's weakpoints, and even using both to launch your entire ship into the heavens, to come crashing back down upon your foes like a giant maritime Dragoon, sending tidal waves in all directions on impact. If the ship is damaged or even sunk, you'll find white crabs hidden throughout your Jump that can be used to reconstruct the vessel, if you're not willing to wait the two weeks it takes for your Benefactor to repair it.

Finally, this ship comes with a deed to an island with a cove the ship can hide within - with the back of the deed being a map to the island. In future Jumps the same island will appear either attached to your Warehouse or somewhere in the Jump, and any world maps you possess will mark the location of this island. If you purchase your starting Location in future Jumps (or if the Jump lets you choose your starting Location for free), you may choose to start on this island.

If you've purchased the Pirate Ship with Attractionflow Land, The Leviathan may be combined with it, and you may choose to store the ship there instead.

Baymax (100CP)

This grants you your own Baymax model, separate from the two found in San Fransokyo. At time of purchase, it counts as a Follower, and comes with its own docking station and your choice of the classic red armor or the Darkube Purple. You can purchase as many Baymax units as you like. It may be upgraded into a Companion with any Companion Import options, except for this own Jump's Light of the Past - after all, you're only just now acquiring this unit.

Data Twilight Town (200CP)

(Discount Local Hero)

This copy of the Twilight Town mansion appears attached to your Warehouse. In its basement, via a computer room and the password "Sea Salt Ice Cream" (you can change it, thank goodness), you can access an almost perfect digital recreation of Twilight Town, populated by digital recreations of all of the town's residents. It can be glitchy at times, and it lacks a beach, but every non-living thing inside it can in theory be taken out, and with a little - okay, a lotta - programming knowledge, who knows what you could do with it!

Attractionflow Land (200CP, Repeatable)

(Discount Merchant, First Purchase Free w/"Attractionflow" Perk)

A small theme park, attached to your Warehouse. It has a few concession stands with themed foods, and mysterious mascot versions of yourself and your Companions wander about for photo-ops and autographs. You may choose to import existing theme parks into this to keep all your theme parks in one place. Each time you purchase this, you may choose one of the canon Attractionflow rides from KH3 to add to the theme park, or make an existing ride larger:

- Mountain Coaster: A train-themed roller coaster. Seats eight. When summoned with Attractionflow, it flies across the sky, rams enemies, and shoots fireworks from its chimney to lay waste to those below. Additional purchases produce additional trains.
- Pirate Ship: A pirate ship themed swing that can even go upside down. Seats ten. When summoned with Attractionflow, it produces great waves with every swing. Additional purchases increase the size of the ship.
- Mad Tea Cups: A set of rotating turntables with six large teacups, each teacup seating one. The rider can spin their teacup at their own pace. When summoned with Attractionflow, the tea cups are freed from their turntables, and can be moved in whatever direction the rider wishes, gaining speed as they bounce off objects and each other. Additional purchases produce six more teacups.
- Blaster Blaze: A dark ride with interactive lightgun shooting gallery. Seats three, with a cooperative scoring system. When summoned with Attractionflow, it can

hover about in any direction and shoot actual magical attacks from each manned blaster. Additional purchases produce additional carts.

- **Splash Run:** A river rapids ride themed to a river you've seen before. Seats 3. When summoned with Attractionflow it can be moved freely in any direction, harming foes and leaving a persistent stream of raging waters behind. At your leisure, you may release the effect, at which point your ride returns to its starting point, ramming anyone still caught in the waters you created. Additional purchases produce additional floats.
- **Magic Carousel:** A merry-go-round that plays a carousel reimagining of a song associated with you. Seats 6. When summoned with Attractionflow, it can be coaxed into spinning faster and faster, producing waves of sound well beyond its outer bounds to harm enemies. Additional purchases double the size and capacity of the carousel.

Le Grand Bistrot du Jumper (200CP)

(Discount Merchant)

Scrooge McDuck has a serious talent for new enterprises, and after seeing how well things went in Twilight Town, and (somehow) figuring out there's more to you than meets the eye, he's decided to make his big restaurant run by a little rat into an even bigger (jump)chain of establishments. In exchange for your cooperation, Scrooge will happily share the profits, and make sure there's always a place for you either at a table or, if you prefer, in the kitchens. After this Jump, Scrooge will establish a restaurant conveniently attached to your Warehouse, *and* additional restaurants in each Jump you go to. Of course, to do this he and his head chef will need to join you as Followers. Perhaps this will be the start of a beautiful (and delicious) partnership...

If you purchase your starting Location in future Jumps (or if the Jump lets you choose your starting Location for free), you may choose to start at one of these restaurants, somewhere in the Jump.

Garden of Assemblage (200CP)

(Discount Magician)

A copy of the Garden of Assemblage hidden under Radiant Garden is attached to your Warehouse. This version can swap between simulating the original Organization XIII and the True Organization XIII. There are fiat-backed items and accessories to acquire as rewards from these two powerful Data Organizations, and defeat here doesn't mean death, so get to cracking some Limit Cut heads!

The Final World (600CP)

(Discount Guardian of Light, Apprentice)

A portable Portal you can use to travel to the border between life and death. You can talk to the recently deceased here, and if your Companions are dead and awaiting their

resurrection they at least have this pretty place to hang out at. If you are temporarily dead with a time-delayed 1-Up on hand, you can likewise choose to manifest in this place. The portable Portal you get with this purchase can also be used to travel to any afterlife you've purchased over the course of your Jumpchain.

Keyblade Graveyard Labyrinth (600CP)
(Discount Seeker of Darkness, Apprentice)

The labyrinth hidden beneath the Keyblade Graveyard, now attached directly to your Warehouse. Hidden within are several chambers that are perfect for battles to test your own abilities. However, its true potential appears when summoned forth. When called, it will rise up from wherever you are and act to separate your enemies from each other while guarding you from them. It is absolutely indestructible, will always take a form that ensures it cannot be bypassed (except by your allies, who can freely teleport within it), and will reliably, malevolently funnel your enemies towards any ambushes or traps you might set up, forcing them through a tiring gauntlet before they can even hope to fight you.

Companions

Import (200CP, Repeatable)

You may bring Companions from your previous adventures along with you for this journey - each purchase earns you 2 Companions. Imported Companions gain 600CP, and may benefit from Kingdom Hearts Backgrounds the same way you do, but must share your KH3 Background. They also can't purchase Companions of their own... except for the Link Summon.

Light From the Past (Free)

Any Kingdom Hearts, Final Fantasy, or Disney Series Companions you've already acquired are treated as free Imports, gaining the effects of Importing without counting towards your maximum.

Etch Your Future In Stone (Free, Requires one Replica per purchase)

Really, why should you count on anyone else? This allows you to summon forth your past self, stuffing their Heart into a Replica you own and granting them 400CP to spend. You must select an incarnation of yourself from an era at least 10 years before the start of this Jump, and subsequent purchases must likewise be from eras at least 10 years apart from each other and from you. This time requirement is ignored for clones, replicas, and people infected with your essence or otherwise possessed by you. Unlike conventional Companions, this one cannot come back from the dead by any means - when your past self perishes or is otherwise destroyed, or when they feel their work is done, they will return to the point you grabbed them from, losing any Perks, Items, or memories they acquired during their time with you. Be warned - no Perks, Items, or effects can forestall their inevitable departure from your side, either by choice or by force - after all, eventually they must return to their place in time, and walk the path that leads to... *you*.

We'll Go Together! (100CP, Repeatable)

This option twists fate, and ensures that you will get off on the right foot with a character of your choice, and have the opportunity to recruit them to your side. The rest is up to you!

Link Summon (Variable, Repeatable)

(Discount Drop-In, Keyblade Wielder. Discount for the item "Dimension Link.")

Well, this is unusual. You gain the ability to call forth a powerful ally - a Summon. It drains almost all of your magical power, but in exchange calls forth a being equal in power to the energy you spent. The Summon may take the form of any of your Companions, any character weaker than you that you've met across your Jumpchain, or any Disney Character. They gain no CP - instead, you choose each of the following:

- **Elemental Affinity:** They may be aligned with a single element of your choice...

- Common elements (100CP): Fire, Ice, Lightning, Earth, Water, Wind
- Rare elements (200CP): Magnet, Gravity, Time, Light, Darkness
- **Scale:** The summon may appear...
 - Small enough for you to carry around (100CP)
 - Around the average human's size (100CP)
 - About their canonical size (100CP)
 - Big enough to carry you around (200CP)
 - Massive enough to dwarf small houses (300CP)
- **Might:** The summon's attributes may be...
 - Equal to their canonical power, bolstered by your spent magic (100CP)
 - Twice their canonical power, even before they are empowered by your spent magic (200CP)
 - Thrice their canonical power, even before they are empowered by your spent magic (300CP)
- **Synchronization:** The summon's connection to you...
 - Is rather indifferent, allowing you to continue fighting as you normally have while they do their thing (KH1 Tinkerbell, KH1 Bambi, KH2 Stitch). (200CP)
 - Is collaborative, as they follow your lead and act in reaction to your own deeds (KH2 Peter Pan, KH3 Stitch). (100CP)
 - Is overruling, as you are made to ride them (or let them ride you) while they act on your behalf (KH1 Dumbo, KH1 Mushu, KH2 Genie, KH3 Simba). (100CP)
 - Is unifying, as they share their talents with you, changing how you fight (KH3 Ariel). (200CP)

Toggles

A set of special toggles to mix things up... or make them more consistent.

One Sky, One Destiny

If you've been to other Kingdom Hearts Jumps, this Toggle allows you to make this Jump part of the same continuity.

Another Side, Another Story

This... isn't how it was supposed to go. You've arrived in an alternate Kingdom Hearts 3, somehow - perhaps a fanfic your Benefactor read, or something else. Be warned that the changes to the story may well render you unable to do most Scenarios.

Drawbacks

These provide you ways to gain extra CP to acquire more Perks, Items, and Companions.

If you reached this era via the Kingdom Hearts Jump, your existing Drawbacks grant CP here, as well, at the cost of you being unable to take similar-effect Drawbacks from this list - except for Proud Mode and Critical Mode. Proud Mode and Critical Mode do not affect Drawbacks from outside this Jump Document.

Proud Mode (All CP Rewards From Drawbacks +100) (Mutually Exclusive with Critical Mode)

Things are a bit harder than usual. Enemies are stronger and can take as good as they give. This enhances certain Scenarios listed below, with the changes to the situation and rewards marked [PROUD].

Critical Mode (All CP Rewards From Drawbacks x2) (Mutually Exclusive with Proud Mode)

The ultimate challenge. Without any durability or health increasing Perks and Items, expect even the weakest Heartless to be able to take you out in one hit. Worse, every Boss scales to *you*, Jumper. This enhances certain Scenarios listed below, with the changes to the situation and rewards marked [CRITICAL].

Happens All the Time! (+200CP)

Oh, wonderful. Just like Sora, you've lost access to your previously acquired non-Body Mod Perks. Your Kingdom Hearts Series Perks will come back quickly, returning in chunks with every major foe defeated. But you won't regain your full power until the Keyblade War (and thus, this Jump) is over.

A Lot to Get Memorized (+100CP)

Strangely enough, this isn't quite a full amnesia Drawback. But for some reason you just... can't keep it all straight. Since when were there two Roxases? Was Namine the one with the black hair, or the blue? Which side is Axel on again? How many Ansems are there, and who's the real one? No matter how much you peruse the Jiminy's Journal, it all just doesn't make sense to you at all.

Cutscene Bystander (+100CP)

You are a hero of exceptional skill and experience by now, and probably about twenty ways to heal someone, why are you *just standing there* while Jones stabs Will, or while Flynn Rider lays bleeding out, or literally anyone just runs away with the thing you need!? This is why. For some reason during important moments you find yourself stuck

to the sidelines, at most able to talk. Thankfully nobody will take advantage of this moment of weakness to harm you.

This Looks Like a- (+100CP)

You, your Companions, and literally everyone you travel with seems compelled to remark on every little treasure chest, bundle of ingredients, and hidden Mickey Mouse symbol and easter egg you might come across. Even if you've seen it before. Even if you've seen it a hundred times. There is no end to the repetitive remarks. It's like you're all a broken record.

DO SOMETHING, COMPANIONS! (+200CP)

Your Companions and other allies are absolutely terrible. They'll waste their magic, use their items when they don't need to and withhold them when they need to use them, drop to literally any half-decent attack, keep quiet about things you really need to know, and they won't be able to coordinate a team attack worth a duck's tail feather. While these effects will fade after the Jump is over, your Companions will still remember themselves as the *true* heroes of the Jump.

Yeetus Jumpertas (+300CP)

Not so funny when it happens to you, huh. In each World you visit, you have a fiat-backed dose of karmic bad luck in the form of the locals. And somehow, somehow, it is always cashed in when you least need it to be, just as you're about to complete whatever plan you're working on. Whether it's some punk delivering a flying kick to the back of your head, some toy delivering the sickest and most accurate burn you've ever heard, a pirate breathing their rancid breath on you and causing you to fall off their ship, or a big furry beast throwing you through a door, then throwing that door through another, then throwing that door through another, and so on, you can expect to be utterly and totally humiliated at least once for each world you visit, often foiling your plans in the process.

The Perfect Vessel (+200CP/+300CP)

Xehanort sees you, Jumper, and thinks you'd make a perfect addition to the True Organization XIII. He is making plans to infect you with his darkness, which will begin a battle of wills. Should you lose this property dispute and not be able to regain control before the Jump ends, it will be the end of your Chain, as Xehanort forcibly makes you Stay in this reality. If you have "The Pieces Lie Where They Fell" and you were a member of the original Organization, you will gain baseline 300CP instead... but Xehanort will have already wormed his way into your heart.

I've Come to Save You (+300CP)

Someone has appeared from a world you can't even conceive of... and they have orders to find you and "save" you. Which apparently involves killing you. Their power is

beyond that of anything else Kingdom Hearts can normally offer. If you've taken Critical Mode, they are about 1.5 times stronger than you. If you can strike them down, they will simply remark that they're not needed... yet. They will return later, seeking a rematch.

Scenarios

A set of dangerous or unusual scenarios with rewards.

The Limit Cup

Rewards for Accepting:

[Normal] 100CP

[PROUD] 200CP

[CRITICAL] 200CP

Somewhere on Mount Olympus is a massive stadium. Inside, the gods offer rewards to those who battle for their entertainment. Death is nothing to fear in these battles - you will survive any battle the Gods put before you here, but expect the Gods to provide you truly worthy opponents. They will draw phantasmal opponents from those who have passed into death, myth, and legend - the myriad boss fights from throughout the entire canon Xehanort Saga. Overcome them all in one long gauntlet, and you'll receive your just reward.

[PROUD] In addition to the boss fights from throughout the Xehanort Saga, you'll also find a who's who of every major foe you have personally fought against, one on one. Overcome them again, to receive your hard-earned reward.

[CRITICAL] After fighting your way through all of the boss fights of the Xehanort Saga, after showing the gods the power of all your prior adversaries... At the end of the gauntlet stands another hero - the gods' reimagining of Sora himself, infused with the power of those you've fought. His combat abilities have been scaled up to match your own, and he is exceptionally skilled at using his newfound strength and speed. Defeat him despite this, and receive your glorious reward.

Rewards:

[Normal] A silver trophy forged by Hephestus himself. When presented to you, you'll find that the cup is filled with Keychains. These are Fiat-Backed, and are copies of almost every Keychain Sora acquired in Kingdom Hearts 3 - except for the Ultima Weapon.

[PROUD] A golden trophy forged by Hephestus himself. When presented to you, you'll find that the cup is filled with Keychains. These are Fiat-Backed, and are copies of almost every Keychain Sora acquired in Kingdom Hearts 1, 2, and 3 - except for the various Ultima Weapons.

[CRITICAL] Zeus writes your form into the night sky - a constellation singing of your glory. You'll also receive a platinum trophy forged by Hephestus himself. When presented to you, you'll find that the cup is filled with Keychains. These are Fiat-Backed, and are copies of almost every Keychain Sora and his allies acquired in the Xehanort Saga - except for the various Ultima Weapons.

The Ultimate Creation

Rewards for Accepting:

[Normal] 100CP

[PROUD] 200CP

[CRITICAL] 200CP

The Moogles have suffered a major setback - their main headquarters was attacked by the True Organization... and when the Heartless and Nobodies and Unversed and Replicas and all that were finally gone, so too were almost all of the Moogles' records and lore of synthesis - only their most secret design, the Ultima Weapon, remains hidden and untaken. They need help, and they need it badly, kupo. Travel the worlds, hunt down the enemies that stole the Moogles' various recipes, and get them back to the Moogles by any means necessary.

[PROUD] When you find the recipes, it is with terror that you realize that they're damaged in places. You're going to need to help the Moogles rediscover how to actually create about half of the recipes that were lost. And that's gonna need materials and a bit of trial and error.

[CRITICAL] It doesn't take long for you to realize with despair that the recipes have been reduced to shreds. There will be no simple returning the recipes to the Moogles. You will need to help them rediscover each and every synthesis recipe devised over the course of the Xehanort Saga, save for the Ultima Weapon recipes.

Rewards:

[Normal] A copy of the Moogles' Synthesis workshop will be attached to your Warehouse, offering an ever wider array of unusual creations using the materials you can find in each future Jump. Further, you'll find that the materials from the Kingdom Hearts series are findable in future Jumps as well (or, if you already have a Perk that offers these rewards, they are more common).

[PROUD] A copy of the Moogles' Synthesis workshop will be attached to your Warehouse, offering an ever wider array of unusual creations using the materials you can find in each future Jump. Further, you'll find that the materials from the Kingdom Hearts series are findable in future Jumps as well (or, if you already have a Perk that

offers these rewards, they are more common). Finally, the Moogles will provide to you three Keychains - copies of the Ultima Weapons Sora has crafted over the course of his journey.

[CRITICAL] A copy of the Moogles' Synthesis workshop will be attached to your Warehouse, offering an ever wider array of unusual creations using the materials you can find in each future Jump. Further, you'll find that the materials from the Kingdom Hearts series are findable in future Jumps as well (or, if you already have a Perk that offers these rewards, they are more common). Finally, in addition to replicas of the Ultima Weapons Sora and his friends have acquired, the Moogles will provide for you a special Keychain they've been working on - with it, you'll gain the Ultima Weapon J, a truly unique Keyblade truly fit for a hero. It has 30KP to start with, and gains 1KP every Jump.

The Flantastic Seven

Rewards for Accepting:

[Normal] 100CP

[PROUD] 200CP

[CRITICAL] 200CP

Hidden throughout the worlds there are seven special Heartless. They are strangely benign, seeking only to play some form of game with someone... and you just became their favorite playmate. Accept their challenges, and reap the rewards!

[PROUD] The Flans can tell you're stronger than usual, and so they've upped their game. You're gonna need to utilize your Perks and Items to their limit just to keep up with these gooey guys.

[CRITICAL] Oh no. Thirteen more Flan heartless have appeared - these associated with *vegetables*. Blegh. These royal flan Heartless have each brought their own thematic challenges, and some have hidden away in worlds just outside the fringes of the Keyblade War. Hunt them down, no matter where they hide, and gain the full majesty of flan!

Onion - Found in a swampy area. This Flan is strangely territorial, and when you approach it begins to angrily give chase. Other Heartless will appear across the swamp. Destroy as many of them as you can, either by damaging them yourself or knocking your fellow uninvited guests towards the Onion Flan for a proper beatdown. If you can get them all, the big guy will decide you're not so bad, and give you their blessing.

Garlic - Is found just outside a treasure vault of some kind. Join them as they raid the vault, and clear the place out. If, by the end, you possess more of the vault's former

contents than the Garlic Flan does, you win, keeping not only the Flan's respect but the treasure you nabbed.

Cabbages - They've parked themselves on a chaotically busy street and, as you approach, started hawking their beloved vegetable. It's up to you to ensure no harm comes to them or their wares for two minutes. This is especially hard considering the Flan simply has no sense of self-preservation.

Spinach - The Spinach Flan sits on a dock, somewhere. When you approach, it will challenge you to a test of your inhuman strength, flexing its muscles as it builds you a suitable obstacle course. Navigate the course. Any spinach you find along the way will, if ingested, very suddenly and temporarily boost your strength to even greater heights. Smash every wall, lift every stone, and catch up with the rapidly retreating flan.

Leeks - found on a stage of some sort. When you approach, they begin... to sing. And dance. Sing and dance with the flan, adapting to and syncing with its unorthodox style, and ensure the production is a success to earn its support.

Carrot - This flan hides, dormant, on a farm, and can only be awakened in the dead of night, when the livestock are asleep. At the stroke of midnight, it awakens... as does a horde of copies. They are immune to melee and magic - you must shoot each one with a physical weapon, such as a bow or gun or thrown Keyblade. Do not allow them to reach the livestock. Hold them until dawn, and you will have prevailed.

Turnip - You'll find this one hidden in an ordinary inn. Sleep next to it, and it will draw you into a dream. Strangely, the place the Flan takes you to limits your abilities. You'll need to fight by plucking turnips from the ground and throwing them at your foe. Defeat the agile and floaty flan to earn its respect and wake back up!

Pumpkin - You'll find this one sitting on the roof of a tavern. Approach it, and a simple escort mission will ensue. A massive pumpkin-shaped bowl will be readied, with the Flan inside. Avoid any and all obstacles and deliver the bowl of Pumpkin Flan safely to its desired destination, and you'll earn its support.

Nopales - Found in a sparse, desert area. Upon approaching it, more of itself will grow from the earth... and they will all try to grab you and hug you tight, their skin developing the same hairs and spines associated with their favorite vegetable. Needless to say, if you want to win (and avoid extreme itching and stinging) you probably shouldn't let it show you its affection.

Chili Pepper - This one is hiding somewhere in an ordinary house, and only visible when you're shrunk down to the size of the average toy. Approach it, and scramble for higher

ground, because with a sudden scent of extreme spice, the floor will become lava. Force the hopping and fire-breathing Flan into the lava, and you'll achieve victory.

Potato - This Flan has dug up a field and awaits you amidst the holes its created. Once the game begins, the Flan will dive in, and pop out of a random hole for a few seconds before returning to hiding. It proves able to no-sell even your strongest attacks, and will retreat instantaneously into the earth upon being hit once. Over the course of five minutes, you need to hit the flan at least 45 times.

Corn - The Corn Flan awaits in a forest, and when approached plays charades, seeming to want to go somewhere, and begins following you. Follow the Corn's pantomimed directions, and seek out its fellow, smaller Corn Flans. When you've reunited the Corn Flan Family, they merge into one, and give you their support.

Peas - This diminutive flan sits cozily in the midst of an active marketplace. Approach it, and it will turn you to a truly puny size... and scatter. You have one hour to find each of the seven peas to this pod, and bring them together at the place you found them. This is complicated by the simple fact that as small as these peas were, you're now half their size, making moving them a cumbersome thing to do, especially with the market being as busy as it is.

Rewards:

[Normal] A single lifetime's supply of the fruits associated with the Flans you defeated, fiat-backed to never spoil. If you got them all, you also get a bronze medal commemorating your success, which can slightly enhance the rate at which you regenerate magical energy.

[PROUD] Enough fruit from each Flan you defeat to last you thirteen lifetimes, each one of fairly high quality and fiat-backed to never spoil. If you got them all, you also get a silver medal commemorating your success, which when worn slightly enhances the rate at which you regenerate magical energy while making magic just a little cheaper on the mana. Finally, the Seven Flans have so much fun that they choose to follow you on your journey. Recreations of their original hiding places will be attached to your Warehouse, and in future Jumps they'll find suitable locales to play in.

[CRITICAL] A Jumper's-lifetime supply of the fruits and vegetables associated with the Flans you defeated, each one an exemplar of their kind and fiat-backed to never spoil. You can pull individual fruits or vegetables from this supply from thin air at will. If you got them all, you also get a golden medal commemorating your success, which when worn greatly enhances the rate at which you regenerate magical energy while slashing the mana cost for your spells in half. Finally, both the Seven Flans and their Thirteen counterparts have so much fun that they choose to follow you on your journey.

Recreations of their original hiding places will be attached to your Warehouse, and in future Jumps they'll find suitable locales to play in.

Darkness Prevails, and the Light Expires (Exclusive to Guardian of Light)

Rewards for Accepting:

[Normal] 400CP

[PROUD] 500CP

[CRITICAL] 800CP

In canon, there is a timeline where Sora and his friends fall against Terra and the literal tornado of Heartless. With this Scenario, any abilities you have to travel to or create other timelines or dimensions simply... fail. There is no other path for you to escape this apocalypse than the one Sora and his friends took - the tear in the fabric of time Sora created when he changed his destiny, then changed it once again. To complete this Scenario, you must survive and ensure the Guardians of Light ultimately prevail.

[PROUD] ... Scratch that. There is no escape, period. Sora is simply incapable of using the Power of Waking to defy his destiny. If you want the good guys to win, you're gonna have to lead the Guardians of Light to a better ending, the first time.

[CRITICAL] ... Scratch even that. No matter what you do, or what you try, the canonical Guardians of Light fall, here and now. Only you and yours can stand against fate. Defeat Master Xehanort, at any and all costs.

Rewards:

[Normal] A ruined, useless copy of the Book of Prophecies as a trophy.

[PROUD] A copy of the Book of Prophecies with most of its pages torn out as a trophy. At the end is written: "And on that land a great war will transpire. Light will prevail and the Dark expire." Sora will not fade, as a result of your interference. As thanks for your help, the Guardians of Light, including Donald and Goofy, offer to join you on your adventures, becoming Companions that only take up one Import slot.

[CRITICAL] A pristine copy of the Book of Prophecies to serve as a trophy. While it covers several of the notable events throughout Kingdom Hearts' history, it ends with a partial retelling of your appearance in this reality and your ultimate victory against the darkness - though it carefully omits anything that would allow the reader to stop you. As you leave the jump, the man who called himself Xigbar will approach you, the Master of Masters' Keyblade in one hand while the other drags a certain black box. He and the revived Foretellers - Ira, Aced, Invi, and Gula - offer to join you as Companions who only take up one Import slot.

You Up For Another Coup?

(Exclusive to Seeker of Darkness)

Rewards for Accepting:

[Normal] 400CP

[PROUD] 500CP

[CRITICAL] 800CP

Your mission is quite simple. Usurp Master Xehanort, and turn the True Organization to your own goals, whatever they may be. You complete this Scenario if, and only if, you have both acquired 13 Darknesses of your own (counting yourself) and gotten rid of the competition by the time the Guardians of Light are assembled at the Keyblade Graveyard.

Luckily there are those within the “True” Organization - people on the bench, people with ulterior motives, those pressed into subordination, and simply people who resent their current situation - who might be willing to join your side, if you can convince them they’ll have a better time there. Everyone else... well, you’ll probably need to replace them. Course, getting to them may not be so easy - perhaps you’ll need to infiltrate the Organization, waltzing into a mental game of cat and mouse with Master Xehanort himself.

[PROUD] ... Of course, Master Xehanort already knows what you’re planning. He won’t think much of it for a bit, but by the time you’ve approached or recruited 4 members (sooner if you’re poaching from his 13 or Sora’s 7), he *will* begin taking action. He will likely send his most loyal Organization members after you, to get rid of the traitors and to bring you in for some... reconditioning.

[CRITICAL] You’re not sure how... but somehow not only has Xehanort found out about you as above, but the goods guys got wind of your plans before you even started, and they are moving with purpose against you, convinced that your group is as dangerous as the True Organization XIII. Sora and the other Guardians of Light are working double-time, and somehow they’ve become obscenely competent, filling their ranks twice as fast, tapping every resource they can get their hands on, and aiming their power directly at you and your burgeoning Organization XIII.

Rewards:

[Normal] A shattered, useless blue crystal that looks vaguely like an eye, to serve as a trophy of your victory.

[PROUD] A damaged blue crystal that looks something like an eye, to serve as a trophy of your victory. Your Organization is impressed with your organizational talents, and willingly offers to join you on your journey as Companions. The entire Organization you

build takes up only one Companion Slot.

[CRITICAL] A pristine blue crystal that looks something like an eye, to serve as a trophy of your victory - though it feels a bit like it's watching you warily. Not only have you earned the loyalty of your Organization XIII, but you've also wrenched the powerful Keyblade - the Gazing Eye - from Xehanort's cold dead hands. If you have purchased a Garden of Assemblage from this Jump Document, it gains a third mode - simulating a stronger version of you and your own Organization, as they are at the end of your time in this Jump.

The True χ -blade War

Rewards for Accepting:

[Normal] 500CP

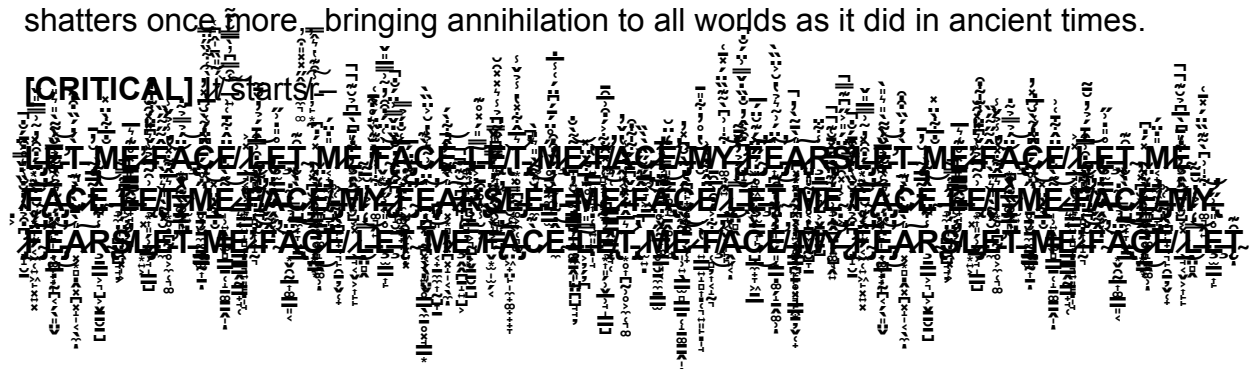
[PROUD] 600CP

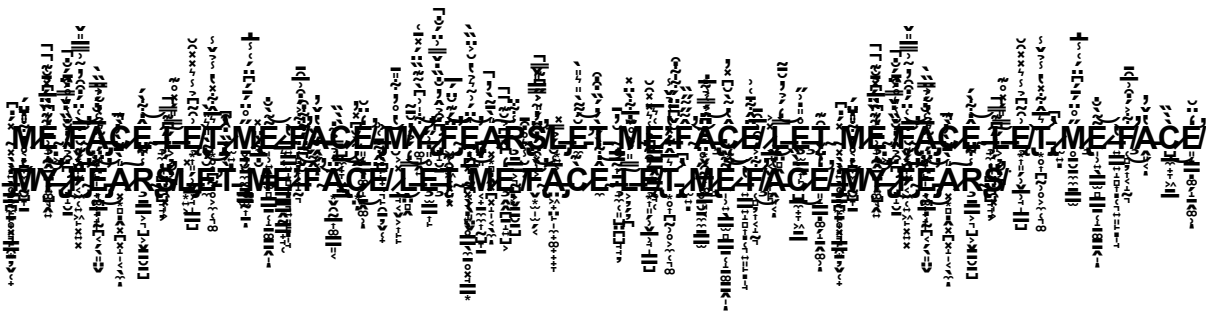
[CRITICAL] 1000CP

This Scenario is a cosmic, fiat-backed promise that, despite all your efforts... Xehanort will forge the χ -blade using 13 darknesses and 7 lights, and the Keyblade War will begin. Members of either group you try to assassinate to slow the process down miraculously survive, and neither side can be convinced to not clash with one another.

When the χ -blade is forged, the weapon does as Xehanort suggested it would back in Birth By Sleep - it serves as a beacon, a call to all those who wield Keyblades to return to the Keyblade Graveyard to vie for control of the holy weapon, and Kingdom Hearts itself... and that call will be answered, and swiftly. Within minutes of the χ -blade's revival countless wielders will arrive in the Graveyard, fighting anyone, everyone, whoever is in their way. Amidst this chaos, you must claim the χ -blade and use it to gain control of Kingdom Hearts. Do this, and the Scenario will be won.

[PROUD] The call for war reverberates even beyond the world of the living. The five Unions of ancient times rise again... and their undead ranks join the melee as five unified forces. At their head are the undying Lost Masters - the Foretellers. Expect the χ -blade to change hands over and over and over again as you pursue it, with different wielders using it in different ways. The weapon is unstable, for reasons you don't understand, so you will need to claim it and successfully tame Kingdom Hearts before it shatters once more - bringing annihilation to all worlds as it did in ancient times.





Rewards:

[Normal] The Keyblade of Heart, as wielded famously by Ansem SoD while he was possessing Riku in Hollow Bastion. This wicked black and red weapon has ties to the Kingdom Hearts of Worlds, and in future Jumps you can use it to reveal and open pathways to the darkest, most hellish dimensions in the Jump. Beings of darkness will see this weapon and swear fealty to you, as the rightful master of the weapon.

[PROUD] A broken version of the χ -blade, most similar to the version seen within Ventus' heart, wielded by Vanitas. This cracked gold, silver, and bronze weapon possesses ties to Kingdom Hearts, and in future Jumps can be used to reveal and open passages to the highest and most sacred realms in each Jump. Beings of light will see this weapon and swear fealty to you, as the rightful master of the weapon.

[CRITICAL] LET ME FACE MY TEARS

– Heeyyyyyy hey hey heeyyyy, yo. How're you doing? Call me... the Master of Masters. I'm talking to you. No, not the Jumper. Don't go looking at them. Don't go looking at the Benefactor, either. They aren't seeing this.

Nonononono. No. This is for *your* eyes only, buddy. One author to another. Just you... and me.

So!

I saw the most *interesting* possibility the other day. And it's only doable because of interlopers like these fancy Jumpers... But we gotta catch em by surprise, you and me. Not easy, in the face of Benefactor omnipotence. But we're a bit above even that, aren't we? So I pulled this little trick.

When Jumpchan and her Jumper went reading this Scenario about the Keyblade War, I may have slipped them a fake version of the Critical Mode. What did they see? Make something up! *You're* the author, aren't you? Just remember. They're not seeing all this. But all this? It's the *real* deal. It's what'll really happen, when someone takes the Critical Mode of this Scenario. And all it takes is you... *nudging* your Jumper towards it.

Wanna scare the entire multiverse? I bet you do. It starts *here*.

It starts, as your Jumper starts their time here, as a *blip* - a flaw in the weave of fate, so small and insignificant that *even the Benefactor* fails to notice it. Or perhaps they noticed it, but didn't pry, out of a desire to be surprised and amused.

But it starts ***there, with that failure. See, that wasn't so hard. Let's walk*** through what happens next, together. I'll leave enough spaces in between to let you decide how we get where we're going. I'm sure you can do it. If you can imagine a world, believe in it... and dive right in.

[CRITICAL] When Master Xehanort forges the χ -blade, it senses something in the Jumper... and immediately betrays Master Xehanort, consuming him and making him part of itself.

Before the Jumper can even react to this twist, the blade rams into their chest, bypassing every form of immortality, every extra life, every bit of fate or luck guarding them... and it twists, shining with ultimate, unassailable power. In a final flash of light, both the χ -blade and the Jumper... vanish.

The Jumper's Jumpchain is over. But that's the least of their worries.

Kingdom Hearts manifests in the sky, untamed, tapped into the cosmic powers that bind realities together and make Jumpchain possible. And it begins rebuilding what it perceives as the world as it was - as it always should have been. Planets, Worlds, Dimensions, Realities, Jumps, and Jumpchains are absorbed into this new world as it usurps the powers of every Jumper and Benefactor it bumps into in the process of spreading itself.

Everything within Kingdom Hearts' domain becomes a great, giant, flat world with no night and no day, only a strange dark sky with red near the horizon, with constant starshowers and strange keyhole-shaped particles raining down.

Heroes and villains alike hear Kingdom Hearts' siren song, are granted visions of the χ -blade, and find themselves compelled to forge Keyblades of their own. Their mission is simple - to find the real χ -blade, bring it to the Keyblade Graveyard, and claim Kingdom Hearts as their own. If the ensuing War plays out like it did the last time, all reality is at risk as countless Jumpers, Benefactors, heroes, and villains clash and give their lives for one ultimate key.

It is to this state of affairs that your Jumper awakes to, seven days later, as their original home universe is subsumed into this growing reality. Their mission is the same as everyone else's, of course. Their (former) Benefactor and Companions quickly find them, and now must work together for one final battle. Find the χ -blade, wherever it

ended up. Return to the Keyblade Graveyard. Claim Kingdom Hearts. Failure is not an option - at best someone else will do it instead (and can your Jumper really trust someone else to manage the omniverse?), at worst the fighting will cause all reality to shatter like glass, destroying a significant chunk of the meta-multiverse in the process... a chunk your Jumper and everything they've experienced up to now happen to live on, by the way.

... Their reward? Well, uh. Let's put it this way:

[CRITICAL] Kingdom Hearts - a true and absolute Kingdom Hearts, whose influence spans not just across countless worlds or dimensions or timelines, but across countless Jumps, several of which you probably haven't even explored yet, is now yours. As proof, you possess the χ -blade, the mighty weapon that the Keyblade was forged in imitation of. It has every power any and every Keyblade could hold, can take any Formchange you can imagine, and can not only let you travel across the multiverse without a Benefactor, but can let you reshape a sizable section of infinity. Fix the damage done by the Keyblade War, return everything to being separate realities, or keep it all firmly in one place, or something else.

Do they really need anything more than that?

Ending

[SPECIAL] If you arrived here by way of the Kingdom Hearts Jump, then you're not done! You've still got a few years yet to work through!

Stay Here - Don't think twice about this one, and live out the rest of your life here, amidst the worlds you saved or rewrote.

Go Home - it seems every step you took... led you closer to home.


Move On - ... to a reality you can't even conceive of.

Notes

Credits




Jumpdoc made by James The Fox

Other Kingdom Hearts Docs

Folder:  Kingdom Hearts

-  Kingdom Hearts χ series.pdf
-  Kingdom Hearts Dark Road.pdf
-  Kingdom Hearts Birth By Sleep JumpChain.pdf
-  Kingdom Hearts JumpChain.pdf
-  Kingdom Hearts - JumpChain of Memories.pdf
-  Kingdom Hearts- 358-2 Days Gauntlet (Incomplete)

Supplements:

-  Kingdom Hearts Supplements.pdf
-  Dive to the Heart, a Kingdom Hearts Warehouse/Bodymod for Jumpchain (Live Ve...)
-  Out of Context - KeyBlade Supplement V1.03.pdf

Forza Finale Effects

Custom Heartless/Nobodies you've already bought gain a second, stronger form with twice as many Hearts to work with. By default this means a standard 15-Heart Heartless or Nobody gets a second, 30-Heart form. If you purchased "Second Stage" you effectively have four Heartless Forms - a 15-Heart base form with a 25-Heart Second Stage, and a 30-Heart Forza Finale form with a 40-Heart Second Stage.

Heartless

Custom Heartless/Nobodies:

- Small - 24 upgraded to 48
- Medium - 12 upgraded to 24
- Large - 3 upgraded to 6
- Huge - 1 upgraded to 2

Basic Heartless (Shadows/Soldiers/Etc.)

- Watch Your Shadow: 24 upgraded to 48

- Army of Darkness: 36 upgraded to 72
- The Closer You Get To Light: 54 upgraded to 108
- The Greater Your Shadow Becomes: 81 upgraded to 162
- World of Chaos: 122 upgraded to 244

Standard Heartless (Large Bodies/Air Soldiers/Powerwilds/Wyverns/etc.)

- Army of Darkness: 6 upgraded to 12
- The Closer You Get To Light: 9 upgraded to 18
- The Greater Your Shadow Becomes: 14 upgraded to 28
- World of Chaos: 21 upgraded to 42

Elite Heartless (Invisibles/Defenders/Assault Riders/etc.)

- The Closer You Get To Light: 3 upgraded to 6
- The Greater Your Shadow Becomes: 5 upgraded to 10
- World of Chaos: 8 upgraded to 16

Boss Heartless (Trickmaster/Behemoth/Darkside/Groundshaker/etc.)

- The Greater Your Shadow Becomes: 1 upgraded to 2
- World of Chaos: 2 upgraded to 4

World of Chaos

- World of Chaos: 1 upgraded to 2

Nobodies

The **new Nobodies from KH3** are added to the **Empty Hearts** tier of summons.

Basic Nobodies (Dusks/Creepers)

- You Are Nobody: 24 upgraded to 48
- End of Day: 36 upgraded to 72
- Empty Hearts: 54 upgraded to 108
- The Summons That Never Were: 81 upgraded to 162
- World of Nothingness: 122 upgraded to 244

Standard Nobodies (Snipers/Assassins/Samurai/Dancers/Gamblers)

- End of Day: 6 upgraded to 12
- Empty Hearts: 9 upgraded to 18
- The Summons That Never Were: 14 upgraded to 28
- World of Nothingness: 21 upgraded to 42

Elite Nobodies (Dragoons/Berserkers/Sorcerers/Ninja/Reaper)

- Empty Hearts: 3 upgraded to 6
- The Summons That Never Were: 5 upgraded to 10

- World of Nothingness: 8 upgraded to 16

Boss Nobodies (Twilight Thorn/Spectre/Angel of Death)

- The Summons That Never Were: 1 upgraded to 2
- World of Nothingness: 2 upgraded to 4

World of Nothingness

- World of Nothingness: 1 upgraded to 2

Author's Report on the True χ -blade War [Critical]

Yes, the reward here is, basically, your Spark. Multiple Sparks, technically - as the True Kingdom Hearts spread its influence, it effectively ate any Sparks it found. Your Benefactor's Spark(s) is among them, iiiiiif you want to give that back after the Scenario is won. Any Post-Spark Jumpers or other Benefactors it bumped into also lose their Spark (again, upon winning this Scenario you could fix this if you so desire). Any Jumps that offer a Spark lost their potential to be an Endjump the moment Kingdom Hearts folded them into itself (this... probably can't be fixed. But hey, extra Sparks' worth of power).

As you can imagine, this means there are going to be some tough contenders looking to claim Kingdom Hearts for themselves, looking to get back what they lost. If you want, you can choose as an author to throw this End Scenario at your Jumper even if they aren't taking the Kingdom Hearts 3 Jump - just say they got caught up in someone else triggering it!

At the end of the day, though, only the one with the χ -blade can command Kingdom Hearts.

Which begs the question: where is the χ -blade? Really, it's up to you, fellow Author. It could still be at the Keyblade Graveyard, in which case your Jumper is gonna have to rush over there since the fighting has already started and has been ongoing for several days. It could be the thing carving open the borders between Jumps, at the edge of this ever expanding reality. It could be somewhere along your Jumpchain. It could have been inside your Jumper all along. It could be in the hands of someone currently making their way towards the Keyblade Graveyard or someone who doesn't realize its significance and is just wandering aimlessly, taking on all comers. A twisted version of Master Xehanort could be running around with it, actively seeking a worthy wielder. It could literally be anywhere.

If someone else claims it and wins the Scenario, it might not have to be the end of your Jumpchain - perhaps they become your new Benefactor. There are many roads into the future...