
Disney
SQUARE ENIX
Kingdom Hearts
Birth by Sleep
JumpChain

In your hand, take this key.
So long as you have the makings,
Then through this simple act of taking
Its wielder you shall one day be.

And you will find me, friend-
No ocean will contain you then,
No more borders around, or below, or above,
So long as you champion the ones you love.



Kingdom Hearts – Birth by Sleep
JumpChain

Long ago in the Age of Fairy Tales, the World was whole and full of light. People believed the light came from Kingdom Hearts, the heart of all worlds, which was protected by its counterpart, the χ-blade. Over time, people came to desire the power of Kingdom Hearts, introducing darkness into the World. In order to take control of Kingdom Hearts, many people forged Keyblades in the image of the χ-blade, and they clashed together in a far-reaching conflict that embroiled the entire World.

In the end, darkness covered the World, the χ-blade was shattered into twenty pieces, seven of pure light and thirteen of pure darkness, and the "true" Kingdom Hearts disappeared into the darkness. However, the World was restored by the light within the hearts of children, but as many individual worlds separated from each other. The remnants of the battlefield on which the Keyblade War took place became the Keyblade Graveyard, a scarred wasteland filled with the Keyblades of fallen warriors.

The remaining Keyblade wielders resolved to protect the World from further destruction, becoming guardians of the World order. Generations later, a Keyblade Master named Xehanort researched the Keyblade War and has decided to unlock the mysteries of what took place at the Keyblade War's end through recreating the χ-blade, summoning Kingdom Hearts, and starting another Keyblade War. His desire is to recreate the World in a balance of light and darkness, a balance he believes is lost in the current World.

Should he succeed, darkness will cover the World once more. And there is no guarantee that the light will be able to restore it again.

+1000 CP

Starting World

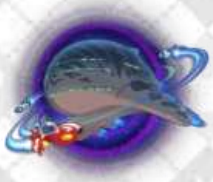
Every adventure starts somewhere. Where will yours begin? Roll 1d10 to determine which world you'll start in or pay 50 cp to choose.



1. Castle of Dreams: A wonderous palace and well-maintained chateau mark this world as the home of Cinderella, a poor servant girl forced to slave day and night for her stepmother and two wicked stepsisters. There's a kindly fairy around who intends to lend a helping hand, and there are some friendly (and not so friendly) animals around who display a surprising level of intellect. Should you start or travel to this world you may choose to manifest at the scale of a mouse, but once made this choice cannot be changed.



2. Disney Town: The 'hero' Captain Justice, and the racer Captain Dark, who are definitely two different people and most certainly not Pete in bad disguises, are competing in the Million Dreams Celebration in this whimsical town. There are many activities to do around the festival, including making ice cream, racing, and more.



3. Deep Space: An enormous vessel traverses the strange space between worlds, and they seem to be having some difficulties with some of the experiments created by Doctor Jumba Jookiba. While you may find the Grand Councilwoman will listen to reason, if given enough evidence, it'll be hard to contact her with the blundering hard-headed Captain Gantu heading up security. He probably won't be too happy to see you've stowed away, unless you somehow have legitimate business on the ship.



4. Dwarf Woodlands: While dwarves work in the mines a jealous Queen is about to hear that her stepdaughter is considered more beautiful than her. Snow White will be in quite a bit of danger should this occur, and just so you're aware, the talking mirror about to set events in motion could become quite the dangerous opponent, given the right circumstances.



5. Destiny Islands: Currently the playground of children, whose parents drop them off each day, this place plays an unusually prominent role in the lives of some very important figures. Home to a wide range of individuals over the years, several who sought or seek to leave its shores will leave their mark on the fates of many worlds.



6. Enchanted Dominion: The evil fairy Maleficent was snubbed by the King and Queen of this world, who invited three good fairies to the birth of their child, but not her. Her 'gift' to the princess Aurora was in fact a curse that is about to unfold as the young lady's sixteenth birthday fast approaches. The woodlands here range from bright and oddly shaped trees near the royal castle, to dark and twisted briar forests surrounded Maleficent's fortress.



7. Neverland: The eternal land plays host to yet another conflict between Peter Pan and the Lost Boys, and the piratical forces of Captain Hook, and his First Mate Mr Smee. What exactly counts as treasure in this world is open for debate, but you're sure to have something catch your eye, perhaps in the Indian Camp, or maybe the various lagoons and seaside caverns.



8. Olympus Coliseum: Home to yet another tournament, the god of the underworld, Hades, is attempting to send his brother's currently mortal son, Hercules, off course from becoming a hero using any means at his disposal – even lethal measures. Watch out for his tricks and proxies, and maybe you'll get to see a hero in the making.



9. Radiant Garden: Home to the famed scholar, Ansem the Wise, whose research into the Heart is only just beginning. While things may go astray in the years to come, for now he works alongside his many apprentices to make the city safer. Entrepreneurial fowl Scrooge McDuck has recently arrived in this world thanks the magic of Merlin, who may let you read a most peculiar book, if he has it.

10. Free Choice: You may go to any of the world's featured in Birth By Sleep, including those not listed above.



Origins

Everybody must start somewhere, right? Your origin determines the life you lead prior to the start of the Jump, and also affects which freebies and half price discounts you get. You may decide to Drop-In as either background, entering the Jump with no new memories.

Age and Gender

You may pick your age and gender for free. Keyblade Apprentices are recommended to be in their teenage years, while master's may want to be a little older.

Keyblade Apprentice (Free): As a child you were approached by a Keyblade Master who saw great potential in you. You were told of magic, of other worlds, and of the Keyblades. You were offered the chance to learn from this Master. You have a choice of which Master to learn under; you can choose between Eraqus, Yen Sid, Xehanort, or a Companion with the Keyblade Master background. Your starting world roll may be replaced with the world where that Master resides. If you pick Eraqus, you start at the Land of Departure. If you pick Yen Sid, then you start at the Mysterious Tower. If you pick Xehanort, then you start at the Keyblade Graveyard. Custom Masters retain your location roll.





Keyblade Master (Free): You are a fully-fledged Keyblade Master, having passed your own Mark of Mastery Exam. Perhaps you did so recently, or mayhap you are one of the older generation of Masters. Whatever the case, with the stability of the worlds threatened it falls on you and your compatriots to tip the scales, one way or another. As with the Apprentices, you may set your starting location to the Land of Departure should you choose to ally with Eraqus (or appear to at least), the Keyblade Graveyard should you side with Xehanort (a risky proposition, to be sure), or the Mysterious Tower if you are inclined to work alongside Yen Sid. Any of the three may even have been your Master, before you passed the exam, should you so choose, and if you're young enough to have done so.

Perks & Abilities

Perks are discounted to their respective origins, paying only 50% of the listed price. While Keyblade Apprentice receives their 100CP perks free, Keyblade Master instead receives **Ars Keyblade** or **Ars Magic** free.

General Perks

Your Path offers a few minor enhancements and provides a focus for your starting skills and boosts training within that area. Some perks also have options that are decided by your path. For any such perk you may pay 50CP to swap that particular option to a different Path, or 100CP to gain a second Path option for that Perk. Note that many such options can be trained or otherwise obtained, your Path simply determines what you start with and may slightly enhance that area.



Path of the Warrior (Free, cannot be taken with Path of the Guardian or Path of the Mystic): Invincible courage. You have focused on the act of physically wielding a Keyblade, and as such are a bit faster, and hit a bit harder with it than you otherwise would. You will find physical techniques utilising the Keyblade come easier to you.



Path of the Guardian (Free, cannot be taken with Path of the Warrior or Path of the Mystic): Kindness to aid friends. One must be made of sterner stuff to endure the trials of a Keyblade wielder, and as such you have honed your body to withstand significantly more than you otherwise would be able to. In less time than others would take you will become a true bulwark; your body a shield to protect those you care about.



Path of the Mystic (Free, cannot be taken with Path of the Warrior or Path of the Guardian): Inner strength. Magic is a dangerous and versatile tool, and you intend to use it to its fullest potential. The magical arts dance at your command, spells easier to learn, easier to use, and just a bit more powerful too.

Keyblade Proficiency (Free): The Keyblade is a bit of an unwieldy weapon, and yet, somehow, children can use it to great effect. Now you have the basics of swinging around this unlikely armament, including making use of the hook-like protrusions commonly found on the end, and not getting your own hand caught in the handguard even while twirling it around. This may help a little with similarly unusual weapons too.



+ Path of the Warrior: Whether a quick blitz, a sliding dash, or even throwing your Keyblade in a 'raid' technique, you've gotten down some of the basic techniques that make Keyblade combat so powerful, and to a very impressive degree that blows past most others mastery of the basics.



+ Path of the Guardian: After a successful block your enemies are often off guard, and you have learned to take advantage of this with a powerful Reprisal attack. You can strike a single powerful blow or a swift flurry as the situation demands. Your enemies will come to think twice before testing your defences, as you excel at these retaliation techniques.



+ Path of the Mystic: You have taken the long-range technique of throwing your Keyblade like a spinning disk and learned to add a single element to it such as Freeze Raid encasing enemies in

ice, or Wind Raid guided by the wind to arc around and hit foes multiple times. The elemental raid attacks strike with more force for you than they do most others.

+ Ars Keyblade (200CP, Alternate Free Keyblade Master, requires Keyblade Proficiency): Not just proficient with the Keyblade, you are an expert at its use in combat, and have a distinctive style all your own. Perhaps you prefer heavy handed ground-based attacks, or maybe you like to stay nimble and dart around the battlefield, stabbing your foes without being touched in return. You could even choose something unusual, like a counter based style, or an aerial style, focusing on jumping and striking from above or knocking enemies into the air. Your chosen style can also include unusual ways to grip the Keyblade, should that strike your fancy. From rapid blitzes to powerful strikes, and even long distance 'raid' attacks in which you throw your Keyblade like a deadly whirlwind and summon it back to you, you have grasped the higher tier techniques of Keyblade combat and have the potential to reach the top. Even spell-like attacks such as Strikes that temporarily Blind or Confuse your foes. Your ace in the hole is an ultimate technique; perhaps the incredibly fast slash of Zantetsuken, the rapid dashes of Sonic Blade, or the sheer power of Ars Arcanum, this devastating technique will sure turn the tide of battle in your favour. Whether fighting a single foe or many you are a one-person army with weapon in hand. In time you will surely become a legend with the blade, taking on all comers with your mighty Keyblade skills.

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.



+ Path of the Warrior: You know how to do the elemental Surge attacks, wherein you encircle yourself in that element while dashing at the enemy, dealing damage to all you connect with on your way. Your elemental surge attacks are a little more potent than most.



+ Path of the Guardian: Your blocking with a Keyblade automatically casts Reflect, a powerful short-lasting shield spell, good for blocking melee attacks and, as the name suggests, reflecting many ranged attacks. There's a short recharge period between uses. You'll also find Reflect and its variants easier to cast than others do.



+ Path of the Mystic: You can cast the basic elemental attack spells such as Fire, Thunder, and Blizzard with ease and finesse. Your ranged elemental magics have a bit more intensity to them than those cast by someone else.

Ars Magic (200CP, Alternate Free Keyblade Master, Requires Magic Potential): Perhaps you forwent the extra training with the Keyblade itself, preferring instead to focus on the mystic arts? Or maybe you simply studied under someone who preferred to teach magic to melee combat. Regardless of how it came to be you have excelled in spellcasting, knowing Triple Firaga, Triple Blizzaga, Thundaga Shot, and Curaga, and a selection of other spells at lower -ga, -ra, or base levels. You also have a talent for learning other spells that may not be as combat focused, such as telekinesis or earth magic, and could reach an exemplary level with them not normally seen outside magical powerhouses – indeed, you may become such a powerhouse yourself in time. You also start with a trump card, though can learn more – an ultimate elemental spell such as Glacier, Tornado, or Mega Flare.

Command Styles: Level One (200CP): When you use certain types of techniques or elemental spells frequently, you will feel an energy build up. When it peaks you may use it to enter a special powered up state known as a Command Style. In this state, your attacks become stronger and you will gain access to several new abilities related to the trigger for activating that Command Style. Should you use an element to trigger it, fire for example, your attacks will be imbued with flames while you maintain the style, and you may gain movement related abilities such as releasing bursts of flames when you dash or dodge, while an electrical style may increase your speed in small bursts – perhaps your dashing or dodge-rolling is extremely quick or you briefly convert into energy and reform nearby. Non-elemental styles may boost your strength or speed temporarily, among other things. While they don't last long Command Styles are quite powerful, and easy to trigger the activation conditions. You may choose not to enter a Command Style.



+ Path of the Warrior: Your personal Command Style places an emphasis on hitting hard and hitting fast. Perhaps you favour one or the other, but this collection of techniques is likely to knock enemies around, possibly stun them, and certainly deal some pretty heavy damage. Simply using physical attacks is enough to trigger this Command Style.



+ Path of the Guardian: As one who favours survivability, you only need to block or otherwise defend or heal yourself to trigger your unique Command Style. At your discretion the techniques it unlocks could focus almost entirely on withstanding enemy assaults, or perhaps you prefer to take a hit, and then retaliate with blows empowered by your foe's own attacks.



+ Path of the Mystic: A mix of magic grants access to your own Command Style, which grants access to some powerful magical blasts and techniques. Yours could involve barrages of pure magic, or you could slam those who get close to you with bolts or blades of mystical energy on demand, even magically wield your weapon at a short distance.

+ People's Choice (50CP, requires Command Styles: Level One): One of Terra, Aqua, or Ventus' Command Styles catch your eye? Well look no further, now rather than needing to spend the time developing the style or a close facsimile yourself, you may begin this jump knowing how to perform any one such Level One Command Style. You may purchase this multiple times.

+ Command Styles: Level Two (100CP, Requires Command Styles: Level One): Now you can activate a second tier of Command Styles if you meet specific conditions while you're already in a Command Style – some of which are quite difficult or complicated to pull off. Second tier Command Styles are immensely powerful, and can allow you to perform rapid teleportation, creating a variety of constructs such as floating swords or duplicate images of yourself, and much more. The personal Command Style gained from your Path gets an enhanced form, which may be imbued with an element or extra abilities at your discretion.

+ Fan Favourite (50CP, Requires Command Styles: Level Two): Some of those Level Two Command Styles are mighty impressive, aren't they? Flying around with Sky Climber and finishing foes by soaring atop your Keyblade or teleporting around with Ghost Drive. Perhaps you favour the earth-shaking power of Rock Breaker, or the twisting winds and spiralling attacks of Cyclone. Whatever your flavour its yours now, without any extra effort, including the unusual style known as Frozen Fortune. Extra purchases of additional Level Two Command Styles costs 50CP per extra purchased.

Shotlock (200CP): You can now use a special targeting-based combat system. With this, you can mentally 'lock-on' to foes and unleash a powerful attack that hits all the targeted enemies. Using once or twice a minute is effortless, doing so more than that takes exponentially more effort each time. To start you off you can do four, one fires a bevy of magical orbs that home in on targets, the second will see you dashing towards your foes in rapid succession, smashing into them at high speeds over and over again until the attack ends. Your third is unique to you, and is based on your own favoured abilities, such as a fire elemental Shotlock if you often use fire attacks. With practice you will develop a wide variety of additional Shotlocks, including elemental variants of the first two starting techniques, and even stranger ones besides, including teleportation blitzes and adding powerful aerial slams or multiple blasts as follow ups to other types.



+ Path of the Warrior: You gain an additional Shotlock that takes advantage of your strength, allowing you to rapidly dash or teleport near your enemies and hit them with a powerful strike. You may choose to do a slash, a stab, or even bodily throw yourself at your foes – anything along these lines.



+ Path of the Guardian: Your fourth starting Shotlock encapsulates your defensive nature, and in fact encapsulates you in a magical barrier that you then slam into your foes in swift succession, bouncing around the battlefield knocking enemies over left and right. The shape this shell takes is up to you, and may even be a transparent turtle shell, should you desire such.



+ Path of the Mystic: You have a unique magic based Shotlock, in addition to the base three you start with. This Shotlock conjures simple shapes of your own choosing out of pure magic, and then bombards your opponents with a tremendous number of them, allowing you to pelt a small number of foes with innumerous pellets of pain, or give a full broadside to a huge number of enemies.



Guardian of Light (300CP, Cannot be taken with Seeker of Darkness): You have learned to harness one of the two primordial forces of this universe. In this case, Light. It can be used in a multitude of ways, and in combat can greatly augment your attacks. Simple uses include beams and blasts, but you can also create and swing beams of light around the battlefield to hit wide areas, unleash barrages of homing spheres, and even make orbs, halos, chains, melee weapons and other constructs to use either physically or to later use as focus points for other attacks as targets or origin points. Unleashing your inner light can push back the darkness, if your heart is strong enough, helping those who are struggling with it and even pushing against those of darkness with immense force. While light does not corrupt its wielders, it seems like it may influence them – keep a steady head lest you begin to overreact to signs of darkness within those around you.

+ If taken with Shotlock then you can also use light based Shotlock variants immediately and will use less effort doing so.

+ If taken with Command Style, Level One or Two, you will find it easy to develop light-based Styles, with fairly simple triggers to boot. Your light shines even in the darkest of places.



Seeker of Darkness (300CP, Cannot be taken with Guardian of Light): You have learned to harness one of the two primordial forces of this universe. In this case, Darkness. Be warned however that the darkness is not to be taken lightly. Used carelessly it will soon corrupt you, and should it gain dominion over your heart you will fall to darkness, dying and becoming a Heartless. As you have mastered Darkness you are well inured to its lure and corruptive nature, but it would not do to be careless with a power such as this. Its risks are not without reward, however. It can be used in a wide variety of ways, including greatly augment your attacks. With enough hard work, you will be able to pull off powerful darkness-based attacks, including engulfing your weapon in it to enlarge it or add mas that gives it variable shapes, or launch beams or blasts on command. Devastating homing barrages and rapid short distance teleportation are possible and unleashing your inner darkness can even boost your physical abilities temporarily or enhance your magic with the power of darkness. Finally, you can utilise your control over it to create Corridors of Darkness – pathways between worlds so long as you know of your destination. General information will get you to the world, more familiarity could see you opening corridors into specific rooms, on demand. Note that it is dangerous to travel these Corridors unprotected – without something like Keyblade Armour, a Black Coat, or specially prepared defences you may be corrupted by the Darkness, or even find yourself trapped away from the Realm of Light.

+ If taken with Shotlock then you can use dark based Shotlock variants immediately and will find them easier to perform.

+ If taken with Command Style Level One or Two then Darkness infused Command Styles similar to Dark Impulse will be almost effortless to develop and activating them will be equally hassle-free – and all you have to do is bring forth the Darkness in your Heart.

Bleeding Heart (400): There is something weird going on inside your heart. It seems your negative emotions have a tendency to spill out into the real world, taking physical form as the strange monsters called Unversed. As they come from you, you can control them easily and share their senses. They grow in strength by feeding on the negative emotions of others. When defeated their negativity will flow right back to you, allowing you to recreate them, and potentially increase their numbers, should they have gathered more negativity. The process of negative emotions returning from a defeated Unversed is painful, and likely to cause the unintentional spawning of more Unversed unless careful control over the process is gained. While one could use this cyclical effect to create truly staggering numbers of Unversed, be warned that this process once broke a heart made of Darkness – it is not a course to be taken lightly.



Keyblade Apprentice

Bright Heart (100CP, Free Keyblade Apprentice): It can be hard to stay positive when your friends are running into danger or trying to send you home when you know you can help. Fortunately, the light in your heart shines brightly, even in the face of overwhelming odds. You'll find it easy to stay upbeat and focus on that silver lining, or to cheer up others when they find themselves in a spiral of negative emotions.

My Friends Are My Power and I'm Theirs! (100CP, Free Keyblade Apprentice): True strength comes from having something to fight for, something to protect, and having people who will stand beside you and support you, just as you stand with them. Friendships can be one of the most beautiful things in all the worlds, but they take time and care to grow into such, they take nurture and effort to sustain through the trials and tribulations of life. You're a true friend, and all can see it; you find it easy to become friends with others and have a preternatural ability to work through the tough times and rough spots in your friendships. So long as you make the effort you will be friends forever.

Forever If I Have To (200CP, Discount Keyblade Apprentice): All those friends of yours? They'd do anything to help save you, just as you would for them, no matter how long it takes. Even if they spend ten years in a world of darkness, they'll always come through for you in the end. Fortunately, you won't have to wait that long most of the time, as now your friends and allies have a knack for showing up just when you need them, even if they didn't know you needed help. Should they be unable to help immediately you can rest assured that as soon as they can they will come to aid you.

Acrobatics (200CP, Discount Keyblade Apprentice): As a Keyblade wielder in training you've had to get into excellent shape, and it shows. You can jump inhumanly high, and then throw yourself through the sky with an 'air-dash', which in time will cover impressive distances. On the ground you can roll several meters to dodge attacks, or even cartwheel around your foes. As an apprentice you've still got room to grow, but keep training – or fighting actual enemies, and soon you'll learn how to twist your body a certain way to jump a second time while still airborne, and potentially even learn how to glide swiftly through the air. These skills may also come in handy when breakdancing, if that's more your style than fighting.





Join Your Heart With Mine (400CP, Discount Keyblade Apprentice): Some hearts are so strong that they can lend their power to others, and yours is one such heart. This can allow you to support broken hearts (both verbally metaphorical and magically literal) until they can recover, or even hide those hearts too hurt to go on within your own until they're ready to be returned. While a heart is resting within yours you may occasionally get a mental nudge from them, should they be aware of something regarding a situation you find yourself in, maybe even a flash of memory or two should the information they have be important enough. In addition, your open heart endears trust in you, and your friendships tend to quickly become deeper than might be expected given how short a time you knew each other.

Dutiful Apprentice (400CP, Discount Keyblade Apprentice): You're a good learner, that much is clear. More than simply remembering what you're told, you excel at comprehending the true meanings of what you're taught and taking it to heart. It would almost require deliberate effort for you to misunderstand something your teacher is trying to convey to you. Not only does this mean you get more out of your

lessons, you'll also find you can learn practical abilities through significant accomplishments. Should you face a tough trial and overcome it you are able to derive a spell or technique related to the challenge from the experience, at a level a little below that of the challenge itself. This means defeating a very tough fire themed monster or rescuing people from an erupting volcano may result in learning how to cast Fire, Fira, or even Firaga should the threat be great enough for example, while overcoming a master swordsman may allow you to decipher the workings of a blade technique similar to one of theirs. You'll need to practice with these abilities to master them, but you're good at that, right?

Command Meld (600CP, Discount Keyblade Apprentice): You're still learning, and that's fine. As you master skills, you're certain to find new ways to use them, perhaps casting a fire spell mid-swing to break things up or using aero magic to enhance your jumps. Now you can combine such efforts a bit more directly than that. Any sufficiently mastered technique can be 'melded' with other mastered abilities, allowing for the creation of new skills and spells based on or inspired by the 'ingredients' you use. In the earlier examples you may combine fire magic and a particular sword swing to learn how to coat your blade in fire, and aero jump could send you hurtling through the air at high speeds with far more control than merely jumping into a gust of magical wind. The results from a meld can be quite impressive, but you learn them at a base level, and some may take quite some time to properly master. At the higher levels you'll find that, while tangentially related, the 'fuel' for a meld may not merge quite as simply as the lower levels do, but hey, I'm sure that you'll find some use for the wildly powerful and unique abilities you can learn through such melds! As an example, Time Splicer allows you to briefly stop time and slash at your foes, teleporting between them for the effect's short duration. In addition to being made through logical combinations like time stopping magic and a specific melee attack, it can also be melded through melding a stunning strike with a blow that requires specific timing to achieve the best results.

Lingering Will (600CP, Discount Keyblade Apprentice): Your body submits, your heart succumbs, so why does your mind resist? It's quite simple really, you are so incredibly stubborn, so impossibly determined, so indomitably wilful that you can push past almost any obstacle with sheer effort alone and maintain your drive even if you have been trapped alone in a world of darkness for over a decade. In addition to keeping yourself going beyond normal limits, you can even attempt to undo your death once every ten years. Should you perish, or be completely taken over, or some similar event occur, your mind will attempt to take control over something nearby – a statue, a suit of armour, a mannequin if you must – and use it to fight back against whatever or whoever did you in. Should you succeed in this final chance you will be able to reclaim your body, reclaim your life. Failure – but not destruction – leaves you at the mercy of your determination, as you must hold yourself together while maintaining total focus on the one you are after until you are able to defeat your foe or are in turn destroyed.



Keyblade Master

To reflect their skill with their mystical weapons Keyblade Masters receive the **Ars Keyblade** or the **Ars Magic** perk free.

Master and Apprentice (200CP, Discount Keyblade Master): To teach one must recognise their pupils' strengths and weaknesses, as well as understand how they learn compared to others. You excel at doing so and are a deft hand at shoring up weaknesses and reinforcing strengths. It is a simple thing for you to impart your knowledge upon others, in both physical and cerebral subjects. Should you see fit to teach about dangerous subjects your warnings will always be heeded. This won't stop your students from doing things you have taught them not to, but it will ensure they fully consider the dangers and take their utmost care and precautions while doing so.

We Must Speak at Once (200CP, Discount Keyblade Master): Communication is key. In order to properly understand one another, consideration must be given to the opinions and motivations of all parties involved. Fortunately, this comes easily to you now, and you can leave almost all conversations content in that all parties understood each other – even if they do not ultimately agree with each other. This almost instinctive knowledge of the other parties intent and goals lends itself well to convincing them of your own point of view, a skill I'm sure you'll only use to benefit others – a Master should be trusted, after all, should they not?

The Hidden World (400CP, Discount Keyblade Master): Generations of Keyblade Masters lived at the Land of Departure, a world with a carefully maintained balance of Light and Dark. These Masters recognised the danger that the Darkness posed, and so set up an incredible security system: A Keyblade Master could lock the world away, completely cutting it off from the outside and leaving a dangerous and distorted version in its place. While doing so with a whole world would require either generations of prep time or considerable power, you know how to do this on a smaller scale, able to hide entire buildings by physically transforming them into new structures, while the original rests safely outside anyone's reach – it may even recover from damage if left long enough. You'll have a short window of opportunity to leave, after which you will have to re-open the place in order to return.

Bequeathing (400CP, Discount Keyblade Master): While it is possible for one to be chosen, seemingly at random, to become the wielder of a Keyblade, the more common method is through a very simple ritual. It has been dressed up over the year, with a poetic oath, and an air of gravitas, but at its heart the process requires only three things. One; a Keyblade wielder on the level of a Master, two; the recipient of the ritual, and three; for the recipient to touch the Keyblade as it is being held by the wielder. Once performed, the ritual bestows the recipient with the potential to one day have their own Keyblade – or to inherit the blade of the wielder, whichever comes first. Now not only can you perform this ritual regardless of your status and skill with a Keyblade, you can ensure that your beneficiaries gain their own Keyblades quickly with only a short period of training, typically done with wooden swords or crude wooden Keyblades.



One of Many Roads (600CP, Discount Keyblade Master): Your backup plans have backup plans, and even if you don't achieve your primary goal, you'll simply use that as a distraction to ensure success somewhere else. Your ability to concoct plans and schemes is on par with Master Xehanort himself, the man who orchestrated a near-Master of the Keyblade's fall to darkness, arranged his own kidnapping, conducted plots on an assortment of worlds, and even set Master against Apprentices, and Apprentices against each other, all in order to achieve his own ambitions. While they may seem convoluted to others, you know it is simply because you have prepared for every possibility you could, and even set things in motion for the unlikely event of something unforeseen happening.



Shifting Essence (600CP, Discount Keyblade Master): The Heart is an adaptable, and malleable thing, and you know how to work with them directly. You can split a heart into its component parts, such as creating a light and dark version of a person, or even dominate someone's heart using your own to take possession of them in totality. Such actions require your heart to be strong enough to overpower the victim's heart, but you can tip that balance in your favour by putting the target under more pressure than they can bear. In addition to the twisted uses, this ability could also allow you to hide your heart within another's, allowing you to bolster and protect them, and perhaps even emerge in spirit form to aid them in their time of need. Do note that if you don't have another body waiting for you at the end this may be a short-lived gesture, unless you can hide yourself in another heart, or return to the one you resided in before. You can steal hearts too, should you be so inclined, though you'll need a method of containing them unless you want to simply walk around with it all the time.





Items

Outfit by Nomura (Free): These unusual clothes come from one of the freshest and hippest brands out there – Nomura. While a bit strange looking to those who aren't as down with it as you are, the belts and zippers are sure to make a fashion statement no-one will forget. Unless you want them to, that is, in which case the enchantments to protect the World Order will ensure they don't stand out. Despite their unusual appearance you somehow won't stand out in other worlds while wearing these, even should you go to a royal ball. You can import an outfit you already have into this for free, and it can get some free zippers and belts if you want!

+ Captain Jumper (50CP, Requires Outfit by Nomura): In addition to a fancy mask this purchase allows you to instantly swap your entire outfit for a similar design in an alternate colour scheme. Will it be enough to convince people you're a different person depending on which colours you're wearing? Let's just say you might want to brush up on your acting a little.



Star Shard (Free): This is piece of one of the barriers that keeps the worlds separated. It allows the user to travel between worlds at will… most of the time. They have an unfortunate tendency to go off without warning and pull the user to a random world. It's essentially the engine of a world hopping ship and you're clinging to it as it almost literally bounces between worlds. In time you may be able to learn how to control it, but for now it comes with a box that will contain it, so if you desperately need to stay you can leave it in there until you're ready to move on… whenever the Star Shard activates.



Wayfinder (Free): A star-shaped lucky charm that was given to you by a close friend or family member. It is used to provide good luck to travellers on their journeys. It is made from stained glass, unless your starting world is Destiny Islands in which case it is made from the traditional thalassa shells. Comes in your choice of colour, and has a string tied to it to act as a necklace. It can also be used as a keychain for a Keyblade should you wish.



+ Dimension Link (100CP, Requires Wayfinder): Your Wayfinder has been enchanted with an unbreakable connection that allows you to use the powerful Dimension Link, or D-Link ability. This means you can call upon a small amount of power from your friends in other worlds. When you forge a strong enough bond with someone then the Wayfinder can call upon a fragment of their power. D-Links give you a few different techniques and spells etc to play with, with a unique finisher drawing heavily on the linked being, such as a dragon allowing you to blast dragon fire around the place, a very kind friend may give you healing techniques or spells, or a friend known for playing an instrument allowing you to use a weapon as a substitute for that instrument and attack your foes with sound waves. You can choose to be able to automatically D-Link with any companion you import or create here. Note that D-Links don't start at their full potential: that will come naturally as you use the D-Link a few times.



Tickets to the Disney World (100CP): Join in the festivities with these Lifetime Passes to Disney Town, enough to bring eight friends with you for the Dream Festival, or other celebrations held by the residents. When you need a break, you can hold this ticket aloft to be transported to the festival, and Disney Town, for a day of fun and excitement. Play whimsical games around town, test your speed on the Raceway, your rhythm in Ice Cream Beat, and agility in Fruitball, and many more games

besides, sometimes even earning little prizes. Time in the town doesn't seem to pass normally (not until the Chain ends, that is), but that's just so you can always meet up with your favourite Disney pals. Note that this is a pass to Disney Town, not Kingdom Hearts – you can't run off from here unless it's to go back to where you were before you used the ticket.



Ice Cream Machine (100CP): A very odd-looking contraption with a variety of levers and buttons that can produce endless amounts of incredible ice cream, one bowl at a time. In addition to covering a tremendous range of flavours and being able to make some very fancy treats this tasty snack has a hidden benefit. Some of the ice creams can activate your special abilities and forms that normally require a unique trigger to utilise such as Command Styles, though the entire ice cream must be consumed to do so. While this makes them a bit impractical to use in combat you can surely get some excellent use out of these in training. As a bonus you can even put in a picture of a person to make a custom ice cream based on their appearance.



Medicine Pouch (100CP): A supply of five potions, five ethers, and useful carry case to hold them in. The potions can be used to quickly heal some of your wounds if injured, and the ethers can replenish some of your magical reserves. They respawn a day after being used, and reappear in the pouch if dropped or lost after a few minutes.

+ Doctor's Bag (200CP, Requires Medicine Pouch): The potions and ethers from the Medicine pouch are replaced with Mega-Potions and Mega-Ethers, which will completely heal your wounds or refill your mana respectively. Unfortunately, they only refill every two days, though they'll still return quickly if you fumble one or it gets stolen or something.

Command Board (100CP): An unusual box marked as containing a board game with a variety of play styles. When you and your friends are gathered around it and ready to play simply touch the box and have one person start to open it, and you'll all find yourselves standing at the starting line of a tiled map themed around whatever you all want it to be. The map is shaped according to the theme, but typically has one or two points that the path splits at, and players get to choose which way they go. Players will earn points that they can spend to buy tiles to take points from rival players should they land on them and can collect four coloured markers from specific tiles and return to the start to get massive point bonuses. Special tiles with unusual effects based on the theme can rapidly change the state of the game but be careful using them as they sometimes backfire! Once the target points have been reached the winner is declared and receives some actual rewards, which may include some Munny – a universal currency – healing items, or even clothing.

Sticker Album (100CP): In each world you visit you will find glowing crowns in out of the way and hard to reach places. Merely passing through them adds a 'sticker' to a page in this book, which can be placed on a photograph of yourself in that world that somehow appears in this well-made album. Place enough stickers on a page and you'll get rewards, including items and Munny – which can be spent anywhere. Find all the stickers (an amount which varies between worlds) and you may even get something more impressive, such as a rare item or learning a special technique inspired by that world.



Mirage Arena (400CP, Discount Keyblade Apprentice): Floating in the depths of space, this fantastical station plays host to some incredibly holographic systems that allow for wildly unique training opportunities. In addition to being able to recreate foes and locations you've encountered the station can simulate race tracks, an arena, and even board games, once scanned in. Being holograms you're in no real danger while training here, but it will sure feel real while you're doing it thanks to the impressive magics of the station. Completing challenges here can earn special rewards, including Illusion spells that allow you to temporarily appear as an Unversed – determined by which spell you use – and even use their abilities while in such a form.



Land of Departure (400CP, Discount Keyblade Master): An entire world, in the Kingdom Hearts meaning of such. Multitudinous mountain peaks poking above the clouds, and some very strange buildings all connected by giant golden chains. Majestic waterfalls pour forth from the tops of greenery dotted stone spires and sets of paths and bridges all lead back to the main castle. Featuring training grounds, greeting chambers, and housing for several families, this place makes an amazing home base, and even has a secret trick set up as a last-ditch effort should you find yourself under attack here, able to transform into a twisted and labyrinthine castle that will hide its inhabitants from discovery from all outside forces. The thrones and other furniture are also surprisingly comfortable given their rather imposing appearances – I doubt you'd get so much as a crick in your neck even if you sat in one for ten years.



Keyblade (Free): Congratulations! You have been chosen by a mysterious, possibly-sentient weapon known as a Keyblade to be its wielder. As the name implies, in combat, Keyblades are used like swords. Even though most possess no actual cutting edge, Keyblades still make efficient combat weapons, and are shown to be particularly effective weapons against the forces of darkness. The main power of the Keyblade, however, is the ability to seal or open the barriers between worlds, as well as to "lock" a world's Keyhole, preventing any unsavoury elements from attacking that world's heart. As an offset of this ability, the Keyblade can also be used to lock or unlock any lock, allowing the user to access any sealed interior, whether it be a locked room, gate, or treasure chest. In addition to its base powers, it is possible to modify a Keyblades appearance and powers by attaching various keychains in the wielder's inventory.

You can customise your Keyblade in the Keyblade Customisation portion of the Kingdom Hearts Supplement. You may also access to the Birth By Sleep section of that Customisation section for this and any future Keyblades you acquire.

Extra Keychain (100CP Each): You start with an extra Keychain for your Keyblade. Comes with 15KP 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.

Black Coat (100CP): A magical form of clothing that allows the person that wears it to safely pass through the Corridors of Darkness. The Black Coat's main purpose is to resist the corruption inflicted upon one's heart when they pass through a Corridor of Darkness. It can also change shape to fit its wearer. In addition, donning the coat transforms whatever clothing the coat's bearer is wearing under it into a pair of black gloves, pants, and boots. You may import another outfit for free to gain these protective qualities.

Keyblade Armour (100CP): A magical suit of armour that is traditionally worn by Keyblade Wielders. It protects the wearer from the darkness surrounding the Lanes Between. Pieces of the armour usually appear as part of the user's normal clothing, such as their boots or belts. However, the armour's left pauldron is more important—by pressing it, the user activates the rest of the Armor, which appears in a flash of light. Even though it appears and disappears magically, the armour can also be removed the normal way. This armour is designed to match (appearance-wise) with its wearer's Keyblade and can conjure a cape on demand. You may freely import armour you already have to be summoned when you press the armour piece to summon it.



Companions

My Friends Are My Power! (100/200/300CP, First Purchase Free, Cannot Be Taken by Companions): With each purchase you can import or create two companions with, each receiving 600CP. Your companions cannot take any drawbacks. As Destiny likes to have power trios in this universe, the first two are free.

Bonds Beyond Space and Time (100CP, Cannot Be Taken by Companions): Yep, that's right! For 100CP per person you get the option to bring a Kingdom Hearts character with you on your journey through the multiverse if they agree to come with you. By default, this is a 'slot' you can fill by asking someone in jump, but should you desire you can 'lock in' a particular character instead.



Drawbacks

You need more points? Here are some drawbacks to help you! You can only get up to 800 points with these.

Old Friends and Familiar Faces (+0CP): You may have encountered some of the people you meet in these worlds before in earlier jumps. Should that be the case, some of them 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 their originating jump 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, though it can certainly lay the groundwork.

Kingdom Hearts Birth By Sleep Second Chapter Jumper Prologue (+0CP): When your ten years here are up you may stay until the start of the Kingdom Hearts Jumpchain.

Trouble Magnet (+100CP): Low level Unversed keep showing up, even if you just walked through a place. They don't often trouble others, but wherever you are you can be sure you'll find some monsters formed from negative emotions right around the corner. They won't take much to defeat, but there's always more of them. During dramatic moments you may even encounter stronger or 'boss' level unversed.

Damaged Emotions (+100CP): It seems your heart has been damaged at some point. You find it hard to muster up even the most basic of emotions, and your blank gaze is incredibly unnerving to those who still have their hearts. Perhaps someone with a strong and open heart can help your heart recover, but such a person would be a rare find indeed.

Last One to the Party (+100CP): You tend to arrive just in time to clean up everyone else's messes, and there will be messes. Wherever you go something will have happened that requires your help in order for you to be able to do whatever it is you intended to do there, or which will otherwise inconvenience you.

Captain Jumper (+100): You're trustworthy, right? Well, trustworthy or not you won't be seeing much trust for your time here. People seem to innately distrust you, and while you can earn their trust it'll be a hard earned thing, and fragile enough that any mischief will see people questioning you first and foremost, unless someone actually witnessed someone else doing it. And no, swapping your costume and calling yourself by a different name won't be enough to get around people's distrust of you.

Judgement (+200CP): You've just heard one of your students, a boy who is basically your own son, could be put towards an evil purpose should he fight a very specific being. Do you protect him? No. Do you seek out ways to avoid the situation? No. You are so determined to exterminate the darkness that even the slightest chance of darkness succeeding draws an unproportionate response. In this example you would try to kill him to ensure he cannot be used for evil. In a nutshell you are extremely judgemental towards any darkness or evil and will go to horrifying extremes to stamp it out – even to the point others may call you evil. You won't listen to reason nor explain yourself to hear dissenting opinions. It must be stopped and stopped now.

The Darkness in Your Heart (+200): You have a severe anger problem. That anger has awakened the darkness in your heart and makes it very hard to control. While you think it will give you great power, it is

just attempting to corrupt you, and take over completely should you give into it. I hope you're able to restrain yourself or have friends who can help save you.

Gullible (+200): You're perhaps a bit too trusting, and a little too bad at judging people's motives. You'll believe almost anything anyone tells you no matter how obvious it is they're lying or how obviously evil they are. More than that when someone tries to convince you that you've made a bad choice you'll become very defensive, and take even truthful or innocuous comments and questions as personal attacks. It'll take someone very patient – and very well informed – to be able to convince you that any such instance was the wrong decision, and then they'll have to start practically all over again for the next mistake.

Command Deck (+200): What's a Command Deck, you may ask? Well, its how you access your abilities of course! You only have four slots to start with, but could double that in time, after some significant training and/or adventures. Each ability works on a cooldown, the more powerful abilities take longer to cool down, and you have to mentally cycle through them to select the one you want. Your only saving grace is that simply using a weapon doesn't count as a technique. Movement abilities however must fall into one of the following categories, and you can only have one of each category 'active' at a time: evasive, horizontal movement, vertical movement, and sprint equivalent. To change an active movement ability or ability in your Command Deck you must be out of combat and focus on the changes you want to make for a few seconds.

Amnesia (+300): It seems you have lost all your memories, as have your companions. You still have all your powers, but you'll need to rediscover them one at a time. Circumstances similar to those you have experienced may give you flashes of your lost memories, but such situations will cause you severe pain, possibly even knocking you out, or making you immobile for a short time.

Grand Theft Me (+300): Master Xehanort has decided to target you as a potential new vessel. While he is still going after Terra, you'll find his influence throughout the worlds you visit. Be prepared for him trying to manipulate you into unleashing the darkness in your heart and, should you prove yourself a better vessel than Terra, you may encounter the man himself as he attempts to corrupt you and take control of your heart and body.

Critical Mode (+300): You want a challenge, do you? Well go no further – your attacks do a pittance against the extremely durable foes you'll be up against, while they can tear through your meagre health pool like paper. As a courtesy you'll hear a warning sound any time you are close to death – which will likely be often. Enemies will be more skilled in general too, with very few – if any – tells that would give away their attacks or intentions, and they'll often reveal new tricks at the most inopportune times. Good luck, you're going to need it.

χ-Blade Ingredient (+300): Like Ventus, you've been split into two, though perhaps not into one of pure light and one of pure darkness. Whatever line the split occurred down some things hold true: Your opposite half has allied itself with Master Xehanort. In addition, it can create Unversed – or more Unversed if you can too. It seeks to become whole once more by merging with you. If it succeeds it will automatically be in control of the fusion. The χ -Blade will be reforged, which it will use to restart the Keyblade War. As you have probably guessed by now, if that happens then your chain is over. Should you somehow be able to get this person whose entire existence revolves around defeating you to stop trying to kill you and somewhat redeem them you may take them as a Companion, though they will grow and change on their own or through imports independently from you from now on.

Victory!

Ten years have passed, and so your time here has come to an end. Three choices lay before you. Regardless of your choice your drawbacks are ended.

Lifetime Passes to Disney Town: No. You can't leave yet! There's still so much to do! Your friends and family from past worlds will be certain you're happy – an inexplicable feeling – as you settle into your new home reality.

Another Night Beneath the Same Stars: You've finally sated your wanderlust, have you? Or maybe you miss your family and friends back on Earth too much? Perhaps you long for the connections you once had with those close to your heart. Whatever the case, home is your next destination.

May Your Heart Be Your Guiding Key: There are still more worlds you have yet to see! Please do try to remember this place, as the new friends you've made will surely remember you. Trust in your heart and I'm sure you'll go far.

Notes:

Made by BBSanon and TopHatAlthalus with help from friends and members of the community.

The intro text is what was believed at the time in-universe (and largely on our part too). It has since been revealed to be a little inaccurate, and many details are still unclear.

The Land of Departure and Mirage Arena you can purchase and bring with you can be copies if you want, especially if the original has been damaged or is otherwise not available. Each jump you may decide if they are in the world/setting, or accessible through doors in your warehouse, or other pocket dimension should you not have a warehouse.

While there are no hard numbers regarding the amount of Stickers for the Sticker Album per world you can expect around 20 in most worlds, distributed such that you are likely to find them if you go looking for them – unless the jump is set underwater it's unlikely one will be at the bottom of the ocean, and it'll be rare for them to be in the middle of nowhere unless the story actually goes there. Some settings may have more or less stickers.

In other worlds/Jumps you can earn new Keychains by finding and locking that 'Worlds' Keyhole, an adventure which will likely require some help from the locals and will be fairly difficult given the setting. In other words, you may find in by running through the plot, or by heading off to do your own thing that, setting permitting, will be somewhere in the same ballpark difficulty wise. This could just be that it's hard to reach, or has special conditions for finding it, or it may be in the lair of a big monster at the end of a mighty quest, who knows? In settings that visit multiple actual worlds you may be able to get multiple Keychains by locking each worlds Keyhole, or there may be only one Keyhole for the setting that gives a Keychain based on the whole setting. Your choice.

Bequeathing gives the new wielder the potential to learn Command Styles and Shotlocks if you have those perks, and gives them a Path that can differ from your own.

