



DIVE TO THE HEART

0.1

A Warehouse Alternative for KINGDOM HEARTS Starts

By JamestheFox

So much to do, so little time...

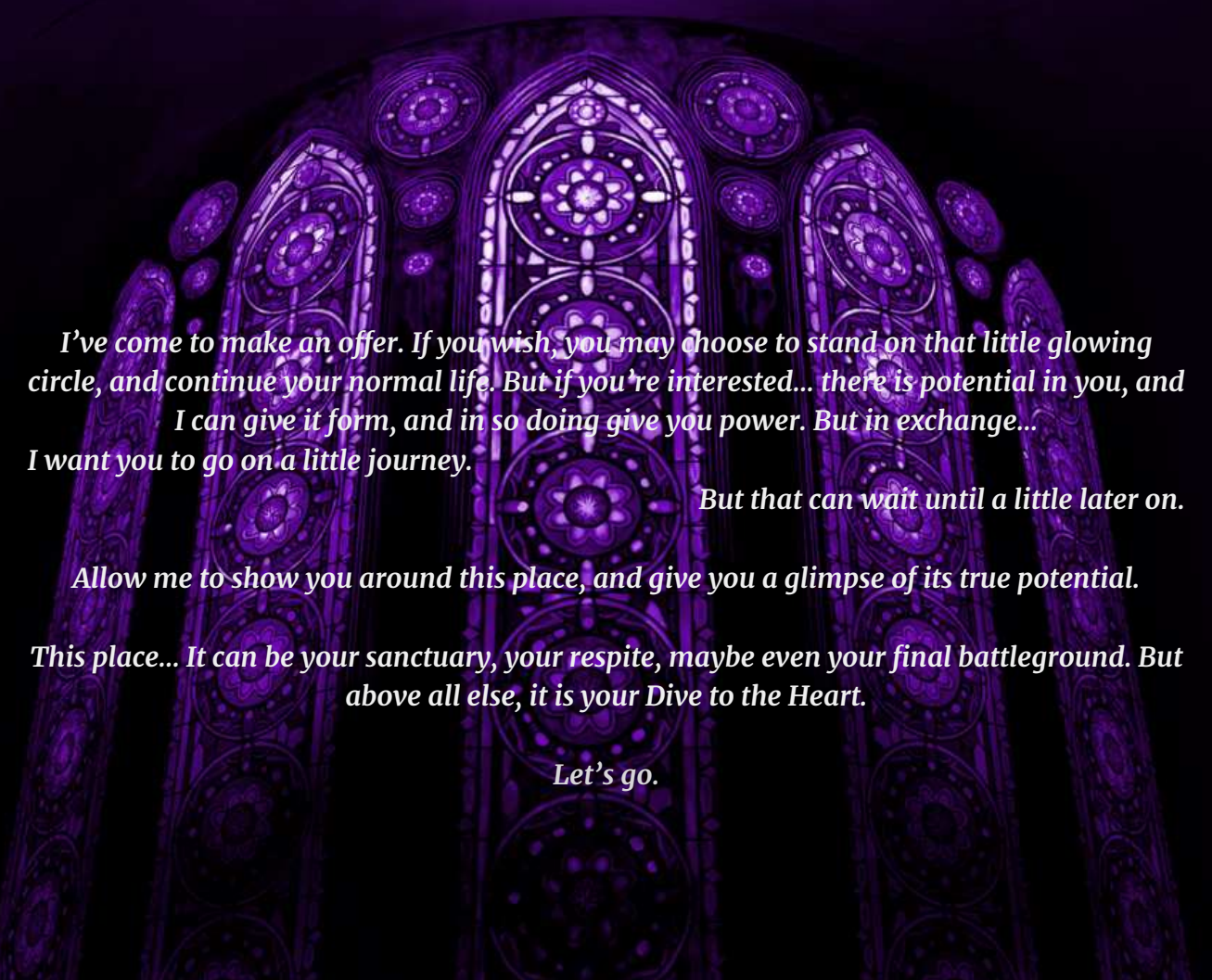
I imagine you're confused.

Maybe you've never heard of Jumpchain.

The door is still shut.

Maybe you think this is a dream.

Take your time, Jumper.



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

But that can wait until a little later on.

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

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

Let's go.

Summary

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

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

Known KH Jumps/Supplements:

- Out of Context - KeyBlade Supplement V1.03.pdf
- Kingdom Hearts χ series.pdf
- Kingdom Hearts Dark Road.pdf
- Kingdom Hearts

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

- **Platforms of Passage** are your centermost Platforms. They represent Jumps - in progress, complete, or about to be started. One appears in your Dive to the Heart before any given Jump begins. Acquiring one earns you *100WP*.
- **Platforms of Connection** are connected to relevant Platforms of Passage by stained-glass bridges. One appears in your Dive to the Heart each time you acquire a Companion. Acquiring one earns you *50WP*.
- **Platforms of Fellowship** are connected either to Platforms of Passage or Platforms of Connection, depending on who recruited the Followers they represent. Acquiring one earns you *10WP*.
- The **Platform of Judgement** appears in the **Station of Detainment**, as a standard entry point for the Station. Acquiring one earns you *50WP*.
- **Platforms of Binding** appear in the Station of Detainment, when you banish enemies to the Station. Each one you acquire earns you a variable number of WP.

Stations are liminal spaces, by default endless dark abysses, with one or more Platforms emerging from the abyss. You generally acquire a new Station by visiting a Jump substantially different from the ones you've visited previously, though some Stations are bought with WP.

You start with the following:

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

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

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

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

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

Means of Passage

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

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

Bridges

(Image from Google Stock Images)

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

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

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

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

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

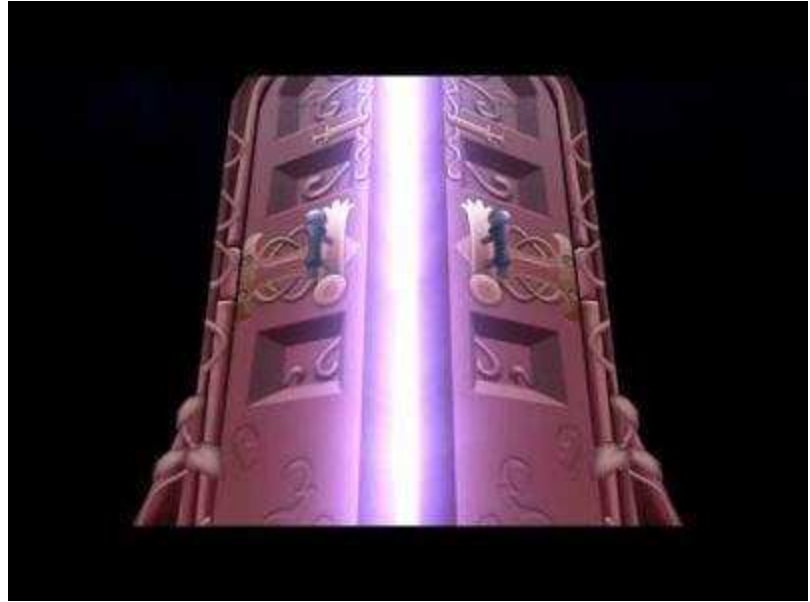


White Doors

(Image of KH1 from KH13.com)

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

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



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

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

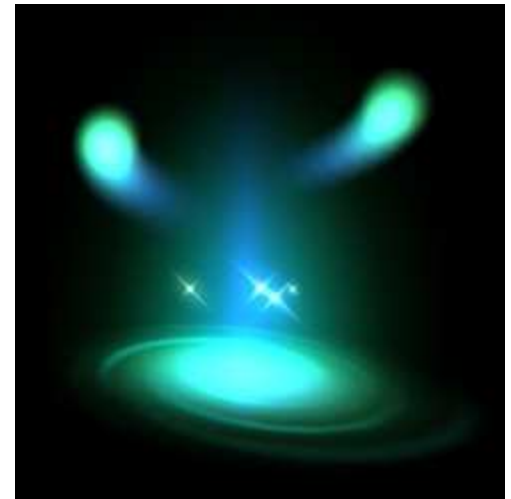
Additional pairs of White Doors cost 10WP each, and can be placed anywhere within your Dive to the Heart.

Dive Points

(Image from [KHWiki](#))

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

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



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

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

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

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

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

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

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

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

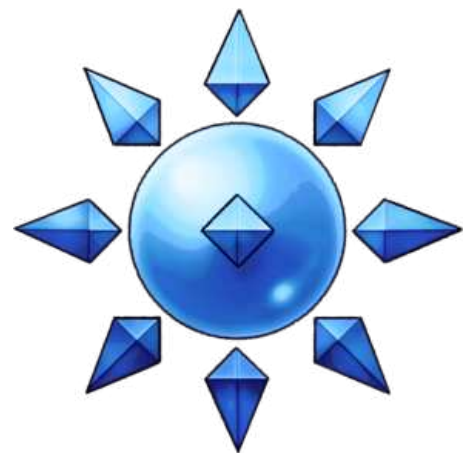
Notably, all of your Companions and Followers may use your Dive Points to freely explore the Jumps alongside you, even if you haven't Imported them. Trust in their strength - after all, your friends are your power.

Link Portals

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

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

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



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

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

The Stations and Platforms

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

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

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

Terms for Purchases:

Perk - grants the Jumper a Perk.

Property - This upgrade takes the form of a location that you access via a Link Portal, and which you can choose whether or not to give physical form within the Jump.

Platform - a purchase that affects the Platform.

Station - a purchase that affects all Platforms in the Station.

Dive - a purchase that affects the entire Dive to the Heart.

Upgrade - Adds new functionality to the target.

Expansion - Makes the target bigger.

Customization - Allows you to change the aesthetics.

Free - You may take this for free at any time, even mid-jump.

Mandatory - You must take this at start.

Companion Party - A number of Companions whose connection to each other is as strong as their connection to their Jumper. They share an Import Slot, and each gain the max Choice Points on offer. All for one, one for all.

Fiat - The power to say "It just works that way" to reality, and have reality accept that. Items with this power also are guaranteed to reappear and repair in your care if lost or destroyed.

Compatibility

Note for Jumpers looking through other Jumpdocs:

Upgrades that take the form of Warehouse-wide connected systems can only reach as far as a single Station. Mark this down and cut their cost in half when purchasing them.

Personal Perks

Jumpchain Keychains (Free, Mandatory, Perk):

You start with a Keyblade, built via the [Kingdom Hearts Supplements](#), starting on pg 20 [search KC].

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

The Keyblade born of this Keychain has more humble beginnings than those you can purchase in the main [Kingdom Hearts Jump](#) (pg 72), possessing only 5KP you can spend only on it, as opposed to the 15 the Supplement offers. However, this one is special - it grows with you, gaining 2KP for every Jump you complete, for free.

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

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

Jump's Keychain (-50CP(First Per Jump, or Discounted)/100CP (Normal) Item):

You immediately receive an extra Keychain for your Keyblade, themed to the Jump you're entering or already in. The Keychain's starting budget is 15KP. For a Discount, this Keychain instead falls like a shooting star into the Jump it's themed to, and hides within a treasure chest only openable with a Keyblade.

Heartsmith (200, Craftsman Companion Discounts, Perk):

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

Keychain Imbuement (-200 CP, Requires Heartsmith, Discounted with Keyblade Forger from [KHx](#), Perk):

You have developed a means to grant any item a Keychain Alt-Form. You may grant KP to an item as per Heartsmith. These initial upgrades only take one week per upgrade, and once the item has accumulated 10KP, it becomes a Keychain whose Keyblade retains any special powers of its original form, and you may spend the KP as per the [Kingdom Hearts Supplements](#).

Alright, I'll come along with you guys! (Free/100CP, Perk)

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

My Friends are My Power (100CP, Perk)

Going forward, Perks to import or purchase Special Companions receive an optional discount. You may choose to instead grant your Companion 200 more of whatever the local variant of CP is.

Classic Trinity (Free, Perk):

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

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

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

Seven Hearts to Save the World (700CP, Requires Tres Quintet, Perk)

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

Unbreakable Connection (X00CP, Perk)

Each time you take this Perk, if you have Companions who are a close-knit team or family (for example, Team 7, Team RWBY, The X-Men, The Addams Family, The Power Rangers, Team Sonic, etc.), you can turn them into a Companion Party. The cost of this Perk is 100CP times the number of Companions being turned into a Companion Party.

Reality Shift (-100WP, Perk):

Twice a day, you may place an unattuned Link Portal anywhere within 10 feet of you. If you have two unattuned Link Portals, you may connect the two to each other. You may instead destroy any pair of Link Portals, once a day.

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

Attractionflow (-200WP, Requires Reality Shift, Perk):

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

My Summer Vacation (-100WP, Perk):

You may, at the end of each jump, take 40 Standard Earth Days off before entering your next jump. A button is provided so you can end this down time whenever you so desire. Dying in this period is still dying and will burn a 1-up from the jump you just finished if possible, then from the next jump if available.

Second Visit (-100 WP and My Summer Vacation, Perk):

This upgrades your Summer Vacation so you can now return to any world you've ever jumped to for a month between jumps. This does not extend the time between jumps, nor does this count against or for other Vacation or Return Options.

General Upgrades/Traits

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

Oh Baby, Don't Go (Free, Mandatory Dive Trait)

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

First Breath (Free, Dive Upgrade):

The band finishes their warmups, the maestro taps his baton on the podium, and the music... *begins.*

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

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

Shine Your Light on Me (-50 WP, Dive Customization):

Getting tired of the same dark abyss? This lets you replace it with a skyline based on the Jumps in each Station. Day and night now progress over time! Landmarks from the Station's Jumps sit forever out of reach.

Moment's Reprieve (-25WP, Dive Trait):

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

Terrain (-50WP, Platform Expansion):

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

Aquaculture (-50WP, Platform Upgrade):

A spout pokes out from anywhere on your Platform, and water flows freely into the abyss... or onto your Terrain below it. This water is dappled with a strange light, and provides both water and sunlight for any plants it washes upon. It tastes like smooth vanilla.

Venting (-50WP, Station Upgrade):

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

Firth By Sleep (-100WP, Requires a Botanist Companion, Requires Venting, Platform Asset):

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

Rising Tides (-200WP, Requires at least 100WP in water-producing upgrades in the Station. Station Modification):

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

With Venting, this water can now produce waves. Care to go surfing?

Battlefield Containment (-50 WP/100WP per purchase):

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

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

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

The Station of Awakening

(+0WP)

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

Platform of Origin(+0WP)

The place you started your journey. This place has the Dive Point that may someday send you home.

You Can Always Come Home (-50WP, Property)

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

My Heart's Descent (-100WP, Platform-M)

When using a Dive Point to enter your Dive to the Heart, you may choose to arrive at the Platform of Origin, instead of at your Jump's Platform of Passage.

Hands off! (-200WP, Dive-M)

If a fight is happening in your Dive to the Heart and you are standing here, you may forcibly teleport all hostile opponents to the Platform of Origin. This is done simultaneously.

Rage Awakened (-3000WP, Platform-M)

They thought that they could sneak in here and take from your heart.

That they could bind you.

That they could destroy you.

That they were above form.

They thought *wrong*.

Any enemy that directly attacks your Heart, through external effort or via infiltrating your Dive to the Heart, triggers Hands Off! and is brought to the Platform of Origin. Further, any such foe is made to have a form if they did not have one before. The form may be monstrous. The fight that ensues might be impossible for you. But at least it will be a *fight*.

There is But One Sky (-3000WP, Platform-M)

The Benefactor thought she could contain you here, knowing all she does about Hearts and Connections? Phah! This is the seat of your power. So long as you are standing on the Platform

of Origin, *all* of your Perks are considered part of your Bodymod (your Items, not so much) and are available to you even in a Gauntlet.

The Station(s) of Jumps

(+100WP Per Station)

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

Platform of Passage(+100WP)

The Platform that represents a Jump, past or present. If it is the only one of its kind, it has two White Doors - one to the next Station, one to the previous. It also by default has a Dive Point to travel to the relevant Jump.

Platform of Connection (+50WP)

A Platform that represents one of your Companions. This is their little slice of your Heart, and upgrades you make here can be personalized by them. Perhaps consider getting them some creature comforts?

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

Platform of Fellowship (+10WP)

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

Memory of Home (-50WP, Property)

A copy of the place that one of your Companions called or calls home, from any Jump that they've been to. A Link Portal to it appears on the Companion's Platform of Connection. The pocket dimension version extends to 50 feet beyond the outer border of the house's recognized property line.

Garden of Assemblage (-1000WP, Property, Special Requirements)

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

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

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

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

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

The Station of Guidance

(+0WP)

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

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

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

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

~~My School (- 200 WP): If you're doing a Jump during which you will spend majority of your time in school, either as a student or as a teacher, then you may import as many of your companions as students and teachers at said school as you want. Or at other schools, if canon offers more than one of them. Students imported that way receive school-appropriate origin, but do not receive any additional CP to spend on their purchases unless you also pay for their import via specific Companion Import option. This option cannot be used to turn Jump-specific Student or Teacher origins free for Companions imported via specific Companion Import option.~~

~~My Family (- 200 WP): You want your mother to be your mother in all of your Jumps? Same for your father being your father in all Jumps? Same for your other relatives? With this option it is now possible, you can freely import them as natives corresponding to that role for you, but they will not receive any CP to spend on their purchases unless you also pay for their import via specific Companion Import option. This doesn't make your family into traditional companions, merely guarantees that, your family in jump will be comprised of your selected imported family. This can be your family from your Original Reality (if you have means of bringing them along)... or your family from one of the Jumps... or mix and match. This can be toggled off if you don't want them importing into a jump, and they do not have to actually be your Companions, but can always be turned into such if you decide so. Doing so will not alter their ability to family import.~~

~~Adoptive relatives or relatives by marriage can be part of Your Family, although if you want to make them blood relations unless you pay for such change via actual Companion import. Furthermore, for them to count for import with this there has to be at least legal precedent to your relationship. Keep in mind that you can only use this for importing relatives that can~~

~~logically be explained to exist based on visiting reality and your own origin, meaning that you can't use this while drop in, or that you can't import somebody as your spouse if underage, or that you can't import somebody as your children if age difference between you isn't large enough.~~

The Station of Kupo

(Requires 7 Platforms or a Merchant Companion, Station) (+100WP)

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

Platform of Commerce (Platform, Free with the Station of Kupo, +50WP)

... and they seem to have made themselves at home. Every day he's begun offering different items, many of which you've seen elsewhere in your journey. It is now easier to gather Materials for crafting of any kind.

Moogle Shop (-300/-600WP, Platform-A)

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

Kupo Deals! (-250WP, Platform-A)

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

K-Kupo Quests...!? (Requires a Thief Companion. -100WP, Platform-A) (+50/+100/+300CP)

"Ku-Keep it on the down low, Jumper-po." Before each Jump, a mysterious Moogle in a Black Coat leaves a whispered kupo in your ear. "Get me this, and don't ask any unkupo questions. I'll make it worth your while." The exact value of what this kook seeks tend to correlate directly with

how dangerous (and possibly illegal (and possibly Jump-ending)) getting the merchandise is. Roll 1d4 to determine what kind of item they want...

1. +50CP for items that are fairly cheap and easy to supply. Flowers found only in Hyrule during a certain era, a few tons worth of common Potion Ingredients bought from Diagon Alley, a horsecart a year of Iron specifically mined from somewhere in Skyrim.
2. +100CP for conventionally valuable, and perhaps somewhat worrying items. A full cart of Diamonds from the Dwarves' mines, dragonhide.
3. +200CP for items that might actually be annoying or obtrusive to your other goals for you to get. Both pairs of Light Speed Shoes that Sonic canonically picked up, a Master Ball.
4. +300CP for items that will actively get you in trouble with the locals to grab and make you question your own morality. The Master Sword, one of Voldemort's Horcruxes in mint condition, Ash Ketchum's Pikachu.

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

My Heart has Wi-Fi? (Requires an Inventor Companion, -100 WP, Station Upgrade):

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

Gummi Phone (Requires an Inventor Companion, -200WP, Item)

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

Jumpchan Coin (Requires a Thief Companion-R. -50CP, Purchasable once per 1d8 Jumps.)

A mysterious coin with your Benefactor's symbol has made its way into the Moogles' shop. In other news, your Benefactor has been running all over the place like her head's come off. "You need fiat? I can get you fiat, Kupo." You may provide one of the items you acquired with fiat-backed protection.

The Station of Change

(Requires 20 Platforms or a ???? Companion, Station) (+100WP)

~~Body Mod Pod (-100 WP): Ever wanted to run a Companion or friend through the Body Mod?~~

~~Now you can. Have fun. This pod is infinitely reusable as long as each person only uses it once. People using this get access to the same Body Mod Supplement as you used. You can't use this to run yourself through Body Mod again. Anything that lacks a humanoid form can be given one by this machine.~~

~~It's Small Multiverse (-300 WP): What? You have done Batman the Dark Knight Jump and recruited Batman as your companion, and are now doing Batman the Animated Series and want to import your Batman into the new jump's native Batman, combining them into one person? You want the same option for any other comparable instances? Alright then. With purchase of this you can now import your Companions as their native counterparts/analogues for free, but they will not receive any CP to spend on their purchases unless you also pay for their import via specific Companion Import option. Can be toggled on and off as wished for each individual companion.~~

The Station of Detainment

(Requires either 40 Platforms, or a Jailor Companion, Station) (+100WP)

Your Heart is a Prison... even you're not the prisoner. The Heart, Soul, Mind, or Spirit of any hostile outside force you defeat within the Dive to the Heart is banished to this Station. A White Door to this Station appears somewhere upon your Station of Awakening's Platform of Passage, which only you and your Companions may pass freely through - all others need your permission to enter this Station... though any within may exit through this Door, if they can break their bindings. If they succeed, their incorporeal essence returns to their body... wherever you left that.

Platform of Judgement (Platform, Free with the Station of Detainment +50WP)

Guilty. This Platform's stained glass depicts images of chains, bars, and manacles. If you have a Jailor Companion, they receive a fraction of your power while positioned here.

Platform of Binding (Platform, +10/50/100/200/300 WP)

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

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

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

Dive to the Heart Drawbacks

Battle LV ☆ (100CP per ☆): In Kingdom Hearts, even characters who within their own continuities did no fighting have suddenly become able to battle against or alongside the Keyblade Wielders. Many could even wield magic. This holds true for the upcoming Jump. It doesn't matter if they're a sheltered princess, a hunter of gorillas, a mostly-normal pirate, or even toys. Anyone you can expect or desire to get into a fight against or alongside will suddenly develop at least Comic-Book Level "Peak Human" abilities, and at least one minor bit of combat magic. For more WP, add more ☆s to the Drawback title and make your opposition (notably, not your allies or potential allies) even stronger. Pirates of the Caribbean's Davy Jones being able to tangle with a boy who can cut through skyscrapers? More likely than you think.

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

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

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

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

Notes:

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

[Firth](#) by Sleep: A small estuary. That is the pun. That's all.