Kingdom Hearts Supplements



Here are the three customization sections for Kingdom Hearts:

Heartless Customization [HC]

Nobody Customization [NC]

Keyblade Customization [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 or remove the symbol with only a few minutes focus on any number of individual forms. 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 heart, the bottom of which leads 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 twice 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.

Invisibility (-1 Heart): Some Heartless can make themselves extremely hard to see, and now you can too. While this allows your Heartless to become almost invisible there is usually a tell of some kind, a distortion of the air if they move too fast, for example, or their eyes may still glow faintly even while the rest of their body has faded from sight.

Incorporeal (-2 Heart): There are Heartless based on ghosts, and you could hardly expect them to interact with the physical world in the same way as regular Heartless, could you? Now your custom Heartless can become intangible on demand, allowing them to pass through walls, people, even enemy attacks unhindered. Magic may still be able to affect them in this state however, and it typically does not last very long, leaving them open for a moment before they can return to their ethereal state.

Armoury of Darkness (-1 Heart, Requires Melee Weapon, Ranged Weapon, or Shield): You can import a weapon of your choice, including one gained here, as your melee, ranged weapon, or shield, 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, Ranged Weapon, or even Shield, 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), Guard Armour bringing forth various pieces of armour, 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 with only a few minutes focus on any number of individual forms.

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 two 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 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. You, and they, can push off the air in any way you normally could a solid surface.

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 can be armed with a weapon based on your Absent Silhouette 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 Absent Silhouette 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, maybe it's an actual shield, 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 youre 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 Nobodies base speed, and you yourself may be able to go faster in this form 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 15KP unique for it). Extra Key Points can be purchased in the main Jump with 'Where Are My Keys' for individual Keychain's.

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 at least in part by a guard with a keychain dangling from it, a blade - obviously - and a protrusion on at least one side of the end of the blade that, if you squint, kinda-sorta resembles the teeth from an old fashioned key. There are, however, at least two Keyblades based on pin tumbler keys, rather than lever tumbler keys, so you can do away with the ornamentation on the end if you want a more traditional sword-like Keyblade. 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 (Free): 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, and you can use its Keyblade powers outside of the Keyblade mode, if you want, and vise versa, where appropriate. 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.

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 15KP you can just spend only 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:

While all Keyblades can be used for cutting and bludgeoning yours does a bit better at one or the other. 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 is quite difficult, it's probably best to wait until you're not in a fight. Given a few years practice however you should be able to learn how to quick swap between up to three Keychains on the fly. 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 15KP 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 (1KP): Your Keyblade can extend to almost double its length at will. It can do so fast enough to extend during a swing and retract on the backswing.

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.

Kingdom Hearts Birth By Sleep

If you access this supplement through the Kingdom Hearts Birth By Sleep jump. If you are in a different jump but have been to the Kingdom Hearts Birth By Sleep jump, then you may also access this portion of the Customisation Section.

Transformation (4KP): Your Keyblade gains a unique temporary alteration ability that will require some training to fully master. These changes are fairly simple, a distortion, stretching, or compressing parts of the Keyblade into a new shape. Perhaps you'd like your Keyblade to be able to elongate into a whip-like state, or compress until the key-prongs and handguard form a shield, axe, or a more traditional sword? You start knowing how to use one such transformation, and can learn others over time. They're fairly difficult to pull off, but give you incredible flexibility in combat.

+If taken with Shotlock then this gives you a unique Shotlock Keyblade transformation, such as transforming your Keyblade into a giant magical grenade launcher, or a bow that fires devastating magical arrow blasts etc.

+If taken with Command Style then a mix of parrys, blocks, stabs, and slashes can activate a unique Command Style that allows for rapid transformations of your Keyblades shape.

Upgrade (2KP): Not so much a purchase for now as an investment in the future, this option gives your Keyblade an upgraded form that you will be able to unlock. Typically requiring significant progress on a quest, or a significant moment in your life, this boosted form will look similar to your original Keyblade, but perhaps a bit longer and certainly more impressive. It also boasts better capabilities in magic and strength, to an impressive though not overwhelming degree.

Glider (Free, Can Be Added To Old Keyblades): In an instant your Keyblade can transform into a unique form of transportation, known as a Keyblade Glider. This grants your Keyblade the ability to fly while in this form, and even perform some unique attacks. The form of your Keyblade Glider is up to you; it could be a hoverbike, a hoverboard, even a hover-segway if you want. One unique example formed into a set of asymmetrical wings. You have quite a bit of leeway in this regard. It's aesthetic beyond that will be influenced by the style of the Keychain you equip to it.



+ Free and Requires Path of the Warrior or (1KP): Your Keyblade Glider is not only faster than most, it hits harder too. When you ram your foes they'll receive a much greater impact than they should, and you won't receive as much inertia in return as you should.



+ Free and Requires Path of the Guardian or (1KP): There's little tougher than your Keyblade Glider, which is able to take a truly substantial beating before you'll notice any negative impact on its capabilities. You'll also find that it offers far greater protection to its rider(s) than it seems like it should.



+ Free and Requires Path of the Mystic or (1KP): Magic channeled into your Keyblade Glider can be funneled through a pre-designated spot, such as prongs or the handlebars, in order to blast foes while airborne.