
Disney
SQUARESOFT
Kingdom Hearts
JumpChain
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Thinking of you, wherever you are.
We pray for our sorrows to end,
and hope that our hearts will blend.
Now I will step forward to realize this wish.

And who knows:
Starting a new journey may not be so hard
or maybe it has already begun.



There are many worlds,
but they share the same sky -
one sky, one destiny.



In times gone by there was a single world, a single sky, and all who lived there did so in the Light of Kingdom Hearts. Darkness, however, fell upon those peaceful times as people came to desire control over Kingdom Hearts. The χ-Blade was formed to protect it, and Keyblades were made in its image by those who sought to take Kingdom Hearts by force.

What followed was known as the Keyblade War, and ended with the χ-Blade shattered, the world split into fragments cut off from one another, and Kingdom Hearts lost, seemingly forever.

In the time since, most have forgotten that there are other worlds out there but their own, and only a scant few have had the power to travel between them. One of these beings, Xehanort, has performed uncountable dark deeds in his efforts to claim Kingdom Hearts, including the creation of the Heartless and, inadvertently, the Nobodies.

Now these Heartless have discovered how to travel between worlds, and infiltrate the Keyholes guarding each world's Heart. They spread like a plague, aided by those who think they can control them, and one by one the stars in the sky, the other worlds… are blinking out. Vanishing into Darkness.

There's more than just one group out there, more than a single threat, and you will have to use these [1000CP] to live for ten years amongst the Disney and Final Fantasy characters, and more besides, fighting for survival, for power, and above all, for their Hearts. For the Hearts of their worlds. For Kingdom Hearts.

Location

Roll 1d8 to determine your location, or pay 50CP to choose from any of the options or any option viable in Free Choice. Backgrounds have some locations they can choose to start in for free.

1



A beautiful white and blue castle filled with happy inhabitants, this land was once the centre of a world spanning kingdom. Deep in the bowels of the castle lies the Cornerstone of Light, which protects it from the encroaching darkness. Queen Minnie rules from here, though her husband, King Mickey, has been absent of late.

2



Destiny Islands: A set of small island paradises, a village or two, and clear blue ocean as far as the eye can see. This place is so peaceful that kids are allowed to sail off to an island all day by themselves. One island in particular, home to a rather impressive tree house, holds a secret that may yet spell this world's doom.

3



Twilight Town: A peaceful city, a train to the beach, a quiet forest and a haunted house, what's not to love? You can get an excellent view of the city from the clock tower, but it's often claimed by kids or strange robed fellows. Sometimes an unusual train leaves the station heading for a rather mysterious tower.

4



Traverse town: One of the last bastions of safety and the home of many survivors of destroyed worlds. A group of fighters protect this city and its people from the encroaching darkness. Merlin himself has a home hidden away here, and there are many other secrets to uncover amongst the back alleys and around the various districts.

5



Hollow Bastion (Radiant Garden): A broken magical-steampunk-esque castle towers above the waterways of what's left of this world. Long ago Radiant Garden was a thriving city, home to many and a place of true beauty; now only the castle remains. Mysterious experiments have been performed here, not all of them ethical.

6



The World that Never Was: Almost a mockery of Disney Castle, this realm features high tech and modern buildings, in contrast to the peaceful hamlet surrounding the happier castle. The centrepiece of this realm is a massive floating fortress only accessible by a bridge made out of magical energy. You'd best watch your step, for this world possesses extremely powerful monsters and is the home to a secretive Organisation.

7



Realm of Darkness: Filled with monsters made out of the darkness in people's hearts, this realm is extraordinarily dangerous. The very nature of this place will seek to corrupt you, and turn you to darkness. If you're quick, you may be able to find a way out of this realm before it claims you.

8



Free choice! You can go to any world featured in the Kingdom Hearts series other than those only in Birth By Sleep or Chi (X).



Backgrounds



Drop-in (free): You wake in a hidden away location looking up at the night sky. Strangely it seems that a star just winked out. It's probably fine. Like many of the people you'll encounter you are without a world to call home, but surely once you've made some friends you'll find somewhere you belong. After all, isn't home where the heart is? You can choose to start in Traverse Town for free.

Local Hero (Free): You've lived your entire life on one world, and until recently never knew of any others. Now the stars are winking out and strange creatures have been seen around your home. You'll have to use the skills you've lived by to survive the coming difficulties. You can choose to start in Agrabah (Aladdin), Halloweentown (Nightmare Before Christmas), or London (Peter Pan) at no cost.





Merchant (Free): Well versed in the markets of various worlds, you know how to get your hands on what people want, whether by making, gathering, or trading, in order to make a profit. Now, as some of your old markets have vanished, your wares may help tip the balance in the conflicts to come. Should you desire it you can start in Traverse Town or Twilight Town for free.

Magician (Free): Trained under a master magician your magical prowess is exceptional, and your arcane might will surely suffice for the challenges ahead. You're well versed in not just how to fight with magic, but the theories and practices of it for all sorts of purposes. You may start your magical journey in Twilight Town or Disney Castle as a freebie.





Wielder (300CP): You are one of the rare few that can use a Keyblade, one of the mystical swords of legend that can lock and unlock the hearts of worlds. Not only do you have this potential, you've actually been chosen by a Keyblade as its wielder. Worlds are being taken by darkness, one by one, and you must find the cause and put a stop to it… Unless you fall to darkness, which could spell the end of all things as you fight against the Light itself. If you want, you can begin your adventures in Destiny Islands or Twilight Town for 0CP.

Take the drawback "They Come" for no CP if you get a Keyblade.



Races



Human or Funny Animal (Free): You are either a human or a humanoid animal, bipedal and with average physical capabilities for a person of your age.





Moogle (50CP, or Free Merchant): A small cream furred creature with a bulbous pink nose and tiny purple wings. Moogles have a single antenna with a bright red pom-pom on the end and a tendency to end sentences with the word 'Kupo'. Skilled merchants and craftsmen, their size hides the fact that they are just as combat capable as other people, though they prefer not to fight.



Heartless (500CP): Your heart has been corrupted by darkness, and you have been left a shadow of your former self. Through strength of will alone you have managed to maintain your identity, even as you became a Heartless. Your body is comprised of Darkness and you possess a modicum of control over it, even using it to access the corridors between worlds safely. You may be a pureblood or artificial Heartless, with the latter having the distinctive crossed heart symbol somewhere prominent on their bodies. You may choose to start in The Realm of Darkness for free.



Take the drawback “Hunger” OR “Fear the Realm of Light” for 0CP.



Nobody (600CP): When a particularly strong heart falls to darkness and becomes a Heartless there is a chance that their body and soul will be left behind. Although given form by their old body, and life by their soul, nobodies are shunned by both the light and the dark, and do not truly exist. If the person had a strong enough will then their nobody may retain a humanoid shape, and your will was such that you even keep your appearance and memories. Because nobodies have no hearts they cannot feel emotions, but those that can remember their past lives can fake them well enough to fool even themselves. You can start in The World That Never Was for no cost.

Take the drawback “Empty” OR “The Namine Treatment” for 0CP.

Age and Gender

Drop-In, Local Hero, and Merchant all roll 1d8 + 18

Magician roll 1d8 + 25.

Wielder roll 1d8 + 10.

Heartless do not need to roll. If you get Human Embodiment roll 1d8 +14 to determine its apparent age.

Nobodies roll 1d8+14 to determine their apparent age.

You may change your age (including your apparent age) and/or Gender for 50CP.

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Perks

Free for All [FP]

Discounts are 50% off.

Tema Del Jumper (Free for everyone): Every adventurer of the world's needs a soundtrack. And you'll get your own personal theme arranged to match the tone and mood of your day to day life. In addition, this theme also meshes well with any of your other companions very well. This can range from a beautiful sweeping score to a simple little tune but it's your leitmotif and yours alone. None shall claim it unless you say otherwise. You can control the volume at will, and even let others hear it. Unless you actively draw attention to it no-one will think this odd, even if they comment on how much it suits you.





Tema Di Mondi (Free for everyone in-jump, optional component 100CP post-jump): Worlds often follow a theme. Why not get a little ear on what they're broadcasting? Now every world (or otherwise unique location) you go to has an over-world theme and battle theme. Heck even a boss theme as well. As an added bonus it acts as a forewarning to fights even if you don't see them, and lets you know if a fight is a boss battle or not. Nice to hear and useful to boot, they pitch and flow, rise and fall in time with the action, while still retaining that location's theme. There is a bit of variation, a town might have a particular set of cords as its theme that gets remixed into electronica when you go to an electronics store, or takes on a country tone in nearby farmland that contains elements of the world's theme. You can control the volume at will, and even let others hear it. To keep the warning effect of battle music changing just before a battle begins in subsequent jumps you must pay 100CP, otherwise it will only change after the battle has begun.

JRPG Style (Free for everyone): From the JRPG school of design and colour theory. You've got an eye for the garish eye bleeding-ly complex technicolour vomit that is JRPG design. Somehow your over designed and over the top costumes never suffer from impaired functionality, and despite all odds always looks good on you.



A Heart to Call my Own (Free for everyone, 200CP to keep post jump): In the world of Kingdom Hearts, the Heart takes on a looser conceptual meaning. A Heart is a powerful thing, and enough care and affection, or just general interaction, can lead anything from beings that don't exist to programs inside a virtual world developing Hearts of their own. You could give emotions to an eldritch monstrosity or an unfeeling robot, a soulless clone or a full blown AI. Post jump this Heart becomes almost synonymous with a 'soul', with all the benefits and detriments that implies. The closer the being is to 'human' the less time this will take, with someone who is functionally human taking only a few years, while a horror from beyond the stars may take several centuries of close interaction. You can choose to not affect specific beings with this, or to have it only affect certain beings at will, progress however will very slowly reverse if you stop mid-way.

Magical Potential (Free): In this setting everyone has at least a small pool of magical potential, measured in Magical Points, or MP, these points power magical spells that can be found and learned in-jump. You are no exception, getting a small pool of MP that adds to whatever other magic you had. Your MP will grow over time, and with use, but non-magicians would need a lot of magic restoring Ethers on hand if they wanted to cast more than a few spells in a row. Magicians have significantly more starting MP and will peak even higher than other backgrounds.

Hit It! (Free): You are able to hurt Heartless and Nobodies with physical attacks, even if you aren't using a magical blade.

Drop-In [Di]



You arrive in an out of the way place, an alleyway or similar area. In front of you is a small box, wrapped in brown paper and marked with a lot of stamps. There is a large sticker on it indicating that the package is to be delivered to you. Opening it you find a few hundred Munny, a basket containing some food and water, and a pamphlet describing the area you are in. If you're in the Realm of Darkness, then it has just washed up in front of you.

Double Jump (100CP, Free Drop-In): You can now perform a second mid-air jump, literally doubling your jump height! Jumping in mid-air in directions other than up is certainly possible, and will let you dash through the air as if you'd jump off a solid object. Jumping or Air Dashing a second time without touching the ground to recharge this ability will come after some serious practice. The uses of its two features are separate, you can jump and dash before needing to touch down.

Protagonist's Endurance (100CP, Free Drop-In): You only seem to get tired after a few days' hard labour, or about a week of no sleep. In desperate times you can push past your exhaustion and keep on going, though the longer and harder you push yourself the longer a recovery period you'll need.

You Are Never Alone (200CP, Discount Drop-in): A friend in need is a friend indeed, and you can help your friends in their times of need by lending the full extent of one of your 'perk' abilities to one friend at a time. From Keyblades to super strength, from healing to laser eyes. You cannot use this ability if you are in a confrontation yourself. It will take a little bit of time to swap over, both taking the previous perk back and handing out a new one take about fifteen seconds each. Note this lending of power is temporary and during that time you don't have access to the power yourself. Note the second, you cannot lend a power that in turn lends or transfers powers.

Mentor's Touch (200CP, Discount Drop-in): You have an air of professionalism about you. Those of less experience seem more receptive of your teachings, allowing you to leave a strong impression on them. This also lends you some interesting teaching methods. Imparting even hard to accept life-lessons is as simple as a few words during a fight or a simple conversation over a mug of tea. If you will it anyone can be your potential pupil, even your teachers. In addition, your long term pupils will find their learning rate noticeably improved.

Time Keeper (300CP, Discount Drop-in): You are incredibly resistant - almost to the point of being selectively immune - to the manipulation of time. Stopping, looping, reversing, whatever; it just doesn't work on you, you'll shrug it off like nothing had happened. Spells, superpowers, the environment, no matter the source, warped time has no effect on you. Although you can lower this effect to allow specific temporal effects (and only those effects) to affect you, it defaults to ‘On’. Do keep in mind that a God of time or similar fundamental being may well be able to affect you anyway, but it will be significantly harder for them to do so and you’ll almost certainly notice the attempt.

Oathkeeper (300CP, Discount Drop-in): You know about the relationships between people and items, so much so that you can bind an item to someone's soul with a few hours’ meditation with them and the item. This allows them to summon and dismiss the bound item/s at will. To start with you can only bind one item per person but, given a few years to practice, you might be able to bind up to six items to each individual. Items bound in this way will be repaired while resting in the person's soul, though it may take a while if the damage is too severe. Separating something can be done, but it will take a few hours and the unbound person can’t have a new binding made for a few days.

I Live Here (400CP, Discount Drop-in): Seriously, how can you do that?! You have the uncanny ability of comfortably existing in places you have no logical reason to survive in. Plane of non-existence? Yep. Realm of darkness? Easy. Elemental dimension of edge? Sure why not. However, this unusual ability to survive only protects you from the natural conditions of the place you are in; intentional efforts against you using the environment are not nullified. This also only applies to places of clearly supernatural (though not necessarily magical) origins: a plane of elemental fire is fine, the centre of the sun is not; a realm of darkness is fine, a black hole is not. Some areas may still have hazards that can hurt you, such as falling rocks in a shattered realm, or 'drowning' in rivers of fire in the plane of elemental fire as easily as you would in a normal river. In essence you treat hostile environments as if you were a native.

Cerberus Jumper (400CP discount Drop-in): Sure the worlds you go to are dark and dangerous, but your cheer and pep is enough to turn things around, get people smiling and forge friendships with those that normally would want no such thing. Or, maybe you'd prefer bring a little terror and malice to a formerly peaceful world, or gravitas and drama to a light hearted kids cartoon. Whatever the case you find it surprisingly easy to change the… genre, shall we say, of the worlds you visit along your journey. This is as simple as acting a certain way and the world's narrative will shift around you. Do note that although you can make a land of constant murder mysteries seem bright and cheerful the world won't immediately alter its course - that is to say there'll still be murder mysteries they'll just be bright and cheerful murders, investigated by bright and cheerful detectives. Given time and significant effort you may be able to lead this into less serious cases, or make actual crimes happen in a formerly peaceful place.

A Key to Any Lock (600CP Discount Drop-In): Only a special magical weapon can hit something? Now you can too! A prophecy says there's one person in the world who can kill the bad guy? Their number of potential killers just went up by one. A monster can only be killed by silver? Your attacks may not melt it like that particular metal but if you do enough damage you can kill it anyway. When faced with a foe that can only be beaten a specific way, or by a specific person, you'll find that the effect protecting it simply doesn't work against you. If someone can only be killed by the seventh son of the seventh son you can kill them even if you're an only child. Do note that just because a being is weak to something doesn't mean it can't be killed by other ways; your punches won't hit Vampires like a dose of sunlight, but if a Vampire could normally only be killed by sunlight you could punch it to death anyway. This does still work if there are a few things they can be killed by.



Local Hero [LH]



You start out with a small house in the location you rolled or picked; this is where you grew up, and where any family you have reside. Regardless of where it is that you start, you know some of the people around town and have a bit of food and gear ready for your journey. You start with about one thousand munny, a few potions and ethers, and some food and camping gear; a simple tent and sleeping bags. If this is in the World of Darkness then your world has been swallowed up by the darkness, and you'd best have some measure of protection as your house is about to be consumed as well.

The Best Defence (100CP, Free Local Hero): The best defence is not being hit in the first place, but even if you are hurt you're quick to get back on your feet. You recover from being knocked out or rendered insensate in a third of the time it would otherwise take, and you also tend to catch your breath a bit faster too. Recovery is all well and good, but it's your ability to get out of harm's way that is most impressive as you can now effortlessly somersault or cart-wheel out of the way of attacks, or try to anyway. Dodge Rolls are second nature to you, and unless you're being physically restrained you can easily stop what you're doing, even mid attack, and transition into a roll or flip that will leave you on your feet a short distance away, hopefully unharmed.

Glide (100CP, Free Local Hero): You can cruise through the air at a bit above your jogging speed with little effort, or just over your running speed if you push it. You'll slowly descend until about a foot or two above the ground, at which point you'll maintain that height, falling again if the terrain drops but not ascending if it rises, instead landing safely. If hit in mid-air, this perk cuts out. Given time and practice you may be able to go faster, cruising just above your running speed and exerting yourself to go faster than you can sprint.

Come on and Smile (200CP, Discount Local Hero): Laughter is the best medicine. Sometimes the stress of work can get the best of us, and it can make us say and do some pretty mean things. But some find a better outlet: Laughter. When you reach a boiling point you seem more inclined to burst your sides rather than bust some heads. More than that, your laughter is infectious and will cause others to join in. It relieves tension, strengthens morale, and lightens the mood. You're also more receptive of humorous things than before, and your jokes are funnier and your playing around is a bit more amusing to boot.



Our Hearts Are Connected (200CP, Discount Local Hero): You instinctively know your companions' condition no matter how far apart. You can even send them boosts of willpower or energy if you focus on them. The effects of this vary with the strength of your relationship, so you could help a good friend find their second wind, or give your best friend a small burst of power. So long as you're on the same planetary body you have a vague indication of the direction any ally is in and roughly how far away they are, this functions more like a 'getting warmer' feeling than a simple direction or distance. As an extra bonus anyone you have this connection to feels it towards you as well, letting them find you and help you out if you need it, sending energy and willpower to support you.

- Team Diagnostics (+100, Discount Local Hero, Requires Our Hearts Are Connected): Feelings are all well and good but you want something less wishy-washy, you want data, and with this perk you can get it. You and your companions can see a visual representation of each other at will, showing your overall health and physical condition. Should you run on an HP system you can also see each other's bars using this perk. Nearby allies may also be temporarily brought under this effect.

Percussive Maintenance [Of Friendship] (300CP, Discount Local Hero): No matter how far gone or corrupted, they're in there somewhere! You and your companions can cut through to the good inside someone using little more than words and a liberal application of force. Magical manipulation, Psionic pressure, scientific swaying, or even cosmic corruption? The source doesn't matter, you can bring them back to their senses with a heartfelt plea and a punch (or a dozen or so punches) to the face. This effect scales based on the healthiness of the initial relationship in the first place.

Unwieldy Weapons (300CP, Discount Local Hero): Have you ever gotten into a fight and all you've had on hand was an umbrella, or some other mundane non-weapon-y thing? Well now you can use it as a weapon anyway, and actually be effective with it. Such weapons get just enough of a durability boost while in combat to be functional, so you don't need to worry about the light stand breaking after only a single hit. Your skill with improvised weapons even extends to unusual body types, such as letting you use an already unwieldy bludgeoning implement as a lion with no problems. Should you want to break it in combat, such as shattering a bottle, you can suppress the bonus durability at will.

My Friends Are My Power! (400CP, Discount Local Hero): When working together with those close to you, you all have a sizable increase in overall condition. As a group you hit harder, heal more effectively, and just function better together. This doesn't stack though; it only applies once.

- Friends In My Heart (300CP, Requires 'My Friends are my power!', Discount Local Hero): As long as your friends remain in your heart of hearts, and you can recall them clearly and feel the bond between you, you can draw upon the strength of My Friends Are My Power! even while separated from them.

Hyper Healing (400CP, Discount Local Hero): No matter how good you are, in combat there's always a chance you could get hurt, and if you get hurt enough? I'm sure you know what that leads to. You on the other hand get hurt, then immediately start to recover from it. You can heal fast enough that you can recover from broken bones mid-battle, and if you have a day to sit down and relax you could probably regrow a missing limb. While near allies they'll recover a bit faster too, just enough to be noticeable in combat.

Limit Break (600CP, Discount Local Hero): You excel in bringing out the best in your allies, working together in almost perfect unison, even without having trained or practiced together. If you have trained together then you'll find it easy to work out some combination attacks using your abilities together in ways that might not have occurred to you otherwise. Your true strength though is enabling yourself and your allies to do attack combos or attack chains that exceed your normal capabilities, though you and anyone else who participates will be quite tired after doing so. These vicious barrages can do damage far beyond what you're normally capable of, with additional allies helping to increase the output considerably.



Merchant [Me]



A consummate salesman, those who take this Background find themselves with a small shop already set up to sell simple goods, or a type of goods they can already provide, or even one they learn to provide through purchases here. A small abode resides on the upper floor, stocked with food and supplies, some of which were intended to be sold, but you can certainly decide to take for yourself instead; they're your things after all.

I Live to Sell (100CP, free Merchant): You have a nose for business, and can sniff out an opportunity to peddle your wares wherever you go. Not only can you figure out the best place to set up shop in any locale you visit, you can also judge who would be willing to buy from you, roughly how much they'd spend, and how hard a sell it would be.

Supply and Demand (100CP, Free Merchant): Some things are so common, everyone sells them. You however have an in with the suppliers and manufacturers, so you can get your hands on it cheaper and thus, sell it cheaper. Some things are so rare, no-one sells them, but as long as it's a material or commercial good you can get your grubby little hands on it, for the right price of course.

Lucky Lucky (200CP, Merchant): A vital skill to have if you're the type for collecting fat loot. Rare and hard to find items seem to 'drop' more frequently, this also applies to most luck based events. This effectively stacks with the number of people and/or items that have it.

Crystal Concepts (200CP, Discount Merchant): You possess the unusual ability to find tangible concepts, often used in this setting to create items through Synthesis. Nothingness, evil, darkness, light, sadness etc. You can now find distilled physical versions of normally abstract concepts left behind by defeated enemies, or hidden in obscure and hard-to-reach places. These concepts are typically related to the place or enemies you obtain the from, such as fiery enemies or locales holding Fire Shards, or a lightning dragon dropping a Lightning Crystal. The quality of the item depends on the difficulty of obtaining it, ranging from Shards from weak enemies, up to Stone, Gem, and finally Crystal for the progressively tougher enemies. What you do with them is up to you; they'd make nice jewellery, that's true, but I'm sure you can find a better use for crystallised fire or hope. In jump this means you find significantly more Synthesis ingredients you can either use, or sell.

Sidequest Sale! (300CP, Discount Merchant): Some people like slogging through mud in the pouring rain, clambering up slippery mountains in storms, and fighting deadly monsters three times their height with only a piece of metal to protect them. You, on the other hand, like sending other people to do such dangerous tasks for you, and find that so long as you have things that need doing there will always be someone willing to do so, if you can afford them that is. Affording the services of heroes and mercenaries alike comes quite cheaply to you though, and they'll be far more willing to accept unusual trinkets or magical items in lieu of Munny. Don't stiff them though, of your pool of sucker-uh, adventurous talent will dry up fast. As a bonus you can organise challenges with rewards that'll have people doing all sorts of crazy things for your amusement, miniature games or 'mini-games', if you will.



Terms and Conditions (300CP, Discount Merchant): Sometimes you set up shop in a bad part of town and need to ensure your customers are safe, and that you're safe from your customers. Well now you can; on a property you own and for a short distance around it you're able to enforce a set of rules or a code of conduct. These restrictions take the form of an extremely powerful compulsion preventing all but the most powerful or strong willed people from breaking them - yourself included - but must relate to the core purpose of the building. You may declare no violence in or around a hospital for example, or no stealing in your shop. Each property you own can only support a few such taboos with any real strength, attempts to apply too many will find them wearing so thin they become more like guidelines. Some beings, such as animals, the totally insane, and some types of robots may barely feel the compulsion at all. Making a building and enforcing nonsensical rules such as everyone who enters must obey you will have so little reinforcement you may as well not bother.

Chip and Dale's Protégé (400CP, Discount Merchant): If you're going to sell your wares to the people of different worlds you'll need a way to reach them and that way is the Gummi Ship. Composed of special Gummi blocks with unusual properties, a Gummi Ship is able to navigate the corridors between worlds and now you know how to build and maintain them. You can design and balance Gummi ships for your preferred mix of offense, defence, manoeuvrability, and even appearance with ease, and the ships you make tend to work a fair bit better than they otherwise might have. You can also identify components that would work well with Gummi ships, such as weapons or engines and how to integrate them.

Traps and Gizmos (400CP, Discount Merchant): What do an ice cream machine, a present wrapping contraption, and a pair of gloves have in common? They're all powerful weapons! That is to say, with a bit of elbow grease and this perk you can make them into weapons. Not only can you weaponise rather unusual things, you also excel at creating traps and robots to ensure riff-raff leave you, your store, and your customers alone. You could make electrically charged gauntlets, toy dispensers that can take out Heartless, and candy makers that launch their delicious payload with enough force to knock grown men around.

Master Synthesist (600CP, Discount Merchant): To make a sword you normally need metal, a tool to shape it, and a forge to heat the metal. Not you though, you can take strange and esoteric materials and magically combine them into a health potion, or a ring that increases your durability. Once you've gotten the hang of it you'll be able to turn the rare materials you've collected into powerful items, weapons that can turn the tide of many a battle. A few examples are making arrowguns that shoot homing laser arrows and can combine to fire a giant bouncing blast, a stringed instrument that can make water dance to your tune to form aqueous duplicates to attack with, or even a deck of cards than can temporarily trap the loser of a game of chance in card form. The greatest expressions of this craft, Save the King, Save the Queen, and the Ultima Weapon, will require years of experience, and some resources so rare you'll be lucky to find enough even if you scour all the worlds you can. The rarity and power of the materials used will impact the final quality and properties of the finished product.



Magician [Ma]



Having studied magic for years, those who take this Background know Fire, Blizzard, Thunder, and Cure. You also have notes on how to cast Stop, Aero, and Gravity, though it'll be a few weeks' study before you start getting the hang of any of them. You have a single potion on you, but a half dozen ethers and a simple tent and sleeping bag. You're on the road, whether searching for your missing mentor or just on a journey of discovery is something you'll have to find out for yourself.

Protect The World Border (100CP, Free Magician): You mean 'Order'! In this case the order is not to interfere with other worlds, and part of that is making sure you don't stick out. These handy dandy spells will help you blend into any population, changing clothes, skin, even some minor bodily features to better suit the norm for your current location. This could mean adding spooky decals in a spooky town, energy lines and futuristic lights in a high tech city, or even gaining a real life colour filter to make sure you'll fit in. If you shift into another form you can also have your clothes change with you, whether that's in size or shape such as fitting on a dragon or a shirt gaining extra sleeves if you have four arms. This only covers your appearance though, so you may still give yourself away through behaviour or lack of common knowledge. You can cast these spells on others, should you want to help them fit in too.

MP Rage (100CP, Free Magician): Magic allows you to do many fantastic, wondrous things, but only so long as you have the magical energy to keep casting spells. In the middle of combat you don't have time to let it recover by resting, and may not have time to quaff an ether or two to power your potent abilities. Fortunately for you there's another way to recover magical energy and you've just gotten the hang of it. Now, every time you take damage from an enemy you receive a sizeable portion of that damage as MP. The more damage you take, the more magical energy you'll recover. Do note that this is compensation for being hurt, it doesn't reduce your damage taken and you do actually have to take damage, not just get hit with ineffective attacks.

MP Haste (200CP, Discount Magician): This is a dark secret, one that you'd best be careful with once you've learnt it; you can recover magical energy by injuring living beings. The rush of restored magic is directly proportional to the amount of damage you deal with each hit - poison or other effects that cause injuries over a period of time do nothing. Should the damage be from a magical source you'll find that at most you can only recover half of the magic used to cast that spell even with the most magically efficient spells, and nothing at all from instant death or damage over time effects. Make sure you don't let the power go to your head, don't want to think it's okay to start hurting innocents to power your magic now do you?

Your Summer Vacation is Finally Over (200CP, Discount Magician): You probably should have done your homework already, now you have to rush to get it done in the last few days. Fortunately you excel at cramming knowledge into your skull, or whatever it is your brain-meat or brain like instrument is contained in. The point is that what would take others a week to learn or research only takes you a few days, cutting the time taken for most such tasks by almost a third of what it otherwise would be.

Cosmic Arts (300CP, Discount Magician): Fire! Thunder! Blizzard! All offensive spells you cast are noticeably more powerful. Magical fire will burn hotter and faster, magical blasts will hit harder, and your magic powered attacks will do more damage in general. This means you can throw your powerful spells at your opponents for significantly less magical energy than you otherwise would have, or use the same amount of mana to do a good deal more damage. In addition, you know Firaga, Thundaga, and Blizzaga right off the bat, isn't that nice?

The Sorcerer's Apprentice (300CP, Discount Magician): You've studied the mystical arts under Merlin, or maybe Yen Sid or another such master, and have come a long way under their tutelage. Although your magic is more suited to making dancing furniture and animated brooms you may find combat uses if you are creative enough, or are willing to throw all your flying tables at whoever you're fighting. You'll find whimsical enchantments are your forte, with charms and even a few curses under your belt for good measure. You can also make speedy getaways, packing up an entire very cluttered house in only a minute or two, and set it up again in about the same time. At the edge of your range are rituals to create dark bramble forests, and repairing entire buildings with a wave and a wish (and a huge chunk of MP).

Barrier (400CP Discount Magician): You know those magically enclosed areas that videogames lock you into, so you can't get too far away from your enemies? Or when you can't leave an area until you've completed a puzzle, or won a race, or completed some other arbitrary task? Now rather than getting annoyed at it you can do it to others, trapping people inside a barrier until they complete a challenge you set for them. Do note that the challenge has to be possible, that is to say possible for whoever is trapped inside, although it can be difficult to complete. Other than completing this rather obvious condition the barriers are almost impenetrable, nigh indestructible and block all but the most powerful methods of transporting in or out. Should you set a task they cannot reasonably be expected to be able to complete, or something like 'kill yourself' or 'give me your power', the barriers will look flimsy, and a few good hits will shatter them.

Transformation (400CP, Discount Magician): From teen to merman, or from human to lion, this perk helps you blend in to those locales with non-human populations. Of course, being able to transform yourself and others can let you do far more than just blend in, you could transform an ally into a bear for vicious strength, or a cheetah for blinding speed. Do note that although the animal and bestial forms will retain the capabilities of the normal animals, the 'fit in' transformation spell is limited to be no more powerful than the target's base form. You also learn a very powerful spell that allows you to change into a monstrous form of your choice, this could be a dragon, a hydra, or some other giant mythical beast. This will provide a good deal of the creatures intrinsic traits and abilities, but will not grant powers that are too esoteric. All forms keep some sort of marking or colouration to indicate that it is you, such as a lions mane resembling your hair.

Maniacal Magical Mixes (600CP, Discount Magician): Your mastery of magic is such that you can do something few others can; combine a spell with something else. You could mix two fire spells together to form a greater fire spell, or add lightning to a particular sword technique, even combine a healing spell with the act of blocking incoming attacks! The top range of combined spells tend to cover an area of a few square meters, and do significantly more damage than previous versions, but those with sufficient magical power may be able to surpass that peak. You can also create variants of spells, such as casting a generic ice blast as a cone of ice instead, or a piercing ball of frost as a falling sphere of frozen shards.



Wielder [Wi]





You had a fairly normal life growing up, though as a child you were given the chance to hold a unique weapon. Although the sword and its owner are long gone it left something behind; a glorious potential that, until now, has laid dormant. This morning you saw something creeping in the shadows out of the corner of your eye, and just minutes ago you were attacked by a swarm of Shadows, glowing eyes set firmly upon your Heart. All hope seemed lost when, in a flash of light, a weapon appeared in your hand, and strength flowed through your body. After defeating the Heartless with your new Keyblade you found a few potions and ethers left behind. Now your world is in danger, and you are one of the few people who can save it.

Choose Wisely (100CP, Free Wielder): The strength in your heart is brought out in one of three ways; you may gain power to help vanquish your enemies, inner strength to outlast your foes, or the strength to repel all attackers. Choose either the Sword, the Rod, or the Shield. If you chose the Sword all of your physical attacks will pack a little more oomph. If you chose the Rod your magic will be a little bit more potent. If you choose the Shield your defences hold up a little bit better.





Dive Into the Heart (100CP, Free Wielder): Making friends is easy, or at least, it's easy for you. There's something about you that makes you a better friend, and seem plain friendlier to other people. There isn't any one thing people can point to that does this, you just listen a little better, you say things they like a little more and just seem more, well, friendly. Even those who are initially aggressive to you may find a soft spot for you if you persevere… a very small soft spot for some, but that's a sign that it's working, right? They just need to smile more!



- Station of Awakening (200CP, Discount Wielder, Requires Dive Into the Heart): You've been having these weird dreams lately... like, is any of this for real… or not? You're not sure, and maybe you never will be, but you do know that by focusing on something for a few minutes, a person, a situation, a place, or even just a problem you are faced with, you can mentally enter a strange void containing only cylindrical glass platforms. Each one has stained glass representing the object of your focus, and an unidentifiable voice will begin talking. It might help you realise something about a friend, learn a weakness an enemy might possess, or just show you the steps to make a nice dinner. The voice never reveals much, but it's always just enough to help out. When you're done you wake up back in the real world, and to anyone around you, you simply spaced out for a few minutes. Some problems may well be beyond the scope of even the mysterious voices knowledge, unfortunately, but it is aware of a wide range of things across many worlds.

Flow Motion (200CP, Discount Wielder): Parkour is a quick and fancy way to… what, isn't parkour good enough for you? Alright then, try your hand at Flow Motion, magical parkour that lets you jump your way up walls, bounce along alleyways, and even glide short distances. Flow Motion also excels at using the environment to get around, and even attack, sliding along rails, spinning rapidly around poles, and even swiftly circling enemies. When you activate Flow Motion you glow in the colour of your choice, leave a brief trail of light behind you, and release a flash of light each time you kick off a surface. Once you get the hang of this you'll be moving even faster than you can run, even with the flashy tricks you're doing along the way.

Your Adventure Begins At… (200CP, Discount Wielder): Dawn, Midday, Dusk. Choose one. Those whose adventure begins at Dawn find themselves a fair bit more competent in the morning. Dusk adventurers find the reverse happens, putting on a better showing once the afternoon has arrived. The Midday adventurer on the other hand is well paced, and is a bit better than they otherwise would be all the time. In practical terms this defaults to Dawn equals AM, Dusk equals PM, and Midday is a constant but lesser boost. Should you be in space or some other location with abnormal day/night cycles it'll default to a normal Earth timeframe.

Don't Ever Change (300CP, discount Wielder): Years pass, new worlds - new lives come and go, but through it all you remain… well, 'you'. There's an inner strength in the core of your being that makes it extremely hard to influence, memory manipulation struggling to affect you and forced personality changes simply not taking hold. You can still grow as a person, new experiences shaping your attitude and view of the world, but deep down inside, in your Heart of Hearts, you are you, and you won't ever change.

Battle at the Centre of the Heart (300CP, Discount Wielder): Your Heart is strong, and you're just as strong, unfortunately enemies sometimes attack in a way you can't fight off with your fists, or with your blade. Well, that's the way it used to be, now if an attempt is made to control you you'll find yourself standing in a strange locale evocative of the attack. A magical possession might result in a plane of twisting shadows and motes of magic for example. Within this place you'll find the foreign influence has taken a form just as powerful as and inspired by the effect itself, and you can now fight it with the full extent of your items and abilities as of the point you entered this clash of wills. Should you defeat it you'll shrug off the influence, should you lose however you may still find you've weakened it, with damage done to the monstrous foe carrying across to the effect itself, giving you one last try to push it off by other methods. Regardless of how long you fight in the mental world you'll find only a second or two at most has passed in the real world.

Last Chance (400CP, Discount Wielder): When all hope is lost, when it's all over, when the jaws of death are closing in, when darkness clouds everything; that is when your Heart shines brightest. The more dire the situation, and the worse condition you are in, the stronger you are; finding reserves of power deep within yourself that boost your strength, your determination, and even your magic to impressive levels. This may not guarantee your victory, but it does make pulling it from the jaws of defeat a likely possibility.

Reaction Commands (400CP, Discount Wielder): You've got skills and powers beyond imagining, but sometimes you get blindsided, or overlook something, or simply weren't prepared for a particular attack or effect. Well now, so long as you can survive your initial exposure to an attack, you can combine your disparate abilities to counter it, maybe even turning it back on your attacker. A reaction command is a focused danger sense that goes off just before an attack you have a Reaction Command for happens, and lets you call upon spells and abilities for a fraction of their normal costs. Unfortunately, they can only do up to the amount of damage that would have been dealt to you, so no casting world ending spells for cheap when someone tries to punch you. Triggering a Reaction Command puts you into an autonomous state to perform the manoeuvre, but since it only uses what you can do you could later learn to do the technique or combination of spells normally, just without the activation cost discount. You can only create one new Reaction Command per battle, and can use up to four different types of Reaction Commands - including the new one - in a battle, should your enemies try techniques you already have Commands to counter.







Light My Way (600CP, Discount Wielder): One of the defining features of this world - of these worlds - is the struggle between Light and Dark. As of taking this perk you're firmly on the side of the Light. The Light in your Heart is bright enough that you can call it to the forefront, bathing yourself in your radiance and reaping the benefits. You can throw out exploding points of light, slash at people with blades of light, launch holy blasts that are either large and dangerous or small and rapid-fire, and channel beams that do devastating damage over time. This light invigorates and revitalises your allies, suffusing them with strength and energy to let them hit just a bit harder, and exert themselves for just a bit longer, and by channelling it through yourself you could twist and twirl through the air launching lasers and lances of light left and right, and even teleport across the battlefield. With practice you could learn to weave protective shrouds of light that can stand up to ridiculous amounts of damage but are taxing to keep up, or use your light to drive out corruption and taint - note that this will of course be increasingly more draining upon you the more powerful the corruption is. Over time you could imbue an area with your light to protect it from such forces until they are able to overcome it. Last but not least, this light inspires those who fight alongside you, raising morale and giving hope to your allies and inducing doubt and uncertainty into your foes. They'll think hard before attacking you and yours after seeing your gross incandescence.



General Perks [GP]

Scan (50CP): It can be hard to tell at first glance just how durable someone is but now you can see their HP bars to know just how much of a beating they can take. This is just an abstraction of how much damage they can take before death, it doesn't make them run on Hit Points, as such a punch with a certain amount of force behind it may do more damage depending on where it hits, as you would expect in the real world. More durable enemies may have more bars, which will be represented by pips or a number indicator at your discretion.

Heart Breaker (100CP): You know how Hearts work, how they function, what drives and motivates them, and what makes them stumble and falter. With just a little effort you can tug at people's heartstrings, inducing emotions in people with superb skill and disturbing ease. I'm sure you're not planning to use this for any nefarious purpose now are you?

Forget-Me-Not (300CP): Your memory is inviolable. Not science, nor magic, nor psychics, nor reality warping can alter your memories. Heck, even time travel leaves you with the memories of both timelines. The only thing that can cause you to forget something is yourself, as your ability to repress things is given a mental trigger only accessible by you, and only willingly at that. Do note that as Drawbacks override Perks, you may bring down upon yourself powers capable of affecting your mind, but outside of these situations you no longer have to worry about forgetting where you left your car keys, or that you just uncovered an Illithid Illuminati. As an extra bonus you can craft small items that, when worn or carried by people you give them to, provides a significant degree of this protection to them as well.

Dream Drop (200CP): To sleep, perchance to dream? Well, you're going to dream, and you're going to do it whenever you feel like it. You can now enter a meditative state within which you can have lucid dreams. You don't have any special control over these dreams, instead you are literally dropped (watch out for enemies on your way down!) into a strange and distorted reflection of the world your body rests in, filled with hostile beings called Nightmares. These creatures are a type of Dream Eater that feeds on happy dreams, and by defeating them you can gather fragments of their essence which you can combine to create your own Dream Eaters called Spirits, which feed on Nightmares. They can also help out in any dream or mind scape conflicts you find yourself in. While dreaming you can have two of them following you at a time, with a third waiting in the wings in case one is knocked out, or you want to swap one out for it on the fly. The Spirits grow in power as you train them, and once they reach their peaks will be quite powerful. Their starting strength is determined by the quantity of essences used to make them; the more essences you use the closer they'll be to their peak right from the get-go. Although some Spirits are fairly fast, you don't have to worry about the slower ones falling behind as they can all teleport to you at will. Swapping your 'active' Dream Eaters out is easy, you just need to not be in a fight and you can swap them with a thought. Remember to care for them and have fun with them; it'll help them grow to their full potential faster. Should you desire it you can have them take on the visage of their Nightmare equivalent, a purely cosmetic decision but some of them do look pretty cool.

You can choose to take Link Attack or Link Style Free with your purchase of Dream Drop, but have to pay for the other one if you want it or Nightmare.



- Link Attack (100CP, Optional Free With Dream Drop, Requires Dream Drop): As you fight alongside your Dream Eaters you'll notice a special energy build up inside you that 'feels' like one of your active Dream Eaters. When you feel 'full' of the energy you can draw on it to do devastating combo attacks alongside your partner, tearing though opposition with a technique unique to each type of Dream Eater. Should this energy fill up for both of your active Dream Eaters, well, then you can do a tremendously powerful combo drawing on both of your allies at once, you might use one Dream Eater to supersize another and do its attack on a giant scale, or you might just launch powerful blasts of light at your foes. Any use of this ability rapidly drains the energy, and some will use it all up in a single attack.
- Link Style (100CP, Optional Free With Dream Drop, Requires Dream Drop): As with Link Attack you will feel an energy build up within you while fighting alongside your Dream Eaters, but you don't use it in a combination attack, instead you can draw on the Dream Eaters power directly. The Spirit will transform into energy that imbues your body with power and enhances your attacks with the Dream Eaters elemental attribute, which will be one of either Light, Fire, Water, Lightning, or Dark. The exact way this takes effect may change depending on your weapon, such as applying its element to your ranged ammunition as bursts of darkness or water, or shrouding your melee weapon in fire or lightning. Should both of your active Dream Eaters have full energy at the same time you can draw on their power simultaneously to use powerful Dual Styles. The combination of elements determines which style you can use, with Bladecharge letting you cover your weapon in light and deal massively increased damage, Rising Wing letting you glide around on energy wings and fire gales at foes, and Ghost Drive letting you imbue your weapon with darkness and attack with a teleporting flurry.

- Nightmare (200CP, Requires Link Style and Link Attack): The largest of Dream Eaters are capable of some very impressive combat feats, and now these Boss enemies can be made after you defeat them in a Dream world. One boss enemy fills all three Dream Eater slots, but they're definitely worth it.

- Sleepwalker (100CP, Discount Link Style, Requires Dream Drop): Well, well, well. Look at you, walking around with your Dream Eaters in the real world. I don't know how you managed it but you can now summon your Dream Eaters to you side as though you were in a dream. They follow the same mechanics as described in Dream Drop, but since the essences are purely dream-stuff you won't be making any more in the real world, that remains something you can only do while Dreaming.

- Dream Catcher (100CP, Discount Link Attack, Requires Dream Drop): It's one thing to protect your own mind with Dream Eaters, it's another to protect someone else's. Fortunately, you can do just that, sending one directly to someone else's mind with only a brief effort. It won't get to explore their memories or read their mind or anything like that, but it will act as both an alarm and guardian should someone try to mind control them or influence or invade their dreams. Just like you the recipients can choose to go on dream adventures with the Dream Eaters, though they can't get resources from it or fall asleep at will (unless they can already do that). Should multiple people with Dream Eater's sleep at once someone with Dream Catcher can link them together to have shared dreams. You can give one person two different Dream Eaters at a time, and not only can you call them back at will the Dream Eaters themselves may decide to come back of their own initiative. This will only happen if they abuse the Dream Eaters in some way, or become your enemy - no need to worry about the Dream Eaters leaving your friends unprotected because they took the last slice of pizza… Unless that's enough to make someone your enemy I guess.

Dream Eater provides 2 active summons and 1 backup summon. Each Dream related perk beyond it and the free choice doubles the amount of active summons you can have. This means you can have up to 32 active Dream Eaters with all of these perks, or one Nightmare boss and 29 other Dream Eaters at the same time.



Me, Myself, and I (600CP): Aren't you great? The world is surely a better place for having you in it. The only thing that could be better is if there could be more of you. Well, now there can be, and all you have to do is sacrifice a sentient being that has a soul. Not with a knife you murderer, no, you spread your corruption to other people, overwriting their identity with your own. Each one has copies of your power at 1/13th their full strength. As you make more you'll find your command over darkness grows significantly, with a little over double your normal power once all 12 copies are out and about. Unfortunately, the corruption process takes a few months per person, and you can't take them with you to new jumps in any way; they can't be podded and even infecting a pre-existing companion or other such tag-along would just result in losing them forever. Do note that as they merely take on a shadow of your powers they can't be 'harvested' for them, their souls are warped to look like yours but once taken revert to their original forms, their bodies display the traits of your flesh but revert to normal once dead or detached.

In Remembrance (600CP): "Man's true immortality is to be remembered." In this setting this is taken literally. To truly die is to be forgotten. Conversely, so long as you are remembered by someone on the same plane of existence (excluding enemies of course) you can negate methods to wipe you from existence through methods such as reality warping, temporal retcons, etc. Should something try it will have to remove all personal memories of you before it can succeed. That is to say memories of your friends, family, co-workers, and people you met only a few times but left a truly meaningful impression on, not just random people seeing you in the street or neighbours you never talk to. It also doesn't include enemies, even if they have fond memories of you. You can still be killed like any other mortal just not removed from existence directly. This effect can be negated by mind-wiping and or killing everyone who is close to you which would render you vulnerable again.



Heartless [H]



Your Heart fell to Darkness long ago, and now you are a creature of instinct and shadows. Being only a corrupted Heart means your body can be very unusual, and quite likely has some unique tricks or gimmicks that help you take down prey. All Heartless can also gather Hearts, and detect the Darkness in people's Heart from worlds away.

For the duration of the jump you'll suffer from either the "Hunger" or "Fear the Realm of Light" drawbawcks for 0CP.

My Own Shadow (Free Mandatory Heartless): As a being made of shadows your body is a bit more malleable than you might be used to. Because of this you now get to design your Custom Heartless form, which will be the alt-form you start this jump in. Put away your CP, for this part you'll be spending something you're going to become extremely familiar with over the next ten years: Hearts! Here, have 15 Hearts to decide what you can do, and I'll even throw in a few freebies that all Heartless have. Your final Heart count must be zero or greater. (Gain 15 Hearts)

Shadows of My Own (200CP, Discount Heartless): Your very own Custom Heartless minions! You can summon copies of your Custom Heartless, taking more energy to get more of them the bigger they are. A dozen or so small or tiny ones at most, about half that for medium sized. If your Custom Heartless is large you might only get two or three at once, and you can only call upon one huge Heartless at a time. If you are a Heartless then since this is also your form the number of it you can summon becomes more like a guideline than a rule. Do note that even for a Heartless, going over the limit will drain a lot of energy so you might want to hold back, especially if your form is huge. If you are not a Heartless you now get 15 Hearts to design your summons, and only to design your Heartless summons - they can't be used in the Nobody section. (Non-Heartless Gain 15 Hearts)

A Hearty Breakfast (50CP Each): Should you find you don't have quite enough Hearts to make the form or summon you want; you can buy more for 50CP per 1 extra Heart.

Please see the Heartless Customization Supplement to design your custom form/summons.

Living Shadow (Free Heartless): As a being literally made out of the Darkness in someone's Heart you can't really be affected by darkness unless it's got a very strong will behind it. Dark magic, shadow attacks, anything explicitly 'darkness' simply doesn't bother you unless it's incredibly powerful. While immersed in darkness you also gain an incredible resistance to Light… just keep in mind that light usually dispels darkness, so that resistance might not last very long.

Evil Radar (Free Heartless): The sweet smell of Darkness, the savoury taste of corrupt and twisted Hearts. These senses drive you onwards, helping you track down those with evil in their Hearts, and even tell just how far gone someone is. A great enough evil can be detected from worlds away, though it'll still take time and effort to track down. Darkness inflicted upon others through possession or mind control has a somewhat artificial taste; you may not notice it at first but if you're paying attention you can figure out if their Heart fell into darkness, or was dragged there kicking and screaming.



Corridors of Darkness (400CP, Free Heartless): After the original world was shattered, all that remains are points of light, worlds floating like stars in a sea of darkness. For most, crossing this sea requires traversing special paths opened by the worlds themselves, which can normally only be done in a Gummi ship. You however, have a different method of world-hopping, for you can access the Corridors of Darkness. You can create a portal of swirling shadows that leads to another world, though it'll take a lot of practice to target specific places, and even then the best you can do is a general area. That is to say you could open a portal to a palace, but unless you're using line of sight portals you can't go straight to the royal chambers, except through luck. Do note that some places have too much 'Light' to reach, generally holy areas and similar locales. Conversely those with enough Darkness in their Hearts, such as those you can sense with the Evil Rader, act as homing beacons, and you can easily open a portal near such beings. If it's wise to do so is another matter. Should you wish to reach a particular place you can spend a few hours imbuing a spot with Darkness, making it easier to reach using the Corridors. Post jump you can travel to other worlds with this, but unfortunately not other realms or dimensions.

Heart Stealer (200CP, Free Heartless): The series' signature object, the Heart, contains a person's hopes, dreams, and emotions. It is the very essence of a person distilled into a glowing heart shaped object. You can manifest these Hearts and take them from people who are on the verge of death, drawing it into yourself and consuming it. Weak Hearts are a tasty and filling snack, and surprisingly nutritious. Strong Hearts are where it's at though, as you can get a power boost from each one. They do take a while to 'digest' though, during which you have to suppress their Heart as it tries to escape. Once the Heart settles you can draw power from it, becoming a bit stronger, faster, and harder to kill than you previously were. Unfortunately, your 'stomach' only has room for about a dozen Hearts; enough that you'll be significantly more powerful than most Heartless when 'full', but you can't keep growing indefinitely.

Creeping Shadows (200CP, Optional Free Choice Heartless, Discount Heartless): You're a really scary guy, you know that right? Your very presence can send shivers down people's spines, and your attention makes all but the bravest quiver in fear. You know how to emphasize the scary aspects of your appearance to your advantage, and can cause a few supernatural spooky things to happen at will, like making people in pictures change their expressions, or making their eyes follow people around. You can make the shadows seem to dance in your presence, and cause lights to flicker with but a thought, turning whatever area you're in into a full on haunted house! Within this area - one building up to the size of a city block - any fear felt will be amplified, and people will see and hear things moving around in the darkness. It'll be easy to corral most normal people by scaring them to go where you want them to, and even the bravest souls will feel ill at ease and jumpy.

Playful Shadows (200CP, Optional Free Choice Heartless, Discount Heartless): Do you want to play a game? Of course you do! Look at you, you're just a big bundle of friendship and happiness aren't you? So friendly in fact your presence is enough to put a smile on most people's faces, and you can spread good cheer wherever you go. With a few minutes peace you can designate an area as a 'fun zone', in which no combat can take place until you either leave the area or drop the effect. Anyone in the area with you will be more open to playing games and generally having fun. You can even set up a challenge of sorts that anyone can join in, almost any game will do. Whoever wins will find they receive a little bit of Munny, and a party favour or two depending on how well they did. If the competition was tough enough the winners might even get some items, usually relatively rare crafting ingredients from the world you're in, though there may be a bangle, ribbon, bracelet or earring that provides some elemental resistance as well.

Note: Heartless can get Creeping Shadows or Playful Shadows free, and receive a discount on the other one.





Hello Darkness My Old Friend (600CP, Discount Heartless): You embody the Darkness, and can spread darkness where you go; able to infuse items and places with a corrupting influence. The bigger the target or more corrupting the effect you want the more time it'll take for the darkness to seep in, with a bit of malevolent luck on a vase taking only a few moments, and an accident waiting to happen on a car taking at least at hour. These effects are quite noticeably not natural, with doors locking and machines starting up to try to cause as much mischief, and maybe even injuries, as possible. The corruption, up to and including lethal curses, can be dispelled by pure hearted effort in this world, and most methods of purification in other worlds (though the more corruption you imbue into something the harder it will be to purify). You don't just corrupt things, oh no. You can be direct when you want to be, unleashing waves of weakness inducing Darkness, and firing bolts of pure shadow that cause agonising pain. Surprisingly bright blasts can devastate your foes, shattering enemy lines and shredding those that try to stand their ground. By channelling your corrupting Darkness through yourself you can activate a dangerous Dark Form in which you can dash around at high speeds, teleport around the battlefield, launch shockwaves that bowl over enemies, and even create temporary weapons out of Darkness that can be combined with your own weapons to briefly empower them to do massive damage. Be careful using this technique though, as if you lose control you could be consumed by the Darkness entirely.

A Lasting Shadow (100CP, Discount Heartless): If you can summon Heartless you now gain the ability to bind a few of them into places or items to attack whoever next interacts with the item, or visits the location, yourself excluded of course. These Heartless can't move far from the area the item or object was corrupted (with the exception of appearing inside vehicles and the like) but once imbued no longer count towards your normal active Heartless limits. Instead you can imbue up to your active limits in up to three areas or objects to attack interlopers.

Watch Your Shadow (100CP, Free Heartless): You have such darkness in your Heart that you can call Heartless to you to do your bidding. You can call upon the most common Heartless, the Shadows and Soldiers, and can have about two dozen active at once. Sending these summons scuttling towards your foes is almost effortless, though constantly replacing them will quickly drain upon your energy. The monsters summoned by this perk and its subsequent add-ons are almost extensions of yourself - an expression of your darkness that will let you call on them even in other worlds. They will be totally obedient to you. Dispelling them, or any from the subsequent perk tree is as easy as willing them away.

- Army of Darkness (200CP, Discount Heartless, Requires Watch Your Shadow): You can now summon most Heartless, from Large Bodies and Air Soldiers, to Powerwilds and Wyverns. You can call upon half a dozen such creatures, along with your dozen lesser Heartless. It takes a few moments to all upon these Heartless, and doing so takes a little effort.
- The Closer You Get to the Light (100CP, Discount Heartless, Requires Army of Darkness): The elites of the Heartless now flock to your banner. Invisibles, Defenders, Assault Riders and more. These are the enemies that can put up a challenge by themselves, and you can bring forth two or three at a time. It is more difficult to call upon these skilled fighters, though you could call upon a few every ten or twenty minutes without feeling much of a drain. Using them alongside Shadows and Soldiers is fairly easy, but summoning them with your Army of Darkness will have a much bigger impact upon you.

- The Greater Your Shadow Becomes (200CP, Discount Heartless, Requires The Closer You Get to the Light): The Mightiest of Heartless now come when you call. You can unleash a single boss monster at a time, from the unpredictable Trickmaster to the enormous Behemoth, Darkside, and Groundshaker; all are at your command, though it takes considerable effort to call upon them. Using them alongside anything other than Shadows and Soldiers will be very tiring.
- Heartless Stars (200CP, Discount Heartless, Requires The Greater Your Shadow Becomes): You can call upon the hosts of Heartless capable of travelling through space, the Ship Forms if you will. Dozens of Dragonflies, Crawlers, and Drillers - among other forms - will pop into existence at your command, though they'll dissipate almost instantly within an atmosphere. Even Reaper's Wheels and Hunters come in groups of three or four, though the former will need something to manoeuvre on. The greatest space-born Heartless though, the Pirate Ship and the Hunter-X, they only come one at a time, but they're both worth it. The former summons fragile ghosts that speed towards enemies and bite them, and also has an assortment of laser cannons and a deadly main cannon that fires an explosive cannonball Heartless. The latter is an upgraded version of the Hunter, armed with four Hunter-X Bombs, a gatling laser, and assorted other weaponry, this devastating Ship Form can fill the space between itself and its prey with a storm of lasers in its choice of beams or blasts, and packs some powerful melee damage to boot.

- World of Chaos (500, Discount Heartless, Requires The Greater Your Shadow Becomes): You can call upon the biggest and one of the most powerful Heartless ever seen; a monstrosity the size of a battleship, bristling with ‘organic’ laser turrets, force fields, and has a variety of blasting attacks that’ll make short work of all but the most powerful of foes. Calling upon this veritable demon will be a time consuming effort, leaving you drained for a while. Fortunately, it can defend you as you recover. Calling upon other Heartless alongside this is extremely draining, and should only be done in the direst of circumstances. To control this massive monster you’ll be attached to it via cables connected to your back and spine that lead into the humanoid forms chest cavity, which you can retreat within for protection. Controlling the entire beast is as easy as moving your own limbs.

Each tier of summoning you purchase (not including the ships) lets you call upon more of each lower tier, 1.5 times more in fact (rounded up). This means you with the full purchase you could have up to 122 Shadows active at once, or two Heartless from The Greater Your Shadow Becomes. This does dig into your total pool, so you can’t have 122 Shadows *and* the World of Chaos out at the same time.







Nobody [N]



You look like yourself, and have your own memories, but something is… off. You remember feeling happy, and sad, and angry, but you don't feel it anymore. Your Heart is missing, and you are a being made of Nothing, the leftovers from a powerful Heart falling into Darkness. Or maybe you can feel, but remember nothing… Whatever the case you get a few Nobody abilities for free, you can design your own summons for free as well, and can have it as an alt-form by purchasing Empty Mirror.

Note: For more details on the effects of being a Nobody refer to the drawbacks Emotionless and The Namine Treatment, one of which will affect you during this jump.

Hazy Reflection (200CP, Free Nobody): You can now summon your very own Custom Nobody! Here, take these Hearts to design it using the options in the Nobody Customization Supplement. The quantities you can summon at a time depends on their size, as listed in the Supplement. You can use these Hearts to ensure they meet your specifications, but you can't use them in the Heartless section. (Gain 15 Hearts)

Empty Mirror (200CP, Nobody Only): Your Custom Nobody (created with Hazy Reflection) is the type of Nobody that represents you, and your power, so it's only right you can transform into it. Your Custom Nobody becomes an Alt-form, and you can access a number of powers it possesses in other forms as indicated in the Nobody Customization Supplement.

A Hearty Breakfast (50CP Each): Should you find you don't have quite enough Hearts to make the Custom Nobody or form you want; you can buy more for 50CP per 1 extra Heart.

Absent Silhouette (200CP, Free Nobody): Nobodies don't exist. This is a fact. They also have weapons that, by association, don't exist either. They had to come from somewhere however, and now you can make your own... sort of, anyway. You can infuse a weapon with nothingness, binding it to yourself and giving it some unique abilities. It takes about an hour's meditation with the item to bind it, and you can only bind one thing at a time; although matching pairs or a defined 'set' of items count. This means you could use a regular weapon, or things like a sword and shield, a pair of pistols, or a pack of cards. Whatever you use you can now telekinetically control it with your own strength, speed, and skill, and can channel your internal energies through it even from a distance. Given it doesn't exist its apparent size is entirely a matter of perception, and you can increase and decrease its size and proportions at will as easily as moving it closer or further away from you. You could move it closer to make it seem bigger, then use the enlarged weapon to hit someone further away, or vice versa. You can let it 'vanish into nothingness' when you're not using it, and have it reappear beside you in an instant. If you buy Empty Mirror, then any Weapons or Ranged Weapons your Custom Nobody form has can be summoned in your other forms and treated as if they are under the effect of this perk.



Façade (200CP, Discount Nobody): Without a Heart you can't really feel feelings, but you my emotionally stunted friend can do such a good job you can almost trick even yourself into thinking you do. These emotions are based on your memories of emotions, so if you have no frame of reference to base it against you may fake the wrong emotion, but outside of that happening it would take someone with incredibly good intuition and perception - or exceptionally skilled or powerful empathy, of course - to tell that your emotions are artificial. If you want you can express the wrong emotions at will, even completely hiding or suppressing your actual emotions under these false ones once you have them again.

Aspect of Oblivion (400CP, Free Nobody): The most powerful Nobodies have a unique gimmick of their own; manipulating an element to a degree not seen outside the strongest Heartless and wizards, and now you can get one of your own. You start with alright skill and impressive power right off the bat and can 'create' or draw upon your element as appropriate. Your power will improve a little bit given training, but it's the skill you develop from practicing and experimenting that'll let you get the most out of your element, coming up with unique tricks and attacks will get you far further than strongarming it. Choose an element; you can now create and control that element to an impressive degree. If you controlled Time you could blast enemies with the element itself and stall particular enemies in unusual ways. Moon might enhance strength and go into a berserk state while in moonlight that covers their weapons in moonlight spikes. Illusions can cover their attacks with the appearance of an enemy's power or technique and disguise themselves as other people. Space might alter the dimensions of a room or platforms, bend projectiles trajectories, and teleport or attack through portals to get the drop on enemies behind cover.



Corridors of Darkness (400CP, Free Nobody): After the original world was shattered, all that remains are points of light, worlds floating like stars in a sea of darkness. For most, crossing this sea requires traversing special paths opened by the worlds themselves, which can normally only be done in a Gummi ship. You however, have a different method of world-hopping, for you can access the Corridors of Darkness. You can create a portal of swirling shadows that leads to another world, though it'll take a lot of practice to target specific places, and even then the best you can do is a general area. That is to say you could open a portal to a palace, but unless you're using line of sight portals you can't go straight to the royal chambers, except through luck. Do note that some places have too much 'Light' to reach, generally holy areas and similar locales. Conversely those with enough Darkness in their Hearts act as homing beacons, and you can easily open a portal near such beings. If it's wise to do so is another matter. Should you wish to reach a particular place you can spend a few hours imbuing a spot with Darkness, making it easier to reach using the Corridors. Post jump you can travel to other worlds with this, but unfortunately not other realms or dimensions.

Enter the Void (600CP, Discount Nobody): It may seem paradoxical but you can create and wield… Nothing. You could make a sphere that crackles with non-existent energy and fires slightly homing black and white bolts that resemble lightning at nearby enemies. Maybe you just want the black and white lightning? You can do that, and could even fire continuous bolts to lock an enemy in place and damage them over time. Maybe you just want a giant ball of Nothingness that traps enemies and delivers massive damage? That's pretty easy too. You can fire impressive barrages of lasers, beat people over the head with glowing rods, and create spheres of them to launch at your encircled foes. On the defensive side of things, you can make a wall to take hits for a second or two, or shroud yourself in bolts of Nothingness to damage your attackers. By infusing yourself with Nothingness you can pull off some other tricks, such as flying or teleporting by fading into nothingness and reforming a short distance away. It's hard, but you could even briefly be in two places at once (within about a hundred meters) in order to do one or two preselected combination attacks alongside yourself, with any abilities with costs drained from your pools and resources and damage done to either 'you' being done to both. Another difficult trick is infusing buildings or other large objects with Nothingness over time so that, should you face a sufficient threat, you can tear them from their foundations and throw them at enemies as if you had telekinesis. Performing this pseudo-telekinesis on items also takes time, but is overall far less exhausting than doing so to larger objects.

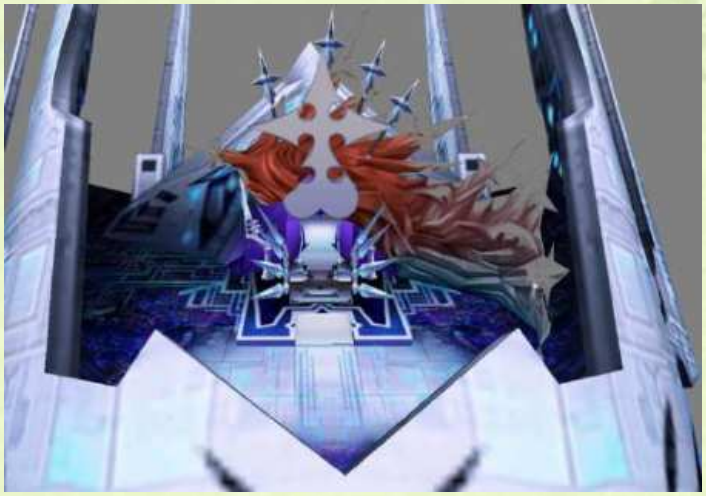
A Persisting Emptiness (100CP, Discount Nobody): So long as you can summon Nobodies you can now bind some of them to an area or object which, once entered or interacted with, will spawn those Nobodies to fight the interlopers. They won't attack you or your friends unless you want them to, and if an item is moved too far from where it was imbued the binding will fail. Nobodies bound inside vehicles are the exception to this. Binding Nobodies like this doesn't count towards your active limit, instead you can bind up to your active limits worth of Nobodies in up to three places or items.

You Are Nobody (100CP, Free Nobody): Your status as a being that doesn't exist lets you call upon other non-existent beings. The Dusks and Creepers appear upon command, and will attack your foes en masse. Calling upon up to two dozen of these is as easy as breathing, though replacing them continuously will start to drain you rather quickly. Your power will let you bring these monsters into 'existence' even in other worlds, and they will bow to your will like puppets on strings, or extra limbs if you prefer that analogy. Dispelling them, or any from the subsequent perk tree is as easy as willing them away.

- End of Day (200CP, Discount Nobody, Requires You Are Nobody): Most varieties of Nobodies will now heed your summons. Snipers, Assassins, Samurai, Dancers, and Gamblers take only a few moments to bring forth and only take little effort. Half a dozen can be brought forth at a time.
- Empty Hearts (100CP, Discount Nobody, Requires End of Day): Dragoons, spear wielding warriors with a deadly leap attack. Berserkers, extremely durable soldiers whose hammers deal immense damage. Sorcerers, floating magicians with conjured cubes that can repel attacks before zooming in to attack. These three breeds of Nobodies are the elites of the Nobodies, and will each put up a challenge by themselves. You can use two or three at a time, but it's much more difficult to do so than your lesser summons. Replacing them more once every ten to twenty minutes would be very draining. Providing them with Dusks and Creepers as backup is a breeze, but using them alongside more powerful Nobodies will be a quite noticeable drain.

- The Summons That Never Were (200CP, Discount Nobody, Requires Empty Hearts): Swift and deadly, capable of wreaking devastation across the landscape, Twilight Thorn, Spectre, and even the mighty Angel of Death are yours to command. Only a single such monster will answer your call at a time, and it will be a significant effort to call upon them, but the damage they can deal makes it worthwhile.
- Fortress of Nothingness (200CP, Discount Nobody, Requires The Summons That Never Were): Mini-Cruisers and Cruisers are enormous Nobody ship forms, the former are about the size of a house; six legged flying platforms housing four watchtowers, twin spikes on the front, and surprisingly manoeuvrable, the latter are hanger sized horizontal towers with cylinders running along the four longest edges ending in giant forward facing spikes. Both are able to take a substantial amount of damage, and deal out damage with their ramming attacks. You can call upon a dozen Mini-Cruisers and half a dozen Cruisers at once. You can summon these behemoths in space in other Jumps, or the space between worlds in this Jump, and as a bonus you can also call upon the lesser Nobody Ships such as Speeders, Gatling Ships and Spiders in similar quantities. They don't last long in atmospheres though, so don't try calling upon them planet-side.

- World of Nothingness (500, Discount Nobody, Requires The Summons That Never Were): Part city, part castle, part dragon, this monstrous Nobody can be called forth with an exhausting effort, but will then lay waste to huge swathes of almost any battlefield. Throwing lasers and buildings at your foes, this being is a one monster army. Providing other Nobodies as backup will be a challenge though, as the drain will reach critical levels quickly. You control it by sitting on the throne located in its head, and can direct it with the ease of moving your own limbs.



Each tier of summoning you purchase (not including the ships) lets you call upon more of each lower tier, 1.5 times more in fact (rounded up). This means you with the full purchase you could have up to 122 Dusks active at once, or two nobodies from The Summons That Never Were. This does dig into your total pool, so you can't have 122 Dusks *and* the World of Nothingness out at the same time.



Items [I]

You've now reached my humble little shop. I've got good news for you! I sometimes give out freebies to people I think deserve them, and lucky you I think you are one such person. Here, five Munny Orbs. The two little ones are 50's, then there are two 100's, and the big one is a 200. You can use them in place of CP for this section only! You can even use one to get one tier of something and use CP on another tier, or use a mix of CP and Munny to buy an item or tier of an item, but you can't use two Munny Orb on the same tier of a single item. Yes, discounts count for this. If there's nothing that catches your attention here… well, that's a shame, but you can take them anyway and use them in the jump as actual Munny. Also, I'm just giving these to you - your purchased or imported companions get one Munny Orb worth 100 if they're a Human, Funny Animal, or Moogle.

(Cutting out the fluff you get items marked free for your background, and can pick two items or tiers marked 50, two marked 100, and one marked 200 also free, or combine it with CP such as using a 50 Munny Orb and 50CP to buy a 100CP item. You can't combine Munny Orbs – no adding the two free 50's to make 100 or anything, but you could get one tier of something with CP/Munny, or as a freebie and then use a second orb on the second tier of it, for example.)

Unless otherwise mentioned all items (except the 100k Munny) will be replaced after just a few days should it be destroyed or lost.

Nomura Brand Outfit (Free, 50CP for extra purchases): You get a set of clothes straight out of the mind of Tetsuya Nomura, with all the zippers and bangles and odds and ends that entails. These clothes are somehow completely functional and don't get caught on things, despite their impractical visual appearance. They're also extremely comfortable and repair fast enough you probably won't notice them being damaged in the first place. You get one outfit free and can purchase more for 50CP each. They'll reappear in your wardrobe or warehouse if lost or somehow destroyed, and are clean and freshly pressed each morning, even if you wore them to sleep or were on the go all night.

Paopu Fruit Seeds (50CP, Free Wielder): The seeds in this bag will grow into trees that produces a bright yellow star shaped fruit. It's really juicy, delicious sweet treat to share with those close to you. In fact, it's said that if two people share one their destinies become intertwined. But that's just a rumour ...right? As a bonus, when grown near a ledge or overhang the trees will form a nice level resting place mid part way up it that is surprisingly comfortable. Trees grown in other spots will grow mostly vertically, they may have a bit of a jaunty lean to them.

Note: Yes, it is just a rumour, but they are tasty and in this world (and this jump only) you may notice coincidences piling up should you share one with someone.

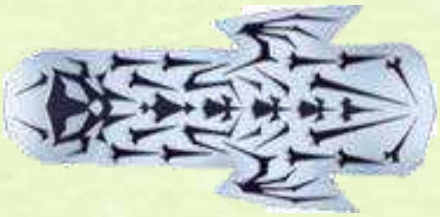
Emblem Sticker Pad (50CP, Free Heartless): Like the Emblem Heartless you have a symbol that's recognizably yours, and now you have a pad of stickers with your symbol on it. Each sticker can be stylized in some way if you want it to, otherwise it'll just be a perfect replication of your symbol. The pad never seems to get any shorter, and if you change your logo you just need to draw or print it on an empty sticker page and it'll carry over to the new stickers. The pad is about ten centimetres each side, and will have stickers in the sizes you choose up to the full page on each new page. The stickers are pretty hard to get off too.

Unlimited Sea Salt Ice Cream (50CP, Free Nobody): Exactly what it says on the tin, title, whatever. You now have a bottomless icebox of high quality sea salt ice cream. Made from the best ingredients Munny can buy, this delicious treat is always refreshing and cold. You'll never be sad for long with these fantastic frozen foods. Come on, have a taste! You know you want to.

Moogle Badge (50CP, Free Moogle): While wearing this badge you'll find yourself a little sturdier, and your magic's a little more potent and plentiful. It can stick to surfaces even though it has no pin, and the wearer can take it off at any time just by trying to do so. If worn on skin, scales, fur etc. it will come off easily without taking anything with it.

Cool Skateboard (50CP, Free Local Hero): Need to get around town quickly? That's easy! Here, take this to cruise around the block in style. This cool blue* skateboard is ridiculously fast, gains excellent air and tends to defy laws of physics with its snap on grind rail action. Although it reappears in the warehouse after being lost or broken you also tend to find it any time you go looking for a skateboard, usually sitting in an out of the way area close at hand.





* Need not be cool blue, and may in fact be any colour and even have a stencil design of your choice on it. It also has neat little wing-like fins, and just for you I'll let you choose the shape these little fins take, angelic, demonic, some other style of wings you've seen on your travels...

Deck of Cards (50CP): Why on earth would you pay fifty choice points for a deck of cards? Well, it's because this magically updating deck is made for a custom card game based on you, your friends, and your enemies. Split the deck face down and give a pile to each player. As you draw cards you'll find that they have people, powers, events, and items from your adventures on them. There are a few games to play with this, such as fighting each other, or against endless hordes of Heartless and Nobody cards, and everyone instinctively knows the rules. You'll automatically draw and deal the right cards for whichever game you're playing, and cheating will require more than just sleight of hand. Guaranteed to be fun for up to nine players at a time!

Potions (50CP, Free Drop-In): This small pouch contains, and perfectly protects, five glass bottles filled with glowing green liquid that will heal wounds when used. Each potion heals a sizeable chunk of your health but only cares about injuries and associated physical damage. In addition to being drunk these potions can be thrown in the air and will disappear, raining healing magic down on the target so long as they're within one hundred meters of the user. The bag restores potions a day after being used and summons back unused potions about a minute after they leave your hand, just in case you fumbled it or something.



- Mega-Potion (100CP, Requires Potion, Discount Drop-In): Healing one person at a time is all well and good, but you've got friends and allies fighting alongside you, don't you? What if you're all hurt? You don't have time to throw potions for each of them. Worry no more, for your five potion pouch has just had its contents replaced with five Mega-Potions. Each Mega-Potion can restore up to twenty people at once to fighting form, again only restoring damage taken from wounds and injuries. If there's more than twenty allies around you as you throw it, you can either choose to heal the most injured first or specific people at your discretion. There is a little trade-off unfortunately, as they take an extra day longer to respawn in the pouch, though they still reappear after a minute if you dropped it or something.





Ethers (50CP, Free Magician): Do you find yourself with a surplus of enemies that need magical death rained down upon them, and not enough MP to give them all a spell of their own? Well now you can provide each enemy with the love and care they deserve with this protective pouch of five ethers! Each one of these glowing blue jelly-like cubes will greatly restore the MP of you or whoever you focus upon, allowing you to dispense the magical devastation upon your foes that they so richly deserve. Just throw it in the air and watch as it disappears and a blue burst of magic flows into the target from above. Each ether will be replaced a day after use or reappear in the pouch a minute after leaving your hand so no worries about dropping one down the drain or something.

- Mega-Ether (100CP, Requires Ether, Discount Magician): Does your team of magicians find themselves running low on the MP needed to wipe your foes of the face of whatever world you're currently fighting on? Guess what? You can now fully replenish the MP of up to twenty people at once, either filling up the emptiest magical tanks first or restoring the magical points of those you choose at the moment you use it. As with Mega-Potions, replacing your Ethers with Mega-Ethers does mean they'll take two days to be replaced, but they come with the same one-minute fumble warranty you've come to expect from these magical glowing octagonal jelly-like items.





Elixir (100CP): Isn't your arm getting sore throwing all those potions and ethers around? Don't you wish you could restore both the MP and HP of a target with a single item? Well now you can, with these Elixirs! For only One-Hundred Choice Points you can get a set of three, you read that right three whole elixirs in their very own carry-pouch that'll keep them from breaking or shattering! The pouch will also replace any used Elixirs after only forty-eight hours, that's right; a new elixir only two days after using one! Order now and they'll also come with a fumble guarantee that'll transport them back into your pouch a minute after leaving your grasp!

- Megalixirs (200CP, Requires Elixir): Hey, kid. Wanna buy some, Megalixirs? You give me an extra two hundred of your Choice Points and I'll replace those Elixirs you've got with these bigger, fancier Megalixirs. Look at them, instead of the crystals on a normal Elixir these have a dome with a crown on it! Ain't that just the best? What do they do? They restore all the HP and MP of up to twenty people of course within about a hundred meters, and what's more you can choose to have 'em work based on who is more injured, who's got the least MP, or just pick and choose who gets worked over by the magical energies that'll pour down on 'em after you throw this in the air to make it disappear. These awesome items will even teleport straight back into that pouch you've got if you leave it alone for a minute, or two days after you use it. You won't find this sorta deal in a store that's for sure.



100,000 Munny (100CP, first 5 purchases free Merchant, Discount Local Hero): When you start the jump you'll find you have some cash in a nice little pouch to help you out in this setting. Can be purchased multiple times. Doesn't restock but any leftover Munny, from here or the Jump, can be converted into the currencies used in other settings at a fairly good conversion rate - but once it's changed once it's changed for good.



Black Coat (100CP, Free Drop-in): A hooded black long coat with a huge zipper down the length of it. Strangely this unassuming coat is completely immune to the effects of darkness and corruption, allowing the wearer to travel through normally inhospitable areas with a good deal more protection than they might otherwise have had. Inexplicably hides your features under the hoods shadow unless particularly inhuman (long tails, large wings, enormous snouts, giant demon horns, etc). Do note that while the coat is completely immune it won't have any effect on corruption that gets past it somehow. Comes with free black gloves, pants, undershirt and shoes (normal shoes or almost knee high boots, your choice) that provide the same protection while worn under the coat, but aren't needed to gain the protection. If you want this can be your Nomura Brand Clothes.

Jiminy's Journal (100CP, Discount Wielder): At will you can call forth a spiral bound journal that contains a record of your adventures, the people you've met, the things you've seen, and the monsters you've fought. It even has pictures that can emit a small 3d hologram of what it's representing, or open to a pop-up book representation of an entire scene with a few moving pieces. The journal never seems to get bigger or heavier, even as your adventures pile up, and you can will it to flip to any specific page at any time. The journal updates every time you summon it, and is in good condition each time. You can have it magically appear or disappear in a flash of light, or pull it out of or hide it in any space big enough to hold it in order to get it or vanish it. You can tear out pages and they'll be replaced the next time you summon it. Talking morality cricket not included.



Note: Should you lose your memories due to a drawback in this jump the journal will be empty until you form new memories or recover your old ones. Drawbacks in other jumps will function as normal.

- Re:Coding (100CP): This strange computer with its multiple readouts and large glass dome is set up in your warehouse and can do something very impressive. It can scan your Journal, and only this journal, and generate something called a datascape. This is a virtual world modelled on your adventures recorded in the journal, and can be used to view entire sections of your past. Unfortunately, it isn't working correctly right now - the data is corrupted and you'll have to walk your digital self through a distorted and (thankfully) abbreviated account of your time since becoming the Jumper. Fortunately, you don't have to worry about anything getting out of the journal - there's no data-real world conversion matrix in this thing.

Tent (100CP): A comfortable four-person tent. Anyone who sleeps in or near this tent will find themselves fully healed by morning. Note that fully healed if you've just lost a limb will mean the nub healing over, unless you have something that causes you to naturally regenerate missing limbs. Although possessing a subtle effect that wards off hostiles you can still be located here, and the healing effect is interrupted if someone is attacked in or near the tent. If this happens you'll have to set the tent up elsewhere to restore the healing effect.

- Camping Set (100CP, Requires Tent): A portable stove, water purifier, and bug zapper. When these items are set up around the Tent you'll find it's passive healing runs even when you're not asleep, dulling pain and causing scars and similar marks to heal completely. Drinking the water will also restore some of your magical energies such as MP. The water only possesses this quality while near the camp, but the purifier is able to 'purify' any liquid into this refreshing water.

- Cottage (200CP, Requires Camping Set): The Tent and Camping Set are replaced with what looks like a model house. When placed on flat ground it will expand to form a four-bedroom cottage complete with kitchen, bathroom, and a water purifier. Simply being in the cottage will cause you to heal from even serious injuries at a visible rate. If you lived in it for a few weeks you could even regrow lost limbs! The purifier is also improved, able to restore all of your MP, and large amounts of other magical energies with a single glass. As with the Camping Set this water only restores magic while in or around the cottage, otherwise it's simply incredibly pure water. Unlike the Camping Set however it can purify water out of nowhere, letting you refill your magic even in a dessert. Possessing a stronger aversion field than the Tent, you can still be found by particularly persistent pursuers, the Cottage will need to be redeployed should violence occur in or immediately around it to resume its healing effects. To collapse it just close the front door with no-one in it and ring the bell to turn it back into its miniature form. Anything you leave inside will appear on the ground where the cottage was set up once its reverted to it's smaller form.



Munny Pouch (100CP, Free Moogle): This bag transforms all cash placed into it into Munny. Munny is a multi-versal currency and can change into almost any currency simply by exposing it to local money. It transforms based on the local value of funds, so a world in which a dollar gets you a loaf of bread may get you one Munny, which may later turn into one gold coin that could be used to buy a loaf of bread in a fantasy world that pays for loaves of bread with gold pieces. In essence this just means your buying power remains the same, you can simply convert your funds into the local monetary system. Do note that this won't help in worlds that don't use normal currency such as service based trades or similar systems.

Drive Clothes (100CP, Discount Wielder): These clothes, in a rather unusual many belted style, allow you to access powerful forms. These clothes are a step up from Sora's in that they do not require a companion to power the forms. You may freely import a set of clothes you already have as your Drive clothes if you wish, or one of the outfits you buy here (including your free outfit, if you want to use that). Your Drive Clothes will adjust to fit any form you take, but only while you are wearing them. Drive Clothes come with Anti-Form and either Wisdom or Valor form for free. Each form takes only a little effort to activate, but staying in them for more than a few minutes will take ridiculous amount of practice, and simply can't last more than half an hour even with centuries of experience.

- Valor Form (100CP, Discount Wielder, or Free Choice): By focusing all power on physical might Valor form provides a powerful boost to your strength and durability, as well as attack speed. Your clothes become predominately red and you can run faster and jump higher. The main benefit though is to your skill - your melee capabilities go through the roof! This is enough of a boost that a home taught swordsman could spin a sword around one finger in the middle of a dual wielding attack combo, on someone who already knows what they're doing this level of skill is the stuff of legends. This form has a 15-minute cooldown, but with a few decades training you might be able to cut it down to 5 minutes.





- Wisdom Form (100CP, Discount Wielder, or Free Choice): By focusing all power on magical might Wisdom form provides a powerful boost to the damage of your magical attacks, the speed at which you cast spells, and your mana recovery rate. The real damage dealer comes when you cast a spell a few times in a row - the final spell will be a combo finisher, which boosts the scale of the spell considerably. One bolt may become three, and a ring of fire becomes a wall. Your clothes become predominately blue and you can magically slide above the ground and fire rapid, though not particularly strong, bolts of magic. 15 minutes after exiting this form you'll be able to use it again, although as the decades roll on your efforts with Wisdom form may reduce this to a mere 5 minutes.



- Master Form (200CP, requires Valor Form and Wisdom Form): Tapping into your potential, Master Form provides a powerful boost to the damage of your melee attacks, as well as attack speed. It also increases the scale and power of your spells by a significant amount, and provides exceptional mana regeneration. Your clothes change colour to be predominantly yellow and you can telekinetically wield a weapon in this form, and hover in the air during attack combos. Oh, attack combos? Yeah, just like Valor Form you can do some crazy techniques you couldn't normally pull off - in this case you'll find it very easy to lift multiple enemies into the air with your attacks and keep them there while you wail on them. It'll be a full half hour before you can enter this form again after it wears off, but hey, given a few decades hard work I'm sure you'll be able to do it in a third of that time.

- Final Form (200CP, Requires Valor Form, Wisdom Form, and Master Form): The cumulation of your physical valor, magical wisdom, and skilful mastery this form brings out some truly impressive power. Able to telekinetically dual wield weapons with finesse and ferocity you can tear across battlefields without ever touching the ground - literally since you'll be hovering around like a madman, or gliding through the air weapons wheeling to take down your enemies. Whether hovering, gliding, or attacking, you'll find yourself moving a fair bit faster, as if the skill and strength boosts weren't enough already. Your physical prowess is matched by your magical might - spells cast in this Form are far larger in scope and you'll recover your magical energies much faster than normal. Your outfit will be done up in black and white with your choice of pattern on it, flames by default. You can enter Final Form again about an hour after exiting it, though in time you may bring this down to about twenty minutes.





- Anti-Form (Free): A risky form that provides a blazingly fast boost to your speed and attack speed, at the cost of physical vulnerability. You can move like an animal, darting about on all fours and pouncing on your prey, even gliding through the air in chaotic arcs, but cannot heal, use weapons, or cast spells until the form ends. Entering Anti-Form again within ten minutes of it fading will exacerbate the negative effects, making you take massive damage from the slightest hits, but it also increases your speed by a slight though noticeable amount; a risky trade off. Unlike the other forms Anti-Form doesn't just change the highlights on your outfit - you and your clothes will be swathed in Darkness, your eyes will glow yellow, and wisps of Darkness will trail from your extremities.

Ribbon (200CP): After tying this ribbon on to your clothes, into your hair, or around an arm or other extremity it will extend its protection to you, making you a bit sturdier and granting a fair amount of resistance to all elements. It comes in the colour of your choice and is always just long enough to tie around a limb, when you're not trying to tie it to yourself it's about thirty centimetres long.



Heart Extraction Device (200CP): This blue hospital bed is rather close to the ground, probably so the accompanying machinery can be properly set up overhead. When activated the machine can ‘catch’ the patient's Heart as they die, allowing you to store it in one of the three accompanying Heart Storage Devices. These large tubes filled with a bubbling blue liquid are one of the few ways to properly contain a Heart, so be careful with them; if broken or lost they’ll only be replaced at the start of a jump. The scanners and extraction equipment are quite modifiable, so you could fit some of your own test equipment in with relative ease. What you do with the Hearts once you’ve extracted them is on your hands.

Bag of Pixie Dust (300CP, Discount Magician): Second star to the right, and straight on till morning! This tiny bag of shining, shimmering, splendour refills in the light of the moon and contains enough pixie dust for about five pinches. Each pinch grants the magical ability of flight to the person it’s sprinkled on, and works so long as they can think of a wonderful thought! Any happy little thought will do, and the subsequent flight lets you soar around at about the same speed you can run.



Thank You Come Again, Kupo! (300CP, Discount Moogle): An enterprising Moogle shopkeeper has somehow set up a holographic shop in your warehouse. If you have the Munny you can buy simple items like potions, ethers, and a few common crafting items from him in bulk. He also has a rotating stock of uncommon items, like Hi-Potions and Elixirs for sale, along with a handful of harder to get crafting items at fairly high prices and low quantities. On occasion he’ll even have rare things like high powered ribbons or Megalixir’s, if you have a small fortune on hand to buy one of only a few crafting ingredients or party MP/HP restoration items that is. Sometimes though - so rarely it may only happen a few times in an entire jump - you’ll get lucky and find that he has something really rare, maybe he’ll have Orichalcum+ available, or a similarly rare or hard to get ingredient, for an appropriately exorbitant amount of funds of course.

Holographic Jumper (300CP, Discount Merchant, Discount Moogle, Free Merchant Moogle): The blueprints for small floating disks from which emerges a hologram of yourself. These holograms have a special connection to you, and do exactly what you would do in a situation, though it can only perform actions relating to the sale of goods and services, which it can perform admirably. You have a subconscious awareness of them at all times, and can authorise them to sell things that belong to you, even things currently in pocket dimensions such as the warehouse. Should the need arise you can focus your attention on a particular holographic store in order to talk to customers through the hologram. You are aware of any sales made through this, whether that be items or services you're contracted to provide. As a nifty little bonus you have an internal list of your current inventory - that is to say things you can sell - and services you can provide, as well as a rough list of average market values for such things. You can make extra lists that will be the items or services offered through individual stores, or that are offered at groups of stores. Since they can only send money - and Munny - back to you some businesses such as computer or automobile repair will require more investment on the store side of things than just this holographic disk. People also won't think the discs are unusual.

Wayfinder (300CP, Discount Local Hero): This woven band has only a single (thing) on it; a yellow shell that looks a lot like a Paopu fruit. Should you add a small token to it, something symbolic or with sentimental value it'll activate a pair of special effects. Firstly, you and the person who gave you the trinket will benefit from a minor form of fate/destiny/plot protection, this won't save either of you from death but if you're both still alive, and one of you goes looking for the other, you're almost guaranteed to find them eventually - no matter the obstacles in your way. Secondly, the bearer of the Wayfinder, and all those with trinkets on it, will benefit from a fair bit of good luck in their day to day lives. They're a bit more than 50% likely to call the right head on a coin flip (unless against another lucky person of course), find things they've lost with considerably less looking, often have a bit more change on hand than they thought they did, and other such minor boons.

Portable Synthesizer (300CP, Discount Merchant): Every traveling merchant worth their salt must at least be able to have something to scrounge up materials for quality products. And with that came the revolutionary portable Synthesizer. It allows you to create items (and even weapons) from materials gathered. Even vague conceptual ones like crystallized victory, or liquid despair, so long as you know how to handle them.

Ansem Reports (300CP): You gain a complete chronicle of Ansem the Wise' (and Seeker of Darkness') research papers. Lots of fancy diagrams and notes on how hearts work in this setting. Weirdly enough, from what you could decipher it has a striking similarity to how souls work in other settings.

- Xehanort Log (300CP): For an extra 300CP you gain access to Xehanort's research notes. This it isn't nearly as focused on heart/soul anatomy as the Reports. It does however go into detail about the history of the Keyblade war, the lost masters, Kingdom Hearts, and theories on how to unlock it. Not exactly accurate since it was written by an amoral scientist but useful on gaining insight on this world and its more hidden dangers.

Gummi Ship (300CP, Free Merchant, Discount Drop-in): Well lucky YOU! Gummi ships are space ships composed of a mysterious material called Gummies, highly malleable and tough stuff. It's resistant to spatial distortions, corrupting influences, and darkness based effects. In this jump it's easily found around the universe but is unique to this setting alone. First you'll gain a basic gummi ship balanced in all stats and large enough to contain you and 8 of your companions. Secondly you gain a shipyard that houses your vessel. Finally, while due to this jumps unusual cosmology you can only travel between worlds through special corridors or other such paths, post jump you'll get a unique engine upgrade that lets you fly through space at faster than light speeds, going along 'paths' between the two closest systems (and at least one 'new' one) in only a few hours. Going between planets in the same system will normally take about half an hour. The Warp Gummi will also function in other jumps, letting you return to worlds your Gummi ship has visited in the jump before, including previous jumps connected to the current one such as via a continuity drawback. Post Spark it will be able to reach any world you've taken it to before. You can transfer navigation data between Gummi ships in the Gummi Shipyard.



Gummi Shipyard (Free with Gummi Ship): One of the most impressive things about Gummi ships is their flexibility - due to the nature of Gummi blocks you could make a ship that is almost literally a flying block of armour with some guns on the front and it would be just as capable a fighter as a sleek and carefully designed space combat vehicle. Designing and constructing these ships takes place here, in the Gummi Shipyard. Run by Chip and Dale, who will put together the ships you design, this bay will attach to your warehouse once the jump is over, but will be located in the indeterminate space between worlds during the jump. It also comes with hangers for up to a dozen Gummi Ships. As a bonus once you move on to the next jump the shipyards launch bay will lead to an ever escalating challenge route. This is a simple space lane that becomes harder and harder as you go, up to and including boss battles against super tough ships, until you eventually are defeated or quit. It is good for testing out new Gummi ships as well as collecting new Gummi blocks, including a chance to get some rare ones once you get fairly far in. For convenience not only does all ammo used get replaced and damage taken within the challenge route disappear upon either losing or quitting, there are checkpoints every ten or so minutes letting you try particular parts of it again, useful for either trying to farm rare parts or testing new ship designs. Getting your ships in future jumps is as easy as calling for Chip and Dale to deliver it to you and they'll warp it in nearby. Only one Gummi Shipyard per Jumper - if a Companion gets it you can't get it too, and vice versa, though you can store a dozen extra Gummi Ships for each person who gets the Gummi Ship item beyond the first.



Training Weapons [T]

The Wooden Sword, Skipping Rope, Blitz Balls, Red Staff, and Struggle Bat don't actually cause injuries, instead wearing away at the target doing a sort of generic video game damage that will eventually cause them to collapse. 'Damage' done this way does hurt, it just doesn't leave wounds. The first price listed purchases this version. The second gets you the training version *and* a real version that can do actual damage. All versions of these items are very, very durable. I'll even give you an extra 100 Munny Orb to use just here.

Wooden Sword (50CP/100CP): This simple wooden sword isn't sharp, and won't do much damage, but that doesn't make it worthless. Training with this sword will make you gain in strength and skill at an exceptional rate. Although it does work if you're just going through the motions you won't see much improvement unless you have a sparring partner. As an added bonus those you train with will find their physical form and skill increases a bit faster just by training with you, though not quite as much as that of the person actually using this sword.

Skipping Rope (50CP/100CP): This plain skipping rope has a surprising amount of force behind its swings, and can be used to deflect some projectiles and physical attacks. You won't be stopping giants with this, or anything that can direct itself past the rope, or even elemental attacks, but unless the bullets coming at you have aim-correction you'll be safe under this whirling rope… Until you try to swing it for more than ten seconds at a time, at which point it'll almost certainly get tangled up. Using this to actually skip will help you build your endurance at a staggering pace, and also help you jump higher and further, given time.

Blitz Balls (50CP/100CP): An endless supply of nearly invincible blue and white striped rubber balls that you can pull out of anywhere a stage magician could pull an egg or a coin, and disappear a few seconds after you last touched them. Due to their durability they can do more damage the stronger your throwing arm is, and repeatedly throwing these will help increase your throwing power and aim by a considerable amount in a rather short period of time.

Red Staff (50CP/100CP): A rather plain wooden staff, painted red so you know it's fast. Well, it's an inanimate object, so it's more that you're fast, or you will be once you've trained with this for a bit since it'll drastically increase the rate at which your agility increases. You'll flip and spin around your opponents in no time! The staff itself can also be used to deliver rapid-fire attacks, striking multiple times in the time it would have taken to do a single attack with a similar staff.



Weapons [We]

You'll need a weapon if you want to survive in these troubling times. I'll give you one last Munny Orb to get yourself a basic weapon, or upgrade one you already have I guess. Here you go, 100 Munny. I hope it'll be enough.

Summoned Weapon (100CP): It may not be a Keyblade but you can summon and dismiss this sword, or shield, or spear, or other such weapon as if it was. You can have this be any mundane weapon you want, or even be an imported weapon you already possess. Ease of access isn't the only benefit you get though; while dismissed this weapon will quickly recover damage even from the point of total destruction, and also replenish its stores of simple types of ammunition over time. In combat you'll find it's a bit more durable than it otherwise would have been, and it does a fair bit more damage too.





Struggle Bats (100CP): This plastic and foam weapon comes as a set of three; a 'Sword' that's really more of a baton, a 'Hammer' that better resembles a folded umbrella with a large cross guard, and a 'Wand' that's really just a long handle with some star-shaped foam on the end. The Sword has some good power behind it, the Hammer is excellent for blocking, and the Wand excels at targeted strikes. Each one can grow a bit as you swing it, the foam expanding two to three times its size the faster you swing it. This size translates directly into the force delivered into the target, sending them flying far further than even a real weapon should for the amount of energy in each swing. There's a reason you get three though, and that's because you can use them to initiate a Struggle! Hand one to an opponent and the two of you can go to town on each other for a minute, competing to see who can get the most Struggle Orbs. Each person starts with one hundred, and hitting your opponent with your Struggle Bat will knock some of these Orbs loose, so you can run up and claim them for yourself. No actual damage is done during a Struggle, though you'll certainly feel the burn if you get defeated.





Dream Sword (100CP): A supernaturally sharp sword that appears in and vanishes from your hand at will, this blade can be wielded during dreams, hallucinations, and even in virtual worlds, even when you normally couldn't use such things. The flat of the blade can deflect magical projectiles, though it'll take some serious skill to aim them at anything. While wielding it you'll also find your strength increasing as your health decreases, with a rather sizable extra boost when you're in a critical condition.

Dream Rod (100CP): A green stave with a blue gem shaped like the Mickey Mouse symbol decorating the end, this staff can be summoned and dismissed from your hand with a thought, and can be called upon during unreal circumstances such as in dreams or virtual realities. Hitting magical projectiles with it works surprisingly well, though it'll take some practice before you can reliably aim them. This staff also boosts the damage of magical 'finishing moves', letting you cast a spell several times in a row with the final attack does extra damage.





Dream Shield (100CP): This red and black shield is emblazoned with the Mickey Mouse symbol. It will appear in, and disappear from, your hand when you will it - even in virtual worlds, dreams and the like - and can deflect magical projectiles back at the targets fairly reliably with little skill needed by the wielder. It also reinforces its user, causing them to take significantly less damage for the first hit they take while at full health, and makes them sturdy enough that they can carry through on their attacks and combo chains even when hit by attacks that should interrupt them, though they can still be pushed away by knockback attacks.



Save the Queen (200CP, Discount Magician): The epitome of magical foci, there are none save possibly the Keyblades that can compare in all of the world's. Spellcasting with this ornate and extremely durable staff results in significantly more powerful magic's, doing more damage or simply being more intense or enduring. A unique ability of this winged staff is to restore a defeated (though not dead) ally to almost full form in an instant, something it can do several times during the one battle.

- Save the Queen+ (200CP, Requires Save the Queen): Improving this staff was hard, but the results are certainly worth it; mana recovery is almost doubled while wielding this weapon, and any damage taken restores a proportional amount of MP. With these increases to MP recovery the wielder of Save the Queen+ will be able to unleash a veritable flood of spells. As an upgraded form of Save the Queen it still possesses all of its previous abilities.



Save the King (200CP, Discount Local Hero): The best shield known to this reality, this fancy bulwark holds against even the fiercest of blows. All but indestructible, whoever raises this shield in defence will find themselves getting better results from recovery items; things that restore health or magic or similar effects. It's not all about defence though, sometimes the best defence is a good offence, and Save the King doesn't fall short on the attack. Hitting someone will not only do damage, it'll push them back a bit, unless they significantly out mass the wielder at least.

- Save the King+ (200CP, Requires Save the King): Refining the already formidable shield is an incredibly hard accomplishment, and such effort is rewarded by a full fifty percent less damage taken if they wielder is in a critical condition. They will also find themselves recovering their choice of mana or physical energy in proportion to the damage they take, with more damage corresponding to more MP or energy restored. As an upgraded form of Save the King it still possesses all of its previous abilities.

Soul Eater (300CP): An unusual sword with an unusual shape. This blade takes the form of a demonic wing with a viciously sharp dew-claw, and a living eye in the hilt. A formidable weapon even at its weakest, when bathed in Darkness the Soul Eater does more damage, and actively seeks out the targets more vulnerable areas. When the wielder is in a critical state they'll find Soul Eater's thirst grows, dealing even more damage and hitting weak spots with greater ease.



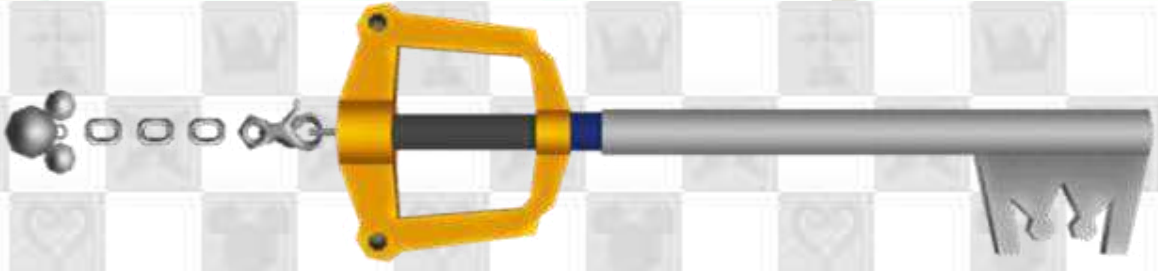
Keyblade (600CP, Free Wielder): The day you will open the door is both far off and very near. The closer you get to light, the greater your shadow becomes. But don't be afraid. And don't forget… You hold the mightiest weapon of all. So don't forget. You are the one who will open the door. You are one of the few chosen to wield one of the legendary Keyblades, a fanciful weapon capable of cutting regardless of its apparent suitability as a weapon, and possessing many unique powers. Keyblades can open most mundane locks, and a good deal of magical locks too. They also act as a magical focus in place of other such items, and can boost the power of spells cast with it - some are better at this than others however. A Keyblade can be summoned into your empty hands with a flash of light, or can be called upon to temporarily replace the weapon you're holding, which returns to your hands when you dismiss the Keyblade. Your Keyblade may even have the potential to transform, but it would require intense study under a master who knows how to accomplish it; you won't be learning how to do so on your own. Once you've trained with your Keyblade you'll be able to pull off some crazy moves like Sonic Raid, or maybe even your own version of Ars Arcanum.

Take the drawback "They Come" for 0CP.

You can customise your Keyblade in the Keyblade Customization section of the Kingdom Hearts Supplement.

Extra Keychain (100CP Each): You can get another Keychain for your Keyblade/s. Comes with 7KP for just this Keychain.

Where Are My Keys? (50CP Each): Should you find you don't have quite enough Key Points to make the Keychains you want; you can buy more for 50CP per 1 extra Key Point.



Companions [C]



Trinity (Free): It's dangerous to go alone, take these friends with you! Or maybe you already have friends, and want them to come along? That's fine too, you won't even have to pay for it. As the name suggests you can get up to two free Companions, or Companion Imports, each one getting 600CP to spend on perks and items and a free background. They can be Wielders for Free, but don't get the Free Keyblade; they'll have to fork over 300CP if they want one. Each companion also gets one 200CP and one 300CP perk (ignoring discounts for this) from their background free, and a 100 Munny Orb in addition to their normal freebies. These companions can be Human, Funny Animal, or Moogle for free. They can be a Heartless or Nobody for free, but they must take the mandatory drawbacks for no CP, and do not get the extra 200CP and 300CP free perks or 100 Munny Orb other backgrounds get, only the 600CP to spend.

My Friends By My Side (100 or 200 or 300CP): Just as there are Thirteen Darkness's there are Seven Lights. Subtract one from the other and you find six more Companions to fight alongside you… if you pay for them, of course. Each purchase of this nets you up to two extra Companions, with the same rules as those made or imported with Trinity. This means you have a total of four for 100CP, six for 200CP, or a full eight for 300CP.

Paopu Fruit Delight (300CP): According to legend, if two people share this star shaped fruit their destinies become intertwined. They'll be part of each other's lives, no matter what. Unlike the item you can buy, this fruit most certainly will do as advertised, allowing you to take one person from this jump as a Companion. All that is required is that they willingly, and without mind control, excessive compulsion, force, or coercion, eat one half of it while you eat the other. Do note that only the fruit you buy here can do this, and only in this jump; copies will just be a fruit, and it'll be reduced to this as well the second the jump ends.



Drawbacks (Limit of +1200CP) [DB]

If you want some extra CP, here's the place to get it. You can get up to 1,200CP total from drawbacks ranging from the annoying to the genuinely life threatening.

Memories (+0CP): Should any other Kingdom Hearts Jumps be made you can take this to link your time there to your time here. Do note that unless you specifically attempt to stop something in those jumps things will somehow find a way to set things up as close to canon as possible. For example, taking Sora, Riku, or Kairi with you in Birth By Sleep will have another child will take their place, unless you intended to remove their position from the story.

Old Friends and Familiar Faces (+0CP): The people you met in Disney Princess may now recognise you - the important word there is 'may'. You can choose, on a case by case basis, just how much carryover there is, anything from full memories to a half remembered dream is fair game. Do note that should your time in Disney Princess differ greatly from their Kingdom Hearts history they may remember it as a particularly vivid dream that they're almost sure happened, which may lead them to behave oddly when you show up. Unfortunately, you can't pre-emptively redeem villains with this; they're still the Kingdom Hearts version after all.

Deja Vú (+0CP): Apparently there is a Kingdom Hearts manga. Who knew? Things happen a bit differently in there than you may be used to from the games, and if you want you can go to this version instead of the games.

Kupo (+100CP): Moogle or not, you end every sentence - written or spoken, telepathic or otherwise - with the word 'kupo', kupo. It'll get really annoying, kupo. You'll be annoyed, kupo. Your friends will be annoyed, kupo. Your enemies will feel justified in attacking you, and frankly as the years go on others might not blame them, kupo.

Ghost Town (+100CP, Incompatible with SHUT UP): Why is this place so empty? There's not a soul to be found in what should be a bustling city street, or an active market. Not even animals or wildlife are around. Expect there to find maybe 5-6 people wandering around areas that should be populated by hundreds or even thousands of people. Sure this makes finding plot relevant people easy, as there are only a handful of background characters around but all of the people you DO find scarcely say anything. If you crave complex human interaction then you'll have to bring it with you, as you and your companions are the only ones unaffected.

Nomura School of Art and Design (+100CP): My eyes! What is wrong with these people? Whether or not you care about fashion or have the least bit of fashion sense you'll find everything to be garish and extravagant - often painfully so. From zipper belts to randomly coloured brickwork it seems the 'art style' of this jump is designed to irritate you, and it will even if you'd normally be ok with it. If you make the mistake of looking around, and you aren't in combat, there'll always be something that stands out so obnoxiously it draws your eye and yet hurts you to look at.

Paopu Pursuer (+100CP): You had a nice refreshing Paopu Fruit Ice Cream you got from a shady street vendor, and now an incredibly annoying person keeps showing up claiming you're destined to be together. How do they get from world to world? Nobody knows, not even them. How are they able to annoy you every time they show up? Maybe there's a curse involved. How do they survive the dangerous places you go to, and even anything you try to do to them? Maybe it is destiny.

Finding Your Light (+200CP): You're determined to do something, and I respect that, I really do, but shouldn't you try focusing on that, rather than running off hither and yon at the slightest provocation? Any time you try to do something important you'll find yourself off doing side-quests again and again. This won't stop you from going to the bathroom, but a trip to the store will have you chasing the neighbour's dogs around town, and an adventure to save your friends will lead to playing games with the denizens of the Hundred Acre Wood and scouring the depths of a giant whale's stomach for a runaway Dalmatian.

Road to a Hero (+200CP): You act like a shonen protagonist. Done, let's move on. What, you want a better description? Fine. You're headstrong, bombastic, and annoyingly positive. You don't seem to see the obvious traps your enemies lay out for you, and you keep getting surprised when someone obviously evil reveals that they're evil. Your plans are rather simplistic, tend to involve splitting up in areas you should stick together, and staying as a group when you should split up. You'd better be strong enough to survive the stupidity you get yourself into.

Shut Up! (+200CP, Incompatible with Ghost Town): There's no peace, no rest, no… silence. No-one can ever seem to keep their mouths shut. Even what should be considered silence has to be filled with some kind of loud sigh or noise of some kind. This is even worse in battle or traveling the world. The constant talking with terribly annoying voices and repetitive noise making is incredibly irritating and breaks your focus often. Even you seem to be getting in on this constant banter. It might seem fun at first but when you run out of things to talk about and you start going on about the weather and your feelings at that point in time expect to be annoyed regardless of your patience for such things.

Grinding Loot (+200CP): If you want something you're going to have to work for it. Repetitive tasks seem to be all the rage, no one will give you anything for doing something once, oh no, everything from earning Munny to collecting ingredients is now a rather low chance instead of a certainty. You'll have to defeat dozens of enemies to find essences that should have been common, and finding rare items will be a long slog.

Menu System (+300CP): Press Triangle to talk, now scroll down to the dialogue you want to say. Press X. Rinse and repeat. Ooh, a fight, press X to attack, press x, again, again, now scroll down to magic then through your list of spells to cast fireball! You're stuck with a rather limiting way of interacting with the world, fortunately you can make two different favourite lists to get access to your most needed skills, but if you need something not on one of those ten item long lists? Good luck getting through your reams of abilities to find it in battle. Note that moving around while navigating the menu will require extreme focus, and actually jumping or doing any other acrobatics at the same time simply isn't going to happen. No matter how fast you can think you'll have issues with this - don't take it unless you're sure of yourself.

With Friends Like These (+300CP): Your allies are completely useless in fights, often to the point of being a negative asset. They'll charge straight in when they should hold back, they'll waste time trying to sneak around low level enemies, they'll be knocked unconscious at the slightest provocation or jump in front of you to launch their own ineffective attacks, and then still claim they did all the hard work. They all seem to think they're a shonen protagonist, and will often spout inane phrases and sayings as if they're the most important, funniest, or wittiest things ever said. If you don't have companions you'll attract an annoying group of people who'll follow you everywhere, and somehow survive everything the world (and maybe even you) throws at them - up until you need them to survive it that is. You can't leave your companions behind either; they'll follow you loyally up until they see something they can 'help' with.

Plot Bound (+300CP): I hope you like Sora because you'll be stuck to him like glue. Not literally though, that'd just be weird. Stuck to him as if tied together with a piece of string. Essentially you won't be able to leave the area he's in, and although you can get a bit of breathing room here and there - especially notable due to sanitary concerns, sleeping, or during plot based moments where Sora being (almost) alone matters (including some boss fights) and in between games - efforts to actually get away will simply result in spending time in even closer proximity than usual. Also, Sora can't be kept away from the plot, no matter what you do, though you may get a say in where to go every so often. This drawback kicks in pretty quickly, as you'll find yourself drawn to, or otherwise ending up in, Traverse Town around the same time Sora arrives. If you're already on the Destiny Islands you'll have a brief period in which you don't need to stick with Sora, before you're both sucked into the sky and dropped off in an alleyway. One upside, at the end of Chain of Memories, instead of going into a pod you'll be dropped in Twilight Town, memories intact. You cannot alter the plot significantly, even during your moments of freedom, and will always wind up back with Sora when things start up again.

- Of All People (+300CP, requires Plot Bound): Sora is the Chosen One, the one destined to be a hero and save the day. Too bad he's now a clumsy idiot who can't put two and two together to get the same number twice in a row, or block an incredibly telegraphed extremely slow attack at the Keyblade he's already holding. Now this version of Sora is the only one who can save the day, and you have to keep him alive to do it. As if keeping him alive wasn't enough he has serious problems learning anything that he wasn't taught in canon, and no matter how good a teacher you are he'll still have trouble with even that.

Castle Oblivion (+300CP): You seem to have taken a trip through the titular castle, and as such you've forgotten everything, and do you know what that means? You've got to get them back the long way. Easier said than done, as your companions have been scattered across the various worlds here, completely unaware of your predicament, and you can't get into the warehouse till you've recovered at least 50% of your memories. Individual memories may be triggered by similar situations, though there's enough leniency that being attacked by vaguely similar types of Heartless may trigger memories of different enemies from by-gone worlds, and social situations may lead to memories of conversations with people you haven't seen in decades. I hope you don't have any powers that would be dangerous in the hands of someone who doesn't know how to use them...

Summon Gem (+300CP): The world's you've been to are so very far away, and something about the journey here seems to have broken your different builds off into gems that are scattered throughout the worlds of Kingdom Hearts. You'll have to search far and wide to find them, and even then you may have to defeat some powerful Heartless or Nobody that's gotten its grubby mitts on them. Some may have even been found by the White Mushrooms, which will require you to complete repetitive mini-games to get the Summon Gem from them - and benefactor help you if you took Grinding as well. Once you've gotten the gem you can activate it at any time to get the full powers from that build… until you want to use another one that is; you can only activate one at a time, unfortunately. Better hope you can get by on what you buy here. Your Companions also suffer from this, but they don't have to find their old builds, they can simply only access one at a time.

Note: As a kindness due to the long lives of jumpers, if you or a companion lose perfect or improved memory by taking this drawback you will find that any memories that faded due to not having perfect memory for the duration of the jump can be restored to their previous capacity once this drawback has been revoked.

Critical Mode (+400CP): Triple the damage taken, lower max health, enemies spouting new abilities left and right, and to top it all off an annoying sound when your health gets low? Oh yeah, this is a challenge alright. One that you should really reconsider taking up. I mean it, unless you're really, really powerful you'll find you'll be in lethal danger multiple times a year for your entire stay here. Better hope you and your friends are up to the task.

Part of a Whole (+600CP): If you're a Heartless your Nobody is out there somewhere, if you're a Nobody, it's your Heartless you need to worry about. If you're neither Heartless nor Nobody flip a coin, Heads you somehow have a Heartless, Tails you somehow have a Nobody. Whatever the case this being is just as powerful as you, because it is you. It may not have your warehouse but it has some of your most powerful items and commonly used gear, and all your powers, and if you don't defeat it within ten years that's it. Your chain ends and you're on your way home. It'll be coming after you on its own initiative as well, so watch your back.



Mandatory Drawbacks [MD]

These Drawbacks can be taken by others, but are also mandatory for certain options taken within the jump. Heartless and Nobody both have alternate mandatory drawbacks you can take in place of the defaults, but they're a bit nastier than the basic drawbacks.

Empty (+200, Mandatory +0CP Nobody): Your Heart is missing, and it took your emotions with it. No matter how good a show you put on it'll all seem… hollow. For your entire stay here you will be bothered by this emptiness, this hole in your being, but there's nothing that can be done to sooth the ache of your lost feelings. With regular attention you can stop this pain from growing, but if you don't have someone to help you then the interactions and emotions of others will lead to it increasing more and more.

The Namine Treatment (Optional Alternate Mandatory Nobody): Only available to Nobodies, this drawback can be taken in place of Empty, and cannot be taken alongside Castle Oblivion. Rather than losing your emotions you can give up your memories, appearing in your starting location with no indication as to how you got there. Unlike the Castle Oblivion drawback you will not recover your memories as time goes on - they're gone until the end of the jump, at which point you'll get them back as if you'd never lost them.

Hunger (+200CP, Mandatory +0CP Heartless): The instincts of a Heartless aren't that hard to control - they're just like animals, really. Unfortunately, the hunger is another matter. The drive to collect Hearts, to tear into people and claim that most important part of them will be with you for your entire stay here. It is quite possible to control, but you'll often find yourself looking at people like a delectable treat, and if your focus slips you could find yourself losing control. Taking some time away from people to keep temptation away will probably be a big help.

Fear the Realm of Light (Optional Alternate Mandatory Heartless): Only available to Heartless, this drawback can be taken in place of Hunger. You've overcome the base instincts that drive normal Heartless, but at a cost. You've seeped yourself in Darkness for so long that while in the Realm of Light weakens you, making you more vulnerable to Light and light based attacks. Any light based attacks of your own will, unfortunately, be unable to be performed for this jump.

They Come (+300CP, Mandatory +0CP Keyblade): Maybe it is because you're from beyond the local cosmology of worlds, maybe it's because you have a Keyblade, whatever the case you'll be hunted by Heartless pretty much constantly, even if you are a Heartless. Staying in one place for longer than a week will find Heartless showing up even if there weren't any on this world before. There are a few places you'll be safe from them for any real length of time - Disney Castle, some parts of Traverse Town will usually be safe, once it's been restored Radiant Garden will also have a safe zone. You'll also get a brief reprieve once the events of the first game have happened and the barrier between worlds goes back up (if it doesn't happen… well, you'll have bigger things to worry about). If you have a Keyblade you must take this for 0CP. Note: This doesn't affect Heartless summoned by you or your Companions.



Ending [E]

Ten years amongst the Darkness, the worlds of Light, and the myriad of things, people and places in between. Ten long years, or, perhaps, ten short years? However you spent your time here you have one final choice to make, one that can only be made by your Heart.

Oathkeeper: Your Heart yearns for your own world, the lands you came from and the people you left behind. It's time to go back there, after all this time, and see them again.

Heart of Hearts: They say 'Home is where the Heart is', and your Heart is right here so maybe, just maybe, you'd like this to be your Home? You can stay in these vibrant worlds with wonderful and wacky people.

Move On: Your journey isn't over yet. Maybe this was only one more step on the road, maybe your journey has just begun - whatever your situation you decide to move on, to new worlds, and new skies!

All Drawbacks are removed whatever you chose, and the jump draws to a close.

Thinking of you, wherever you are.

We pray for our sorrows to end,

and hope that our hearts will blend.

Now I will step forward to realize this wish.

And who knows:

Starting a new journey may not be so hard

or maybe it has already begun.

There are many worlds,

but they share the same sky -

one sky, one destiny.

Notes [Notes]

The Heartless, Nobody, and Keyblade Customisation sections are in the Kingdom Hearts Supplement.

Keyblades can basically only really open and unlock, well, locks. There are ways to stop a Keyblade from unlocking something; magic can do it, so can physically barring a door or hiding the keyhole. Note that electronic locks can be unlocked if the method to normally open them is there - remote controlled doors will need to opened another way. The Keyblades bought here can lock the Hearts of Worlds, should you find them in this jump - unless Of All People is taken, in which case Sora is the only one that can do it.

Becoming a Keyblade wielder is no easy feat, as you have to have not only come into contact with another wielder, they have to have willingly let you use or touch their Keyblade, possibly with the intent of giving you the potential to use a Keyblade. Note that this only gives you the potential. You'll still need to find one that will put up with you, and they can be quite picky at times. The Keyblades you and your companions can get from this jump won't be able to grant this potential till post chain, but once the chain is over it's almost certain anyone you grant potential to will get one. Also note that Keyblades purchased here will always be loyal to you, regardless of what you do, whereas ones obtained in jump may leave you if you act against their nature.

Due to the uncertain level of intelligence, their method of creation, and several hints to them and what they can do, for now we're saying you can't copy Keyblades. We may rescind this decision based on information revealed in 2.8 or 3. Regardless, post chain you can copy them or even learn to make your own (if you can time travel to go back to the beginning and find out how).

This leads into another thing to remember; without the potential you cannot use a Keyblade. With it you can normally only use one, though in dire times another blade may allow you to use it to protect its wielder if they cannot protect themselves. If you have Synch Gear you can use two blades in other situations, but again - your two Keyblades fill those slots, so other blades will likely leave to return to

their owner or try and find a new master. How that works when there's no-one with the potential is a mystery - maybe they just go for people who fit their ideals.

For the purposes of 'A Heart to Call My Own' if you manage to give a Heart to a Nobody you will 'fix' them, restoring them to their original self. This will take a long time though, so you'll have to start early. Heartless are a lot less likely to be healed with this, but it's a possibility. Also, if you heal one part of a person thusly you can't heal the other.

Outside of very specific story moments, time travel is being restricted. There are a number of reasons for this, but the main one is that the Benefactor would rather you don't erase yourself from time, consider this a minor protection against been erased from time in this jump, at the cost of only being able to time travel in the way the protagonists do in canon.

How it handles 'space' is also interesting. The stars dotting the sky at night? Well in this setting they are other worlds. Once upon a time the worlds were one. Everyone lived together in harmony blah, blah, blah everything changed when the Keyblade wielders attacked blah, blah, blah. DARKNESS CONSUMES ALL blah, blah, blah. Children being cute and innocent blah, blah, blah. Worlds now separate to prevent the war from happening again. So the worlds are actually shattered remains of a once sprawling word. And the black stuff in between each world is not actually space but DARKNESS. Seriously. But it still is dangerous to be caught out there without any protection. Vacuum immunity won't save you in such a space but darkness resistance/immunity with lots of anti-corruption would be roughly the equivalent. If you don't have such things DON'T WORRY. Any item that protects against such things will work as a substitute. Just don't expect you to last for long in the vast grimdarkness of 'space'. Gummi ships are great for this as they are immune to the vastness of this dark pressure.

Your summoned Heartless and Nobodies cannot make new Heartless or Nobodies.

Item Synthesis typically uses the type of items found using Crystal Concepts, however you may be able to use other materials once you've gotten the hang of it. If you don't take Crystal Concepts as well as Master Synthesist you are essentially jumping in the deep end, and although you'll have a harder time of it you'll still be able to craft the same types of gear… eventually. You'll have to acquire the tools

yourself though, and make sure you get everything; don't want to find out you're one thingamawatchit away from making that thing you want so much.

Unless you bought the origin, becoming a Heartless or Nobody in jump the normal way counts as dying.

The worlds you visit in Dream Drop are… distorted, in some way, and as such shouldn't be treated as a reliable replica of the real world. You might find areas that don't exist in reality, or that some real places aren't represented in dreams. You also might find distances are different, and not all doors lead to the same locations.

Your Funny Animal, Moogle, Heartless, or Nobody form counts as an Alt-Form.

Kingdom Hearts only has power in this jump, and should you find a way to gain its power or take it with you, it'll be sealed until post spark.

The feats listed in Light My Way, Hello Darkness My Old Friend, and Enter the Void are examples of what you could do with Light, Darkness, and Nothingness respectively. Aspect of Oblivion is the same for the listed examples, Moon doesn't have to be exactly like Saix, for example.

Now, we know everyone loves updates and changes, but we may well update this jump after Kingdom Hearts 3 comes out, so keep that in mind. We should only add things though, so no worries about builds being invalidated. The current plan is a DLC of some sort, but we'll see once 3 is out and will be open to ideas.

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Changelog:

Spelling and grammar fixes will only be noted when they are the only changes.

29 August 2016:

Sleepwalker cost reduced, Sleepwalker and Dream Catcher have discounts.

Elaborated on Light My Way imbuing light into an area or channelling it through yourself, to match the descriptions for the Darkness and Nothingness capstones.

Where Are My Keys? Buffed to 1KP per 50CP.

A Hearty Breakfast buffed to 1 Heart per 50CP

Keychain purchase moved to main jump, new Keychains get a 7KP budget.

Heartless and Nobody are now Racial choices, not Race/Backgrounds, so you can have a background *and* be a Heartless or Nobody.

Heartless get Darkness Physiology from their customisation section, which lets them use Shadow (which they already could but is now part of this perk), Hover, and Flight in all forms if they buy it for their Heartless forms.

Munny Orbs can now be combined with CP to purchase items, but you still can't combine Munny Orbs. Companions who aren't Nobodies or Heartless get a 100 Munny Orb.

Added a '-' to human embodiment.

A Heart to Call my Own dropped to 200CP to keep post jump.

5 October 2016:

Numerous minor grammar fixes.

Corrected the numbers in the tooltip regarding Heartless/Nobody summons.

Doubled Disconnects distance.

24 December 2016:

Minor formatting touch ups, like replacing the tattered paper under the Race selections with Jiminy's Journal pages.

Made it so you don't need to tag along during the 'Sora is alone' portions of Plot Bound, or be right near him while he's asleep. You can also do your own thing in between games. Also added a 'undo' effect to get your memories back post Chain of Memories. Specifically noted that with this drawback you can't significantly change the plot.

Noted the Gummi ships can find 'new' systems post jump so you don't get stuck in a cluster of systems.

Changed Oathkeeper's separation to just take a few hours and stop a new bond being made for a few days, instead of being very painful and taking weeks.

Clarified Holographic Jumper is the plans to make multiple holographic disc stores. Also noted people won't think they're strange.

Reworded Pixie Dust's top flight speed slightly, now it's just your running speed instead of 'normal' run speed.

Pixie Dust now refills under the light of the moon, not just full moon.

Dream Eaters get more active Dream Eater's with other perk purchases, similar to the other summoning perks.

Kingdom Hearts Supplements



Here are the three customization sections for Kingdom Hearts:

Heartless Customization [HC]

Nobody Customization [NC]

Keyblade Customizaton [KC]

Just search for the letters in the square brackets to jump to your section.

Heartless Customization Supplement [HC]



You can only use this supplement if you purchased the Heartless Race option or the custom Heartless summons in the Kingdom Hearts JumpChain. The ‘Hearts’ you get in the Kingdom Hearts JumpChain from purchasing ‘My Own Shadow’, ‘Shadows of My Own’, and ‘A Hearty Breakfast’ can be spent here to design your custom form and/or custom summon.

Heartless come in a wide variety of shapes and appearances. When you buy pieces from the 'Body' section you can choose what they look like, such as human arms or animal legs. Your size is, as you may expect, determined with your choice of 'Size', which also determines your Heartless form/summons base speed and health, it does not negate any speed or durability perks you may posses.

Darkness Physiology (Free Heartless): If you buy Shadow, Hover, or Flight, you can use them in any form you posses. Forms larger than a house will take longer to wiggle in or out of shadow form, and the surface you are on has to be big enough for you to fit. Items you are holding or wearing can be flattened alongside you, so you won't leave your clothes and weapons lying on the ground.

Darkness is Corrupting (Free and Mandatory Heartless): You can toggle the appearance of any alt form you posses to look like a Heartless. In this jump this is always 'on' unless you buy 'Human Embodiment', which lets you toggle it as you can post jump. By default this will make them black or very dark purple, with glowing yellow eyes. Wisps of darkness emanating off desired points is optional. During this jump this appearance toggle will put the Heartless symbol on them, post jump you can change the symbol on a case by case basis with only a few minutes focus, or do not feature it at all. If you have Human Embodiment you can remove this symbol during the jump.

Size:

Your Size determines your base durability and speed in this form. Both of these traits can be enhanced later, and are also affected by your out of jump perks.

Tiny (0 Hearts): You are very small, no bigger than a basketball. You don't have much in the way of durability, but are really fast.

Small (0 Hearts): You're the size of an average dog. You have a little toughness, and are rather fast.

Medium (0 Hearts): You're human sized, anything from a child to a tall adult. You've got a decent amount of endurance and are reasonably quick.

Large (-1 Heart): You're big, more than twice the size of the average adult human with the toughness to match. You're not particularly fast though.

Huge (-3 Hearts): You're really, really big. Between two to four stories tall and durable enough to withstand a lot of punishment. Unfortunately you're rather slow.

Movement:

Your Heartless form, by default, will walk around or run up to it's top speed. Here you can buy some options to get around a little differently.

Ground (0 Hearts): You get around on foot, walking, running etc.

Leaping (-1 Heart): You can leap long distances, jumping several times your own body height from a standing start, and a dozen times your height with a running start.

Hover (-2 Hearts): You can float through the air at will, moving in three dimensions with ease.

Shadow (-2 Hearts): You can flatten your body to the ground, becoming incorporeal and unable to affect anything. It takes about half a second to wiggle in or out of shadow form.

Flight (-2 Hearts): You soar through the air, wheeling around to strafe your foes and moving faster than your form normally would, although you take a while to get going.

Speed Boost (-1 Heart): Increase the speed of your Heartless form by two speed classes: Rather Slow > Not Particularly Fast > Reasonably Quick > Rather Fast > Really Fast >Really, Really Fast. Can be

purchased multiple times to go up multiple speed levels. Really, Really Fast is the highest you can purchase. Do note that this is just your Heartless forms base speed, and you may be able to go faster if you have speed enhancing perks from other jumps applicable to the method of movement you've picked. For reference, Reasonably Quick is a fairly fast human.

Body:

Now we come to the fun part. What you look like. Heartless range from monkeys to pirate ships, from soldiers to centipedes. They're made of everything from wood to cloth to clay jars, and now you can be too! You can decide what each body part looks like so long as the part can fulfil the role.

Emblem (Free): A black upside down heart leading into three split points, with a red outline and jagged lines forming an X across the heart shape, this symbol marks that you are an artificially designed Heartless. If you don't have an emblem you will have a dark visage, resembling either pure shadow or fallen angels, demons, or an eldritch abomination. If you have an Emblem, well, you can still look like that, but it's your choice, and you could also look like a flower or an aeroplane or pretty much anything else really. Seriously there's one that looks like a mushroom, and another that's an egg with legs. This is purely a cosmetic option, with no effect beyond your appearance.

Legs (1 free, -1 Heart per extra set): Up to two legs per purchase in the style of your choosing. Maybe you want spider legs, maybe you want normal legs, maybe you want to scuttle around on suckers or tentacles or stilts or wheels. Whatever the case you have two limbs primarily dedicated to moving you around, though they can be good for kicking as well. You can choose to have no legs, in which case you gain +1 Heart.

Arms (1 free, -1 Heart per extra set): Up to two arms per purchase in the style of your choosing. Well muscled arms with training bands? Sure! Tendrils of darkness? That's A-OK! Mechanical extensions with pincers on the end? Perfectly fine! Your arms don't have to be very arm-like, and you don't really

need any, but you may want to make sure they still let you interact with the world or you could end up very frustrated. You can choose to have no arms, in which case you gain +1 Heart.

Torso (1 Free, -1 Heart): The core of your body, the main part of your form. This could be a barrel, or a regular torso, a tank or a tree trunk. Multiple torsos let you build a truly unusual body, such as looking like you're one creature riding another, or multiple things all stuck together, let your imagination go wild! You can choose to have no torso, which would be really weird, in which case you gain +1 Heart.

Head (1 Free, -1 Heart): The bit where your face is, the head is not strictly necessary for Heartless, and in fact you can choose not to have one and instead stick your face on your chest or equivalent in exchange for 1 Heart. Your head could be a helmet or a turban, a beast's maw or an extra claw, a bubble or a bauble or a trinket or a trap, pick one or more and that's a wrap! One neck optionally included with each purchase, necks can be up to half your size in length, and don't count towards that same size. Do note that due to Heartless' unusual biology losing their head isn't much of a risk - they don't really have brains, just minds, but having that head destroyed... well, if they've taken that much damage the rest of their body is probably in danger too.

Tail (-1 Heart): Up to half your Size long and not counting towards that total, your tail can be a thing of pride and beauty, or an extra limb to clobber people over the head with. Extra purchases add up to half or your size to it's length, or can purchase another tail at the base length.

Wings (-2 Hearts): Not necessarily wings, you might have a propellor, a jetpack, or even a hot air balloon tied above you, each purchase of this lets you jump in mid-air an extra time, and also improves your Floating speed and Flying control. Up to two wings or other aerial propulsion component per purchase.

Disconnect (-2 Hearts): Maybe you want floating ghost arms, or to look like one Heartless riding another Heartless, whatever the case you can now separate your various body parts, though you have

to decide in advance and such parts only look attached; if your head is detachable then a good hit will push it off its resting place, if not it's stuck there. You also need to decide which part is the 'core' of you - it's where your 'real' face goes, which might lead to something odd looking if your 'main' body is just a pair of legs or something. All detachable body parts can move up to your size away safely, if they go further they'll try to snap back, pulling the two parts together until they're within the range. Should they be unable to do so the smallest portion of the separate pieces will collapse, unable to move until you get within range again. Your control over these body parts is as natural as moving your limbs normally, you just have a bit of extra range of motion... and distance. Changing into an alt-form will cause your lost parts to dissipate.

Durability (-1 Heart): You can really take a beating, can't you? Your 'hit point total' goes up by two levels; Not Much > A Little > Decent > Twice That of a Human > A Lot of Punishment > Heaps of Punishment > A Ridiculous Amount of HP. Do note that this isn't actually Hit Points, unless you run on such a system already, merely a relative indication of how much damage you can take before going down. Tiny starts with Not Much, Small with A Little, Medium is Decent, Large is Twice That of a Human, and Huge can take A Lot of Punishment.

Add-ons:

These methods of attack; spells, weapons, claws and so forth, may be purchased multiple times. You gain the benefit of each purchase all the time, your summons, should you purchase them, can be selected with one each as they are summoned. If you don't pick they'll be randomly given a weapon from among them, although all will have any purchases of Claws or Fisticuffs you buy.

Claws (-1 Heart): Sharp cutting bits are added to any limbs desired. That's claws on fingers and/or bestial feet, talons on avian feet, spiky bits on your tail, dewclaws on wings, whatever limbs and extremities you want now have claws.

Melee Weapon (-2 Hearts): A deadly hammer, a spiked flail, a dagger, a whip, a scimitar, or a serrated sword. A melee weapon of your choice comes standard as part of your Heartless form, and can be summoned and banished at will. When the jump ends you'll be able to summon this weapon and dissipate it at will even in your normal form. This weapon repairs itself each time it's summoned, and can be upgraded over time, though it'll require a good understanding of Darkness... fortunately, you're now made of the stuff.

Ranged Weapon (-2 Hearts): A cannon or gun, a bow and arrows or a throwing lance, or something a bit more impractical like a giant throwing star or boomerang. You can now call into existence a ranged weapon of your choice, and cause it to dissipate back into darkness at will. The weapon has infinite ammunition, or returns to you after being thrown via bouncing or just flying back to you (or you can just summon it from where it hit), though more powerful weapons like cannons and giant lasers will take a bit longer to recharge between shots. This weapon repairs itself each time it's summoned, and can be upgraded over time, though it'll require a good understanding of Darkness... fortunately, you're now made of the stuff.

Shield (-2 Hearts): A bracer or a tower shield, a kite shield or a centurion's shield. Whatever the case you now have your choice of shield in your Heartless form. This shield will take even more damage than you can (or your Custom Heartless can), and is very sturdy to boot. You can choose now just how hefty it'll be - do you want a small shield that you can swing with the force of a hammer, or a big heavy shield that's so light you can get it into position incredibly quickly? It's totally up to you. Although you can hit people with this it won't do much damage unless you also buy Melee Weapon for it, or Ranged Weapon, which would let you throw it and have it bounce back to you.

Magic (-1 Heart): You might have a staff that shoots fireballs or wave your appendages to bring the thunder, or you may just ring your body like a bell to cast Cure, whatever the case each purchase of this gets you a single Kingdom Hearts Spell. Spells obtained for your Heartless form have a short

cooldown, but can otherwise be cast ad infinitum. If you purchase multiple spells you can combine their associated item, if any, into the one item if you want, such as a spellbook or wand. Should you be able to cast more advanced versions then your Heartless form can do so as well. Rather than a basic spell you could choose to be able to create globs of darkness that damage enemies on contact.

Armoury of Darkness (-1 Heart, Requires Melee Weapon or Ranged Weapon): You can import a weapon of your choice, including one gained here, as your melee or ranged weapon, gaining the ability to call it forth from darkness and banish it back there at will. The weapon will also heal cosmetic damage immediately upon being dissipated, and actual damage over time, a sword for example being 'reforged in darkness' over the course of a week. This doesn't preclude you from repairing things yourself, and so long as the weapon is still identifiable as the same weapon upgrades will work just fine too.

Fisticuffs (-2 Hearts): Claws? Swords? Guns? Bah! Who needs 'em? Certainly not you, with your incredible punching power, or kicking strength, or wing slam, or... well, you get the picture. Pick a physical body part and your attacks with it become far more damaging. You can belly slam with Large Bodies and bite with Darkballs, stomp with Behemoths and punch with Aerial Knockers. Your chosen body part can do some unique things, such as stomping to create shockwaves, or creating a deflecting barrier as you charge at your foes!

Living Weapon (-2 Hearts): A shield that tries to bite your foes, a lance that pulls you along as it jousts by itself. All these and more are possible when your weapon is a living weapon, but it's not just alive, it's literally an extension of you! As such you can move around and act as if the weapon is your body, just as easily as you can with your 'main' body. Can be applied to a weapon obtained with Melee Weapon or Ranged Weapon, as well as those imported by Armoury of Darkness.

Note: Heartless can summon their Weapon, obtained through Melee Weapon, Ranged Weapon, Magic (so long as it's an item) and Living Weapon in other forms at no extra cost.

Elemental Resistances (-1 Heart): Fire? You laugh at the measly heat! Thunder? A static shock! Blizzard? A gentle breeze! That's a bit of an exaggeration, but you do become very resistant to either fire, electricity, or ice. Why did I give such drastic examples if you don't get that from a single purchase? Well the fact I said single purchase should give it away; you can purchase this three times for each of the three elements, each time increasing its potency. At the first purchase you have reasonable resistance. At the second you're all but immune; only exceptionally exotic sources such as divine flames being able to hurt you. At the third anything less that the top of the line in that element doesn't just do no damage, it actively heals you, and the things that would hurt you do noticeably less than they should.

Second Stage (-3 Hearts): You have a second Heartless form you can switch to with a sudden plume of darkness. This form starts with 10 Hearts that can only be spent on it, and cannot be spent to purchase another form. You can only have one Second Stage; it's even in the name. Should you buy the ability to summon your Custom Heartless with Shadows of my Own they will not possess your Second Stage, but may instead spend three Hearts on something unique to them. Hearts bought with CP can be spent on your Second Stage if you want to.

Human Embodiment (-2 Hearts): Although you're presumably capable of avoiding attention when you want it, it can be very hard to move around in public unobtrusively when you look like, well, a Heartless. Fortunately for you you've done something very few Heartless can do by themselves, and learned to take a human form. This form is still a Heartless, and so can access the powers of your Custom Heartless form freely. If you've taken Disconnect you may learn to manifest any of your disconnected portions while in your human form, though it will take some practice to get used to controlling them in this way. Yes, this does mean you can have something like the Guardian Xehanort possesses should you buy the body parts for it, or leave your 'main' Heartless form as a floating head or something. As a bonus this lets you use these abilities in other forms as well. If you have a Second Stage you can pay 1 extra Heart from the Second Stages Hearts (you can't pay for it using your first

stages Hearts) to let you use the powers of either stage and manifest any Disconnected parts in other forms. Buying this does nothing for your summons. Some examples would be the Battleship Heartless who, if their main body was the 'captain' could manifest their ship form, Living Bones (with a Shaman as the 'main' part of your body) manifesting their dinosaur form (or vice versa, being a dinosaur and manifesting the Shaman part of yourself in other forms), or Destructors manifesting their powerful limbs sans body.

Nobody Customization Supplement [NC]



You can only use this supplement if you purchased the Nobody Race option or the custom Nobody summons in the Kingdom Hearts JumpChain. The ‘Hearts’ you get in that jump from purchasing ‘Hazy Reflection’, and ‘A Hearty Breakfast’ can be spent here to design your custom form and/or custom summon.

Nothingness Physiology (Free Nobody*): As an entity made from Nothingness your body has unusual properties. You receive the effects of Air Walking, and Distortion for free and can use them in any form you have. If you buy any of them for your Nobodies you can also gain the effect of Warp, Teleportation, and Solid Sea to use similarly. Warp, Distortion, and Solid Sea will apply to the gear you are wearing and handheld items. You are also extraordinarily resistant to effects that would wipe you from existence, and can pit your strength of will against such effects should they overcome your resistance. Your thought process is also protected by this; as your will reinforces your existence so too does it reinforce your mental autonomy - as with erasure effects you can resist mental control or alteration through pure willpower.

Nothingness is Eternal (Free Nobodies with Empty Mirror): You can toggle the appearance of any alt form you posses to look like a Nobody. By default this will make them look like they are wearing white, light purple, pink, or grey outfits, with eyes being concealed, yet fully functional. During this jump this appearance toggle will put the Nobody symbol on them, post jump you can change or remove the symbol on a case by case basis with only a few minutes focus.

Body:

Exactly what your Nobodies looks like is totally up to you - All Nobodies are humanoid, but beyond seeming to be made of grey, white, and purple suits and having an affection for zippers, they can look wildly different. You can decide what their ‘clothes’ look like, and determine their ‘build’ within the limit of their size. You can have them be a different colour if you want, but expect to get some odd looks with your bright pink monsters.

Extra Extremities(-1 Heart): It's uncommon for Nobodies to have inhuman forms, but it does happen - Dragoons, Creepers, and the ship Nobodies attest to that. As such you can buy extra limbs for your Custom Nobody here. Paired body parts like wings, arms, or legs come as a two for one deal, but tails and the like are one offs. Note that claws and the like fall under 'Weapons' and are thus in that category.

Size:

Small (+1 Heart): Although this does let you easily summon up to a dozen of your dog sized Nobodies at a time, this form also reduces their health to the point that a few good hits will be all it takes to reduce them to nothingness. Replacing their numbers will only tire you if you do so rapidly.

Medium (Free): Your Nobodies are human sized, and can take a reasonable beating before they disappear. You can summon half a dozen of them at once and replace fallen summons with a little effort.

Large (-1 Hearts): Big as a horse and twice as tough, your summons are really hard to defeat. You can have two or three out and about at a time, and it'll be hard to replace them more than once every ten or twenty minutes.

Huge (-3 Hearts): Up to four stories tall, your single summon is a force to be reckoned with. Even though you'll be hard pressed to call on more than one of these monsters every half hour that should be more than enough to deal with most foes, since they take a tremendous beating before going down, and will likely dish one out in return.

Distortion (Free*): Your Nobodies can shift their unusual mass around, granting an unusual form of shapeshifting. They could shrink to a tiny size while their weapon becomes enormous, or they could shift all their mass, and therefore size behind their arm or leg as they punch or kick, hitting with much

greater surface area and much greater force - the rest of their body will shrink until they redistribute their mass, which may make those parts a bit less durable until they change back. Shrinking entirely doesn't have this issue.

- Warp (3 Hearts, Requires Distortion*): Your Nobodies can warp their bodies even further, taking shapes only vaguely related to their actual form. Feet could press together and the legs elongate to form a blade, or arms could stretch and deform into wings. They also no longer have issues with distribution of mass causing their reduced body parts to be more vulnerable.

Movement:

Air Walking (Free*): Due to their status as beings that 'do not exist', Nobodies can hover in place, walk on air, and even skate through the air. With practice you may be able to move without moving your body at all. You can move up to your top ground speed with the same amount of effort.

Teleportation -(3 Hearts*): Although all Nobodies possess the ability to travel via the Corridors of Darkness, these journeys are unsafe, and take too much time to viably use in combat. Fortunately some of them can teleport in another way, whether by compressing into nothingness and uncompressing nearby, teleporting through fire, or creating a spatial warp through which they can travel, your Nobodies now have a teleportation ability that can move them a few hundred meters at will in a fraction of a second.

Solid Sea (-3 Hearts*): Your Nobodies share an unusual trait with the Assassin Nobodies; they can swim through solid objects as if they were swimming through water. Do note that they don't actually have an effect on the ground (or walls, or roof etc) while doing so, it's just as solid as it's always been to everything and everyone else. This doesn't let them breath in solid objects, but since that's something Nobodies don't have to do anyway I'm sure it won't matter.

Weapons and Attacks:

If you have Absent Silhouette you can pick one weapon category (Melee, Ranged, or Shield) for free. If you have Aspect of Oblivion you can pick one element category (Melee, Ranged) for free. If you have both you pick one of each for free.

Nobody Was Kung-Fu Fighting (Free or -1 Heart): Your custom Nobody can perform some rather effective punches, kicks, and other physical attacks such as shoulder charges and headbuts. For 1 Heart they can have claws, or deadly sharp teeth. Multiple purchases let you add multiple sharp, pointy, or otherwise damage inducing body parts to your custom Nobody.

Melee Weapon (-2 Hearts, Optionally Free Absent Silhouette): Your Nobodies will be armed with a weapon based on your Bound Weapon, if you have one, otherwise you can choose a simple weapon or item that could be used in close range combat rather than thrown or projected to be their weapon. This means swords, spears, and hammers are viable, as are playing cards, scarves, and guitars, to use a few examples. This weapon will do a fair amount of damage in melee combat, but even if thrown won't do much damage from a distance.

Ranged Weapon (-2 Hearts, Optionally Absent Silhouette): Your Nobodies will be armed with a weapon based on your Bound Weapon, if you have one, otherwise you can choose a simple weapon or item that could be used to attack from a distance to be their weapon. This means bows, spears, and scarves are viable, as are playing cards and floating cubes, to use a few examples. This weapon will do a fair amount of damage in ranged combat, but even used to club people over the head won't do much melee damage.

Shield (-2 Hearts, Optionally Free Absent Silhouette): Maybe it's floating cubes, maybe it's the broad side of a giant hammer, whatever the case your Nobodies now have an item they can use to block with, and block well. The shield is a fair bit tougher than it's wielder, which is what you'd expect from a shield. That also carries over to you, if you have a Nobody form and use this shield yourself - it'll be a

bit tougher than you are, so it can actually protect you. If you also have Melee Weapon or Ranged Weapon either of them can be used as the Shield.

Elemental Weapon (Free Aspect of Oblivion and Either Melee Weapon or Ranged Weapon): Your Nobodies - and your Nobody form if you have one - can call upon a weapon made from or otherwise infused with your element, conferring the appropriate attributes to it, such as a burning sword setting your foes alight, or earthen arrows hitting like a literal brick yet flying as fast and true as normal arrows, darts infused with space might home in on your target, or disappear into a portal and come out hitting from a random direction.

Melee Element (-2 Hearts, Optionally Free Aspect of Oblivion): For that magical kung-fu feel you can purchase this to have your custom Nobodies gain the ability to use your Aspect of Oblivion in close range combat, channeling the element through their bodies to do devastating melee damage. Those with esoteric elements like space or time might punch through tiny portals or slow foes for a fraction of a second with each hit.

Ranged Element (-2 Hearts, Optionally Free Aspect of Oblivion): Getting up close and personal is dangerous; that's why you prefer to launch your fireballs and lightning bolts from a distance. Maybe your Nobodies use something like space and create dangerous distortions, or create fields of slowed time so your allies can pepper them with attacks with impunity.

Magic (-1 Heart): They might have a staff that shoots fireballs or wave their appendages to brings the thunder, or they may just ring their body like a bell to cast Cure, whatever the case each purchase of this gets your Nobodies a single Kingdom Hearts Spell. Spells obtained for you're Nobody summons/form have a short cooldown, but can otherwise be cast ad infinitum. If you purchase multiple spells you can combine their associated item, if any, into the one item if you want, such as a spellbook or wand. Should you be able to cast more advanced versions then your Nobodies can do so

as well. Rather than a basic spell you could choose to be able to create bolts of Nothingness that damage enemies on contact.

Charge Up (-1 Heart): This is your Nobodies special move - maybe they channel energy into their sword, pour fire into their arrows or pull themselves back for a wind up, point is they take a moment to prepare a powerful attack that does a fair bit more damage than their normal strikes. Why don't they all do this? Because if this one special attack misses the Nobody will be left reeling for a while, tired or stunned or just plain off balance. It'll take somewhere between thirty seconds to a minute to recharge to do the attack again, but if they pull it off? Incredible!

Extras:

Durability (-1 Heart): Your Nobodies can really take a beating, can't they? Their 'hit point total' goes up by two levels; Not Much > A Little > Decent > Twice That of a Human > A Lot of Punishment > Heaps of Punishment > A Ridiculous Amount of HP. Do note that this isn't actually Hit Points, unless can make them run on such a system, merely a relative indication of how much damage they can take before going down. Small starts with A little, Medium is Decent, Large is Twice That of a Human, and Huge can take A Lot of Punishment.

Speed Boost (-1 Heart): Increase the speed of your Nobody form and summons by two speed classes: Rather Slow > Not Particularly Fast > Reasonably Quick > Rather Fast > Really Fast > Really, Really Fast. Can be purchased multiple times to go up multiple speed levels. Really, Really Fast is the highest you can purchase. Do note that this is just your Heartless forms base speed, and you may be able to go faster if you have speed enhancing perks from other jumps applicable to the method of movement you've picked. For reference, Reasonably Quick is a fairly fast human. By default Huge Nobodies are

Rather Slow, Large are Not particularly Fast, Medium are Reasonably Quick, and Small Nobodies are Rather Fast.

Keyblade Customization Supplement [KC]



You can only use this supplement if you bought a Keyblade in the Kingdom Hearts Jump. To make your Keyblade I'll give you a stipend of 15 Key Points or KP, which you'll use to customise your main Keyblade via adjusting the traits it gets from it's Keychain. You can buy extra Keychains in the main jump. If you buy Sync Gear in this supplement you can run through the creation process again for your

new Keyblade, and get one free Keychain as listed in the main jump (ie it comes with 7KP unique for it). Extra Key Points can be purchased in the main Jump with 'Where Are My Keys'.

As you train with your Keyblade you can learn to do some very impressive things with it, such as rapidly throwing it and teleporting it back to you for a barrage assault, or sending it spinning through the air around you to hit your foes. With time you may even learn to use the Keyblade's energy to do some flashy attacks of your own along the lines of Ars Arcanum and Ragnarok. Learning canon techniques such as those would probably require studying under the canon users of them, though you could create your own facsimiles or even your own equivalents in time.

Your Keyblade is uniquely yours, and as such you can design it to suit your own style. Pick one choice from each of the following sections.

All Keyblades have a similar profile; a handle encircled by a guard with a keychain dangling from it, a blade - obviously - and a protrusion on one side of the end of the blade that, if you squint, kinda-sorta resembles the teeth from an old fashioned key. Here you can decide on the specifics for your own personal Keyblade, the form it reverts to when it doesn't have another keychain on it.

Import (3KP): A Keyblade is a pretty nifty weapon, but what if you already have a weapon of your own? Something you've spent countless hours working on, or spent a lot of points upgrading? Well now you can use that as the base for your Keyblade, similar to how the Ultima Weapon has a sword underneath all the frilly bits, or the Fenrir is based on Cloud's Buster Sword, but has modern key grooves and indents. At your discretion you can revert to and from 'normal' and Keyblade 'forms' at will, similarly to how you summon it normally. It can also be summoned while not in Keyblade form, but if you want to use its Keyblade powers you'll have to use the Keyblade mode. The weapons Keyblade mode can be altered by the sections below, and will need to fit within the limits of it. It can still exceed those limits, such as being far bigger or smaller in its non-Keyblade form. Yes, you can import items gained in other parts of this jump. Post jump you're probably better off upgrading the

base item, so that the changes carry across to the Keyblade in it's Keyblade form, as upgrading the Keyblade specifically won't affect the base item.

Synch Gear (4KP): You possess an unusual ability that makes you special even amongst the ranks of Keyblade wielders - you can summon a second Keyblade. It comes with a free Keychain of its own and can be run through the customization options below. This can only be purchased once. As a reminder, each extra Keychain has 7KP you can just spend on it, and extra KP can be bought for any individual Keychain you have.

Length:

Pick one for each Keychain:

- Short: You sacrifice between half to a third of your Keyblade's range in exchange for speed.
- Medium: As long as the Kingdom Key (about 100cm, or 3'3"), this is the default for Keyblades with balanced speed and range.
- Long: Up to a half again as long, this blade isn't as fast as the shorter Keyblades, but has amazing reach.

Weight:

Pick one for each Keychain:

- Lightweight: Due to its reduced weight your keyblade is now easier to manipulate, increasing the ease with which you can hit vulnerable spots on your enemies. As an unfortunate trade off when you don't hit vulnerable spots you simply won't be doing as much damage as you would have with a heavier blade.
- Mediumweight: A good mix of oomph and accuracy, this balanced blade moves fairly quickly and is reasonably easy to steer into exposed areas.

- Heavyweight: Your Keyblades extra heft means it does more damage on every hit, but means it is much harder to use it with high accuracy - you aim to crush them with the force of your blows rather than strike weak spots for precision damage.

Blade:

Pick one for each Keychain:

- Sharp: maybe it doesn't look it, but your Keyblade is sharp and deadly, able to cut through most things if you can put enough force into the swing.
- Blunt: A fan of crushing and smashing eh? I can understand that. Your Keyblade really packs a punch now, hitting with more bashing force than it would have if it was sharper.

Keychains:

Now we get into the meat of the customization section, the little add-on that defines the Keyblades powers and abilities. Each Keychain you buy can have it's own combination of the choices from the creation sections above; Length, Weight, and Blade. They can also have one ability each for free, buying a second will cost Key Points. Your base Keyblade is also considered to have a default Keychain, so you can get the following options for it just like it was any other Keychain.

Extra Keychain (Purchasable in Main Jump): One extra Keychain for you to use when you want to. They can be summoned to and dispelled from your hand at will. Changing them over in combat will be very difficult, it's probably best to wait until you're not in a fight. Each Keychain can give your keyblade a radically different appearance, though it'll be suited to the Keychain itself - A pirate medallion would make a pirate themed Keyblade for example. You can use KP on any individual Keychains. Extra Keychains come with 7KP that can be spent on only them.

Keychain Import (Free): You can use something you have, some trinket or memento as one of the Keychains in this section. While attached to the Keyblade it can't use any of it's normal abilities.

Keychain Traits:

Extra Long (2KP): Your Keyblade can extend to almost double it's length at will. It can do so fast enough to extend during a swing and retract on the back-swing.

Hook (1KP): Your Keyblade is unusually, almost impossibly, good at catching things against the key prongs and blade. You could catch simple things like ledges or ladders, or you can get a bit more creative and catch airborne enemies, or pull nearby foes around. You could even catch a telephone or light pole and swing yourself around on it. While you can do this without buying this you may have issues accidentally cutting the thing you're trying to catch - this makes it a choice to catch or cut.

STR Boost (1KP): You can purchase this multiple times, and each one will increase the damage done by this Keyblade by a fair amount. That's physical damage - hitting people with the blade itself, whether throwing it or swinging it.

MP Boost (1KP): You can purchase this multiple times, and each one will increase the damage done by spells cast using this Keyblade by a fair amount.

Spellbook (1KP): You can store a single spell in this Keychain, and cast it through the Keyblade later. You have to cast the spell beforehand while holding the Keychain, which will absorb the spell. Do note that spells of tremendous scale, such as those that can destroy entire cities, will 'burn out' while being held in the Keychain, only lasting a few hours before dissipating harmlessly. This can be purchased up to three times, allowing for three separate spells to be stored in it.

Ornate (1KP): Keyblades aren't the most practical looking weapons at the best of times, but yours really takes the cake. Maybe it has engravings, maybe it has literal frills and laces or gemstones up and down the blade, whatever the case your weapon is unreasonably pretty and anyone who gets a

chance to take time to look at it will be awed by it's impressive craftsmanship. This somehow doesn't impact its performance, and can be taken multiple times to make it ridiculously fancy.

Stand Your Ground (1KP): Sure you can put the Keyblade in between you and an attack and it'll most likely survive it - but that won't mean much if you're sent flying from the force of the attack. Now however, unless an attack is tearing up the ground beneath your feet you'll be able to stand your ground, mitigating a tremendous amount of force as you block.

Elemental Key (3KP): A Keychain with this will imbue the Keyblade it is attached to with one of the elements listed below, causing it to do this type of damage in addition to the physical damage dealt. You can suppress this damage at will. You choose the element when purchasing this for the Keychain.

Dual Elements (3KP, Requires Elemental Key): A second element infuses your Keyblade. Pick one more element from the list below to have your Keyblade deal this damage as well. As with the first element you can choose not to deal this elemental damage on hit. This can only be taken once.

- Fire: Maybe your blade lights ablaze, maybe it spouts gouts of flame on contact, whatever the case enemies won't want to get hit twice by this dangerous element. The waves of fire every so often make that a fleeting hope.

- Ice: Flash freezing on hit, stabbing with shards of ice, or just flinging giant trails of hail every couple of swings of your Keyblade, this element is pretty cool. Making a wall of ice in an instant is useful, but you can get more use out of it since you can also shatter it with a single swing from your Keyblade that will sent the shards flying in the direction of your choice.

- Electric: Incredible static buildup on the blade is only the start of what you could do with an electric Keyblade. Chain small bolts from your foe to their nearby allies, leave a shocking trail that'll deter most foes, because really who wants to jump through floating lightning?

- Gravity: You can really put the pressure on with this element, weighing down those you hit, swinging with more force than you should have, and dealing crushing damage to enemies unlucky enough to get hit with this element.

- Time: This element lets you knock time itself off of your foes with every hit, causing them to experience the next second at a noticeably slower rate of time. Although consequent hits from your Keyblade won't slow them down further they will extend the duration of the slow effect, up to about thirty seconds after the last attack. Every so often you can even stop them completely for up to five seconds, though stronger foes may break out after only a second or two.

- Reflect: If you're going to be blocking attacks with your Keyblade then this is the element for you. In addition to being able to briefly create a reflective field around the blade, it simply performs better at blocking things than it should, and can even reflect the occasional attack back at the enemy that launched them once your skills get high enough.

- Aero: A sheath of wind envelops your blade on command, pushing against enemies and attacks alike. You can swing your Keyblade to launch blasts of volatile air to bowl over those in front of you every so often too, which is pretty nifty.

- Darkness: In addition to looking rather impressive this shadowy element will leave a small miasma on those you hit. The miasma will cause pain for a few seconds, then disperse. Every so often you can lob blobs of darkness that will damage enemies that come in contact with them. The blobs will stick to any surface and last up to thirty seconds.

- Light: Blinding, dazzling, shining, shimmering, splendouring - ahem. Is there anything this element can't do? That was rhetorical. In addition to making it hard for your enemies to see you, somehow without impacting the sight of you and your allies, this element lets your

keyblade cut enemies a bit further away than it should by covering itself in light, as well as firing the occasional beam or blast.

- Earth: Right after hitting someone over the head with your Keyblade this element will follow up with a rock to the head. Just to rub salt into the wound. In addition to simply transforming your Keyblade into a stone club, you can add just a few rocks to make your weapon heavier, or throw them at people you don't like with immense force by swinging your Keyblade in their general direction.

- Water: Have you ever seen a water pressure cutter in action? Those things are scary, and now you can apply that terrifying force to your Keyblade, adding water that can cut, push, or just drench at your discretion. Waves optional but always tubular dude!

- Magnet: Sword fights are all about technique, careful foot placement is key, balance is paramount, and even the slightest misstep can spell death. With this element you can force missteps practically at will, pulling at enemies with your swings that will almost certainly leave them off balance. Creative uses on enemies and the environment will get the most out of this element.

Abilities:

Each Keychain comes with one Ability Free. Another can be purchased for 2KP.

Lucky Lucky: Should you find time to rifle through your enemies pockets you'll find you're more likely to find something useful than most people would be.

Jackpot: Your defeated enemies always seem to have a little bit extra cash on them. Should you defeat them in a way that normally results in them giving you money they'll increase the amount they pay you, for dead enemies they'll just have a bit extra in their pockets.

Reaction Boost: You'll find your retaliatory strikes with this Keyblade do a fair bit more damage than they otherwise would. Unfortunately it doesn't boost your regular attacks, just those made in reaction to the enemy attacking you.

MP Recovery: While wielding this Keyblade your magic will recover at a noticeably faster rate.

Item Boost: How does making your healing and other restorative items perform their functions a fair bit better sound? Good, because that's what your Keyblade can do.

Defender: When the going gets tough, the tough get tougher, at least that's what you do anyway. Should you be badly beaten this Keyblade will make you a good bit more durable. Not only that, you're simply more durable by default, able to take a fair amount more damage before going down.

Summon Boost: Any summons cast with this power are easier to sustain, and will stick around longer than they otherwise would. You'll also find the actual summoning itself is a little easier.

Leaf Bracer: If you need to cast a healing spell mid-battle you're probably going to want to make sure you don't get interrupted, which is where this comes in. While using a Keyblade with this to cast a healing spell you can't be stopped from casting it by... pretty much anything other than yourself or your own death. You still take damage, but you can't be knocked over, pushed away, have your concentration broken or... you get the idea. This can fail if the healing spell also deals damage, but will still make you sturdier than you'd otherwise be.

Lady Luck: Any time you block an attack you'll be a bit revitalised by the action, healing a little bit each time you do so. This doesn't scale to the power of the attack blocked, which, while it may not help as much as you'd like against truly powerful foes will be amazing if you can block bullets or a storm of arrows.

Health Boost: Healing spells and items will be noticeably more effective on you while using a Keyblade with this ability. As a bonus healing spells cast with a Keyblade bearing this Keychain will also heal a bit more, and in a battle every little bit helps.