Out of Context: Keyblade Supplement

V1.01 By DeverosSphere

This document can be used as a supplement in any Jump that would not otherwise have Keyblades within its continuity.

By taking this Supplement you have chosen to be a Keyblade wielder with the weapon being placed within your spiritual heart.

The Keyblades are weapons that were fashioned in ancient times in the image of the χ-blade in order to fight back the darkness and maintain order in the World.

Shaped like keys, these weapons can operate any lock in existence and are imbued with magic and other unique capabilities.

You world has fallen into darkness and you have landed in that continuity as a Drop-In you will awaken with any evidence pointing to your world having been swallowed by darkness and Keyblade having led you to the light.

You can choose to be a Disney style sentient animal or become visibly identical to a Human.

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origin:

Though you dream you awaken upon an enormous, illuminated stained-glass pillar depicting the Jump world you are about to enter.
As you approach the center three pedestals pop up. Each pedestal houses one of three weapons, which will influence your path: the Dream Sword, the Dream Shield, and the Dream Rod.

You must choose your weapon.

The Warrior

By taking the Dream Sword you have chosen the path of the warrior, the road to gaining the strength to cut down your enemies and the speed to bridge the gap.

The Guardian

By taking the Dream Shield you have chosen the path of the guardian, the road to showing the courage to face your enemies and the endurance to resist their might.

The Mystic

By taking the Dream Rod you have chosen the path of the mystic, the road to learning the power to blast away your enemies and the wisdom to do what's right.

Perks:

Universal Key - Free
The most important feature of a keyblade is the ability to lock and unlock any keyhole or lock whether physical or symbolic. The most apparent use of this ability is in the opening and sealing of the keyholes to the hearts of the worlds as well as opening paths to other worlds.

Summon Keyblade - Free
The Keyblade is a part of your “Heart” and as such is an extension of your will rather than a physical object that allows you to summon and unsummon your Keyblade at will.

Awakened Origin - Free (Cannot be taken with “Locked Away”)
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you had entered the Jump from a world consumed by darkness.

Dynamic Entry - Free (Requires 3 Out of Context Origin Perks)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Keychain Clip -100 CP
Your Keyblade comes with a Magical Keychain clip attachment. This is a piece of equipment that allows you to change a Keyblade's stats, grant it special abilities, and give it a new appearance by equipping different clips.
Each keyblade clip is crafted from the emotions you feel towards a thing or place and by default you will gain one new Keyblad clip whenever you complete a jump and gain one new clip, per Jump world you have already completed.

Keyblade Glider -200 CP
You are able to convert your Keyblades into a vehicle, which you can use to fly, even to other worlds. Although each Keyblade Glider is similar in the manner that they are formed, by throwing the Keyblade into the sky, where it transforms into its vehicle form, each keyblade's glider has drastically different forms.

Drive Form -400 CP
This perk grants you access to drive form transformation ability that allows you to take a more powerful form for a time. By default you gain access to the **Anti-Form** and the **Negative-Form**.

- In the **Anti-Form** you become similar to a heartless, as your clothes, skin, and hair become completely black with bluish highlights, your fingers become claw-like, your eyes become yellow and your body emits a dark mist. While in this form you are able to move through shadows with your movements.
- In the **Negative-Form** you become similar to a nobody, as the colors of your skin, hair, and clothes are photographic negative inverted, the edges of your hands become blade-like and your facial features become blurred and indistinguishable. While in this form you are able to elongate your body and temporarily invert your own gravity.

Synch Blade -600 CP
Somehow you are not limited to a single Keyblade within your heart as it now contains two this also allows you to sense the world as though each Keyblade as though it were an extension of your body. By default the first is the Kingdom Key and the second is the Kingdom Key D.

Drive Form Booster: Master Form
With this you are able to telekinetically wield your two Keyblades and maneuver yourself while airborne while you are in any of your Drive Forms.
While in the Master Form your clothes become mostly yellow, your magic casts cost a third the normally required MP and your movements are slightly increased.
This special ability allows you to perform Aerial Dodge while in midair.

Drive Form Booster: Final Form [Requires Limit Form, Valor Form and Wisdom Form]
This is the most powerful among all the Drive Forms as it contains all the abilities of the other forms your clothes become mostly white and allows its user to Glide and briefly fly.
This perk also gives you the ability to bestow a **Keyblade** to each companion with it giving them the perks **Universal Key**, **Summon Keyblade**, **Sword Intent**, **Sturdy Frame** and **Magical Powers**.

The Warrior Perk Tree:

Sword Intent -100 CP (Free for The Warrior)
You have learned a principle of swordsmanship that allows you to make a blade from your intent alone. This means that when swinging with the intent that you are using a sword you can form a blade's edge. Initially doing this empty handed would have the durability and cutting potential of thin glass whereas using an ordinary stick would have the durability and cutting potential of an iron sword. This will take focus and imagination to do correctly but will become easier and stronger with time and training.

Blade Length -200 CP (Discounted for The Warrior)
While wielding any melee weapon you are able to control the weapon's length in order to extend its length up to five times its initial length or reduce it down to one fifth. This can be used at any time even while in battle and it can be used to scale the size of any weapon to match your size.

Limit Break -400 CP (Discounted for The Warrior)
While in battle you can force any attack to become a Limit Break which will allow you to unleash all your energy as a singular tremendous attack which you wouldn't normally be able to perform. Using this drains your body of all its energy but also heals you from any abnormal effects your body is inflicted by and prevents you from getting any unusual effects for a few seconds.

Drive Form Booster: Limit Form
The Limit Form highlights your physical features while increasing your strength, agility and maneuverability while also reducing the drain on your body to only a third when using the Limit Break while still producing the same level of power in your Limit Break attack.

Blade through the Armor -600 CP (Discounted for The Warrior)
While fighting an opponent you subconsciously gain an awareness of their weakest points with them almost glowing, using this knowledge you can set an auto lock on so that your attacks aim for that spot so long as you can hit from your range.

Synch Blade Booster: χ-Blade
Your Keyblades can now do something legendary the two can combine to take on the form of the χ-Blade, allowing you to connect to the true kingdom Hearts while being able to create Portals anywhere and manipulate Light and Darkness.

Blade Length Booster: Rangeless Blade
Through this the range of your strike has no limit as you can cause any blade you hold to glow white and extend at high speed to any distance carrying tremendous force when extending. The force, cutting power and speed of the blade is vastly amplified the further it is extended. The blade can retract to its normal size almost instantly.

The Guardian Perk Tree:

Sturdy Frame -100 CP (Free for The Guardian)
Through this perk you have learned the age-old art of force displacement allowing you to redistribute the impacts you receive to any part or parts of your body in order to spread it out and reduce the impact or focus it into a single more defended point.

Auto Defense -200 CP (Discounted for The Guardian)
Using this perk you are able to set a part of your mind to subconsciously track every projectile and incoming attack in order to help yourself and your allies. With this activity you can passively intercept incoming projectile and melee attacks but you will need to be durable enough to withstand it.

Second Chance -400 CP (Discounted for The Guardian)
So long as you are still capable of standing your ground and fighting should you be hit by a powerful attack that would have killed you, you will be able to survive and withstand its effects though you will be on death's door without some form of medical aid.

Drive Form Booster: Valor Form
The Valor Form alters your clothes to become mostly red, and can be toggled to heighten your physical capabilities by a tremendous degree but in exchange it quickly drains your stamina and endurance. While in this form any harm you receive will be absorbed into the form reducing the amount of time you can remain in it but when you revert to your normal form you will be as physically healthy as when you first entered the form.

Keyblade Armor -600 CP (Discounted for The Guardian)
This suit of armor when activated automatically integrates into the clothing the user is already wearing, improving its durability letting them survive the vacuum of space, protecting the user from any form of supernatural Darkness and attacks that would directly target the Heart or Soul.

Synch Blade Booster: χ-Armor
You are now able to create a secondary suit of Keyblade Armor that you can bestow to anyone else in the same fashion as the armor you wield or create an empty suit that you can control the movements of with your mind.

Auto Defense Booster: Auto Armor
Whenever you perceive you are about to be hit as many defensive perks, and powers will auto activate in order to negate the attack, this can be toggled for specific perks in order for them not to activate.
You also gain an instinctive awareness of the power, speed and strength behind each attack in relation to your defense, allowing you to understand which attack would do you no harm, how much effort is needed to block and how you would need to move in order to dodge the attack.

The Mystic Perk Tree:

Magical Powers -100 CP (Free for The Mystic)
You gain a notable amount of MP that can be increased with training and a mental list of every magic spell within the Kingdom Hearts universe.
You may not initially have enough magic or magical capability to cast them but will be able to with practice and training.
These spell's include but are not limited to Fire, Blizzard, Thunder, Cure, Aero, Gravity, Stop, Magnet, Reflect, Holy, Esuna, Slow, Confuse, Zero Gravity, Sleep, Poison, Balloon, Spark and Water. These spells all have more powerful versions that end in -ra or -aga to show their increased power but there are also spells that break this format such as Aero Shield, Blizzard Arrow and Fireball.

Leaf Bracer -200 CP (Discounted for The Mystic)
This magical defense renders you invulnerable while you are casting Cure or its variants.

MP Haste -400 CP (Discounted for The Mystic)
With this perk your MP charging rate is increased by 25% and if you are charging a large spell it will not halt your MP recharge rate allowing you to theoretically charge a spell indefinitely.

Drive Form Booster: Wisdom Form
The Wisdom Form alters your clothes to become mostly blue, and heightens your MP charging rate to 200% its untransformed rate.
While in this form you are able to glide across the ground as if you were skating along ice with complete control over your horizontal movements.
Any spells you cast while in this form have their casting become purely intent based allowing you to fire a string of spells as if they were magical bullets.

Endless Magic -600 CP (Discounted for The Mystic)
Using this perk you are able to tap into the magical energies within the universe in order to cast or boost spells even if you are completely drained of MP. When doing this you create an energy debt to the universe that you will need to restore before you can cast again.

Synch Blade Booster: χ-Magic
You have learned how to dual cast magic and with that how to combine two different spells. Whenever you cast two spells whether the same or different the power release upon impact is dramatically more that the two spells when cast separately. This may require trial and error in order to test as some spell combinations can have bizarre results.

Leaf Bracer Booster: Magic Bracer
Whenever you are casting a spell this Magical barrier will activate protecting you and those near you from harm. This also allows you to toggle a passive Auto Healing Spell that uses half your MP charging rate while you are injured to heal you, however this does not benefit from Leaf Bracer.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Clothing - Free

You have a baggy set of final fantasy appropriate clothing with plenty of zippers and buckles.

Keyblade - Free

This is the Keyblade itself with this purchase your Keyblade can function as both a Perk and an item in regards to drawbacks so that you may keep it if either an item restriction or perk restriction drawback have been taken active but not both.

Drawbacks:

Locked Away +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow "***has this power***".
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

See ya real soon +200 CP
Normally you would be the only one with a Keyblade within this continuity, however with this drawback the Keyblade Master King Mickey will appear alongside his two friends the mage Donald and knight Goofy.
However something is wrong with these three as they each seem to have been warped into something darker.

Dream Sword +300 CP [Exclusive to The Warrior]
Instead of a key what you have found within yourself is a blade. This Dream Sword is a generic short sword with a black Hidden Mickey symbol on the hilt and a blue handle.
Because of this you are no longer able to take perks from the **The Guardian** Perk tree or the **The Mystic**. For the purposes of any perks within this Supplement the Dream Sword will count as a Keyblade.

Dream Shield +300 CP [Exclusive to The Guardian]
Instead of a key what you have found within yourself is a shield. This Dream Shield has a simple design. It is pentagonal and its bottom three corners are rounded. It has a red border and the top and bottom two corners all sport a silver bolt or pin. Most of the face of the shield is black, save for the prominent Hidden Mickey symbol in the center. This symbol is red and has a pale yellow outline.
Because of this you are no longer able to take perks from the **The Warrior** Perk tree or the **The Mystic**. For the purposes of any perks within this Supplement the Dream Shield will count as a Keyblade.

Dream Rod +300 CP [Exclusive to The Mystic]
Instead of a key what you have found within yourself is a staff. The handle of this Dream Rod is tan at the tips but it is otherwise predominantly green. There is a wide, brown disk on the tip of the handle, while the top of the staff is connected to a cyan Mickey Head.
Because of this you are no longer able to take perks from the **The Warrior** Perk tree or the **The Guardian**. For the purposes of any perks within this Supplement the Dream Rod will count as a Keyblade.

HeartMore or HeartLess +200 CP
the Heartless use the Keyblade as a homing beacon, and thus Keyblade wielders are at constant risk of Heartless attacks at any time.

Dark Disney +200 CP/+400 CP/+600 CP/+1000 CP
Normally there would be no other people from the worlds of kingdom hearts within this continuity, however with each purchase of this drawback, a new rift of darkness will appear at some point during your Jump, somewhere on your Planet producing this foe.
For **+200 CP** only "***Captain Hook***" will appear.
For **+400 CP** both "***Captain Hook***" and "***Pete***" will appear.
For **+600 CP** the "***Captain Hook***", "***Pete***" and "***Maleficent***" will appear.
For **+1000 CP** the "***Captain Hook***", "***Pete***", "***Maleficent***" and "***Sephiroth***" will appear.

1. "***Captain Hook***" is an elegant, yet bloodthirsty pirate that commands The Jolly Roger and its crew, he will have access to all the perks on the **The Warrior** Perk Tree.

2. "***Pete***" is a fowl tempered anthropomorphic cat with a ruthless and tyrannical personality he will have access to all the perks on the **The Guardian** Perk Tree.

3. "***Maleficent***" is a malevolent fairy and supposedly an incarnation of pure evil and is responsible for all misfortune she will have access to all the perks on the **The Mystic** Perk Tree.

4. "***Sephiroth***" is known as the One-Winged Angel though in truth he is not the true being but instead a more powerful physical embodiment of Cloud's dark memories. He will have access to all the perks on this Jump Document.

Generic Drawbacks:

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sort out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 CP
Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 CP
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 CP
You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP
You are honorbound and will always do things in an honourable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconvenients +100 CP
Small issues will constantly occur causing minor discomforts for you.

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Friends from beyond your dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 CP
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.
It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Selective Amnesia +200 CP
Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Living in Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Local Scale +300 CP/+600 CP
For **+300 CP** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **+600 CP** you're level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys +400 CP
All items gained from other jumpchains will not be able to be imported into this jump.

Friendly problems +400 CP
All companions, followers, and pets are barred from this jump.

Mortal +400 CP
All of your perks are all disabled for the duration of this jump.

Boss Rush +600 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.