

Jumpchain Opening Scenario

A First Step and Body Mod for KINGDOM HEARTS Themed Jumpers

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PART 1 – YOUR HEART'S DESCENT

It feels like a dream. One moment you're out and about, doing your business, perhaps with your friends, perhaps all on your own. The next, you look up, and see... yourself.

The next moment, you're falling through the sky, plummeting towards where you were a moment ago.

The next moment, you're falling through water, sinking into dark depths. You'd swim up, but you feel... so tired...

You're not sure how long you fall, but you can hear it – your heart beating strong, despite the fact that you long since should have drowned.

You're not sure where you are, but you can feel it – the warmth and comfort, despite the fact that you seem to be at the bottom of the sea.

You're not sure whether any of this is real... or not.

You eventually arrest your momentum, and twist and turn, and... land, feet first, on something unsteady, incomplete.

You're not sure exactly what happens next. Perhaps the ground turns into birds and flies away, or sand withdraws from beneath your feet, or something else entirely.

However it happens, the ground beneath you becomes solid and real. Stained glass reveals itself... and shines from within. You recognize your own visage, slumbering in the stained glass. Your home, represented in the background. Those things you loved and cherished displayed in brilliant light.

A voice calls to you.

So much to do, so little time...

I imagine you're confused.

Maybe you think this is a dream.

Maybe you've never heard of Jumpchain.

Take your time, Jumper. Jumper

The door is still shut.

... I've come to make an offer.

If you wish,
you may choose to stand on that little glowing circle,
and continue your normal life.

But if you're interested...
There is potential in you,
and I can give it form,
and in so doing give you power.

But in exchange...

I want you to go on a little journey.
But that can wait until a little later on.

Try and take a step forward. Can you do it?

First Step Forward

(Free, Perk, Body Mod)
As you step from your past and into your uncertain future, you feel strangely invigorated. Through an unusual power, your Heart is beginning to bolster your body. Your physical form has been brought up to the baseline for your species in all respects, and your mind has been cleared of any traits you do not wish to keep.

Well done. As I said... I offer you a journey. I offer you power. If you do not want it...

A strange disk of energy sits in the center of the platform, right where you were standing before you took your first step forward, and from it you feel the call of home.

You need only take a step back, onto that Dive Point. Close your eyes, take a deep breath, and forget what little you have experienced here.

After much thought, or perhaps not much thought at all, you make your decision, and turn away from the disk, letting it dull and weaken, the connection to your home severed.

PART 2 - POTENTIAL WITHIN

Optional Ruling: on the following pages, you will undergo the installation of a Body Mod. If you wish, you may utilize any Body Mod Supplement in place of this one. If you do so, use the fluff descriptions of what's happening here as inspiration for how your chosen Body Mod is presented to you. For example, in this upcoming section, the Essences from the Essential Body Mod will appear on pedestals for you to select from. You'll rejoin us completely in ***Part 3 – Forged Might****.*

Very good. There already rests power within you.

A trio of pedestals appear before you. Upon them rest a Sword, a Shield, and a Staff.

If you give it form, it will give you strength.

Select one of the following three Powers, granting you a full rank up in all associated Attributes, and -50BP discounts on associated Perks.

To gain an additional 500 BP*,* **select a second one to give up, lowering all associated Attributes and increasing the cost of associated Perks by +50BP.**

Optional Ruling: your choice here must be reflected across any and all Jump Documents that offer you a similar choice, such as Defense/Magic/Strength, Courage/Wisdom/Power, etc. This especially holds for Kingdom Hearts Jumps, and for certain Keyblade Perks.

The Power of the Guardian.
Kindness to Aid Friends.
A shield to repel all.

Boosted Stats: Stamina, Constitution, Toughness, Memory, Regeneration



The Power of the Mystic.
Inner Strength.
A staff of wonder and ruin.

Boosted Stats: Magic, Perception, Logic, Coordination, Flexibility

The Power of the Warrior.
Invincible Courage.
A sword of terrible destruction.

Boosted Stats: Strength, Speed, Resolve, Reflex, Luck

As you take the weapon in your hands, you feel its Power surge through you, *Brimming with Potential*.

+1000 BP

The brimming potential in your weapon – the full potential of your Heart and Body. Spent to obtain Body Mod Perks, which will endure even in places and under circumstances that banish the powers you'll acquire on your journey.

A mirror appears before you. Reflected in the mirror... is you, but changed by the weapon you've taken up. Better than you were before. But you sense even more beneath the surface. You can take your Brimming Potential (BP) and push it through the mirror, shifting your appearance and making the other you even greater.

Thanks to **First Step Forward**, Attributes start at B Rank (Above Average Human). Attributes associated with your chosen power are pushed one Rank up (A=Peak Human) to start with, while Attributes associated with a Given Up Power are pushed down a rank (C=Average Human). With each Perk you pick up below, you'll receive one "Plus Rank" in the relevant Attribute. For example, as a Guardian you'll start with B-Rank Strength. Each Perk below that is associated with Strength will push your rank up, going from **B** to **B+** to **B++** to **B+++** to **A**. Plus Ranks can be purchased on their own as well, for 75BP per Plus Rank.

Above A Rank, the cycle repeats from F→D→C→B→A again, in the **EX**traordinary Tier, representing the domain of superhumans.

Above EX-A rests the Superb Tier – the power to shatter skyscrapers and outthink the mightiest supercomputers.

Above S-A Rank, far above anything one can gain without truly mythical traits, is the Z Tier, for those who walk amongst the greatest gods, shape the stars into constellations, and become living embodiments of their traits.

On the following pages, you'll find descriptions of each type of Attribute defined and modified by this Body Mod. After that, you'll find the Perks that, in addition to granting you their unique powers, will grant a Plus Rank to their relevant Attributes.

Physical Attributes

Strength: The power needed to lift heavy burdens... or punch really hard. The higher this Attribute is, the stronger you are in general, especially when you're within your element.

Speed: The ability to move fast, with your feet or with any other part of your body. The higher this Attribute is, the quicker you are when moving under your own power.

Stamina: The endurance needed to keep going when the going gets tough. Whether it be an exceptionally long run or an extended period of carrying burdens, the higher this Attribute is, the longer you can handle it and the faster you'll recover from the exertion.

Constitution: The inner toughness to resist poisons and disease. The higher this Attribute is, the more resistant you are against purely biological failures.

Toughness: The outer toughness to resist heavy hits and keep fighting back. The higher this Attribute is, the harder it is to knock you down and do physical harm to your body.

Flexibility: The ability to bend or stretch when others break. The higher this Attribute is, the better you are at pushing your body to its structural limits without hurting yourself.

Coordination: Instinctual understanding of one's body, and spatial awareness. The higher this Attribute is, the less clumsy you are, and the better you are at positioning your body in heated moments.

Appeal: A healthy and attractive form... and the poise to make it work. The higher this Attribute is, the more fit you are for your body type, the more confidently you carry yourself.

Mental Attributes

Logic: The ability to reason and puzzle out the solutions to your problems. The higher this Attribute is, the more quickly you can process information and the more accurate your deductions are when you make them.

Perception: The keen eyes, ears, and other senses to pick things out from the background. The higher this Attribute is, the better your senses are and the easier it is to notice things and react to them before others might.

Memory: The ability to retain information and hold on to what you care about most. The higher this Attribute is, the faster you remember things, the more accurately you recall them, and the harder it is for enemies to make you forget.

Resolve: The inner will to fight, or at least move, when hope is dwindling. The higher this Attribute is, the harder it is for psychological attacks to stop you, and the more likely you'll push through emotional and mental hardship.

Reflex: The skill to keep up with fast objects, and react to surprises instinctively. The more you invest in this Attribute, the faster your reaction speed is.

Charisma: A gift with words to influence others and make them see your way. The higher this Attribute is, the better you are at speaking with others, making friends, managing groups, and making your case.

Supernatural Attributes

Magic: The spark of talent that makes all that is supernatural tick. The higher this Attribute is, the stronger any kind of magic you have becomes.

Regeneration: The power, natural or otherwise, to recover from your wounds. The higher this Attribute is, the faster you recover from injury, and the better your healing techniques become.

Luck: A subtle ability that influences seemingly nothing, and at the same time... everything. The higher this Attribute is, the more likely you are to find valuable objects, make chance encounters that prove valuable to you, or even just succeed at games of chance.

Fertility: The power to create and tend to life, both within and without. The higher this Attribute is, the better you are at nurturing life, whether it's the garden in your backyard, a newborn child you're babysitting, or even the nascent life growing within your own body.

For each Attribute associated with your chosen Power, Discount your first purchase of the below Perks by 50BP. For each Attribute associated with your given up Power, boost the price of your first purchase of the below Perks by 50BP. You can make two repeat purchases of each Perk, unless the perk mentions its own cap, enhancing the effects of each Perk and gaining additional Plus Ranks, but these are not affected by discounts. You may purchase Attribute ⇑ as many times as you wish.

With a certain Supporter's aid, your Companions may receive BP and purchase Body Mod Perks from this list. Some Perks will grant them Role Points that are useful in the Dive to the Heart. These will be listed near the top of the Perk.

Body Mod Perks

A New You

(Free, Perk, Body Mod)
The body built here may take any form within the bounds of your species. You may choose your starting sex, age, hair color, eye color, and skin color as you see fit. This effect extends to any future Alt Forms, and you revert to your chosen sex and age at the end of any Jump that changes it.

Lock On

(100 BP, Perk, Perception+Reflex, Body Mod, +Prophet Role)
Your heart has a way of granting you awareness. You may select a single creature or object you can see, and become aware of their location relative to you so long as they remain within 30 feet of your location, even if you lose sight of them. You can always turn towards your locked on target at a higher speed than you normally could. With repeated purchases, or with similar Perks, this power improves its range by 5 feet each purchase and improves the speed at which you can turn to your target even more. On its second purchase this Perk evolves, allowing you a "third eye" that is always looking in the direction of your locked on target. On its third purchase you become able to see your target's silhouette if they're behind something.

Optionally, you may have a light blue circle appear at the center of your locked on target.

Martial Hearts

(100 BP, Perk, Coordination+Charisma+Appeal, Body Mod)
Your Heart guides your body into place, and you are at ease. It may be a bit unorthodox, but you've figured out a battle stance you can get comfortable in, and however inefficient (read, cool!) it looks, you can still bring up a guard or get in a good swing of your weapon regardless. The more purchases of this Perk you take, the more adaptable you become, easily coming up with a good stance for additional unfamiliar weapons the moment you pick them up.

Fighting Spirit

(100BP, Perk, Strength+Stamina, Body Mod)
Your heart resonates with those of warriors past, and grants you the basics of a fighting style common to the universe you originated from. You'll by default start with some baseline competence in that style, and with suitable teachers can train that style further. Each additional purchase pushes your skills from that of a neophyte to a journeyman to a master to a legend at the martial art, and gives you equivalent talent in teaching and learning that fighting style. You may also take this Perk to instead gain a new fighting style - if you do so, your first purchase of that fighting style is considered a different Perk for the purpose of discounts and purchase caps.

Pseudo-Flowmotion

(200 BP, Perk, Reflex+Coordination+Speed, Body Mod)
Your Heart pushes your body to its limits, making you an impressive acrobat, a visionary parkourist, and an excellent freerunner, reaching 25% of the acrobatic ability needed to wield Flowmotion as seen in KH3D and KH3. Run, jump, grind, and slide through your obstacles with this Perk. Each additional time you take this, you get 25% closer to that dreamlike power to defy physics with your acrobatics, capping at 75% of what someone with Flowmotion can do. If you gain Flowmotion or similar acrobatic talent by other means, this Perk enhances its power by 50% each purchase.

Soaring Strength

(100 BP, Perk, Strength+Toughness, Body Mod)
Your Heart pushes your body to its limits, boosting your lifting, pushing, and pulling strength well beyond what your physical frame might suggest. You can easily push heavy boxes or boulders twice your weight, and lift barrels over your head and walk just fine. Take this multiple times for even greater proportionate lifting, pushing, and pulling strength.

Rhythm of the Heart

(200 BP, Perk, Flexibility+Coordination+Appeal, Body Mod, +Designer Role)
Your heartbeat is something to vibe to, and you know just how to do it justice. Your skills at dancing improve significantly, and you learn the same dances the average resident of your Jump would consider commonplace. The more you take this, the more obscure or high-class of dance routines become known to you, and the better you can perform them, and the more easily you can teach them. These dances remain available to you after the Jump is over.

Unyielding Heart

(100 BP, Perk, Resolve+Logic, Body Mod, +Prophet Role)
Your journey will have many moments where fear and terror reign. But with this Perk, your heart will prove resilient, and you will not give in to dark temptation. Through the knowledge that things will be okay, or through sheer grit and determination, you will stand up when the horrors of the multiverse bid you lie down, and fight back against those who try to claim your Heart and body for their own. The more times you take this Perk, the more steadfast your resistance will be.

Basic Spellbook

(100 BP, Perk, Magic+Strength, Body Mod)
Gain one of the following basic Spells:

- Fire
- Blizzard
- Thunder
- Cure
- Aero
- Gravity
- Zero Gravity
- Magnet
- Stop
- Reflect
- Water
- Quake
- Balloon
- Pearl
- Dark

These spells will default to their first KH appearance in form (EX: Fire in KH1, Balloon in 3D) where possible (or a simple projectile if no such appearance exists), but additional forms and stronger versions may reveal themselves with training. Magic of any kind that lines up with your chosen spell becomes easier to learn, master, and teach.

With multiple purchases you may gain additional spells added to your Body Mod... or upgrade an existing Spell to its next tier (Ra, Ga) for use when in Gauntlets and other Power Lockouts.

For the purposes of caps and discounts, each new Spell counts as its own Perk (for example, Fire and Blizzard will cost 50BP each for the Mystic or Warrior, while Fire+Fira will cost 150BP for the Mystic or Warrior).

Elemental Resistance

(100 BP, Perk, Magic+Toughness, Body Mod)
Gain a 5% Resistance to one of the following elements:



This improves your resistance to both magical and non-magical sources of these elements. With multiple purchases, you may gain additional elemental resistances, or boost your existing resistances. For the purposes of discounts, each new resistance counts as its own Perk (for example, Fire and Ice Resistance will cost 50BP each for the Mystic or Guardian, while two Fire Resistances will cost 150BP for the Mystic or Guardian).

You may take this Perk as many times as you like, but this Perk alone cannot take you above 100% resistance to an element.

Magic Thrift

(100 BP, Perk, Magic+Stamina, Body Mod, +Mage Role)
Magic use of any kind drains your mystic stamina slightly less, and spells and rites that have special costs (such as blood sacrifices) cost about 25% less. This enhances similar Perks by 10%, and extra purchases of Magic Thrift boost the effect of the original purchase by 25%. Magic Thrift's effect caps at 75%. Companions that take this qualify for the Mage role even if their original background wouldn't suggest it.

Magic Merger

(200 BP, Perk, Magic+Flexibility+Luck, Body Mod, +Mage Role)
You may take two elemental magics from Basic Spellbook that you already have, or others from your Body Mod, Perks, Keyblade, or other Items, and unite them to create an entirely new spell that is part of your Body Mod. This Spell's power is boosted by 10% for each Perk and Item that normally allow for the merging of elemental forces. You may take this even if you don't have two elemental magics yet, storing it as a free slot until you have a use for it. Each additional Magic Merger you purchase creates a new merged spell, and always counts as a first purchase for discount and cap purposes.

MP Gift

(100 BP, Perk, Stamina+Fertility, Body Mod, +Prophet Role)
You've gained the ability to directly hand over some of your spiritual resources to another. MP, Chakra, Ki, Aura, whatever, if you have it, you may pass up 10% of it on to someone else. Better yet, for some reason the resources are amplified in transit, manifesting in your target's reserves as effectively three times more resources than what you gave. Any excess beyond what they can hold will harmlessly overcap them, but will dissipate within ten minutes. You can do this without direct contact, from about 20 feet away. With each purchase of this, your range grows by 5 feet, and the maximum amount of resources you can hand over goes up by 10%.

World Dictionary

(200 BP, Perk, Memory+Logic+Charisma, Body Mod, , +Teacher Role)
Well, how are you supposed to make friends if you can't even talk to them!? This Perk allows you to understand and speak the most common language of the Jump you're in about as well as the locals do, though you will need to learn it naturally over your stay there to keep it. All variants of languages you've learned remain available to you from Jump to Jump – if you've visited a Jump where some version of Japanese was the main language, you'll gain access to any variant of Japanese used by future Jumps. Additional purchases grant you additional languages (starting from the next most common) and make it easier for you to learn those and other languages.

Iron Immune System

(200 BP, Perk, Constitution+Regeneration+Resolve, Body Mod)
Worried about the new and unknowable diseases floating around each universe you visit? Your Heart has proven stronger than your immune system, allowing you to handle the same diseases the average local in each Jump can. Take this more than once to become even more resistant against disease, even ones that the locals aren't able to survive. With enough purchases, you'll become resistant or even immune to even supernaturally enhanced diseases.

Appetite for Adventure

(100 BP, Perk, Constitution+Resolve, Body Mod)
Or perhaps you're worried about eating something that *really* disagrees with you? Not anymore. With this Perk, your body is as open to new experience as your Heart - your capacity to safely digest food has now expanded to match the tastes of the locals you encounter in each Jump. With multiple purchases, your stomach's resilience goes even further, allowing you to become a bizarre gourmand even by their standards, capable of eating things that would poison or kill the average person.

Knowhow - Legalese

(200 BP, Perk, Logic+Memory+Charisma, Body Mod, +Jailor Role)
Your heart resonates with those of the lawkeepers and lawmakers of your Jumps, and grants you skills valuable to the courtroom and when staying in good standing with authority. You're as aware of your rights and the laws of the land as the locals in your Jumps are, and can, surprisingly, represent yourself and others in a courtroom with competence, should that be among your rights. You also have a local's awareness of how the local officers and guardsmen patrol and keep the law. The more times you take this Perk, the better you understand these things, and the better you can poke your way through loopholes and fine print to get yourself and others out of trouble.

Knowhow - Domestic

(200 BP, Perk, Perception+Coordination+Speed, Body Mod, +Craftsman Role)
Your heart resonates with those of the common folk of your Jumps, and grants you skills valuable to most domestic settings - the sort of skills the local househusband or housewife needs. Everything from making home-cooked meals to mending clothes to cleaning up after kids is your specialty. Take this Perk repeatedly to become able to make more and more strange places feel like home.

Knowhow - Ranch Hand

(100 BP, Perk, Fertility+Strength, Body Mod, +Craftsman Role, +Botanist Role)
Your heart resonates with those of the farmers of your Jumps, and grants you skills and traits valuable when working on farms and ranches. Understanding the seasons, the best way to grow and harvest the local crops, how to tend to domesticated creatures... and deal with the less domesticated ones. Take this Perk repeatedly to enhance your agricultural talents and perhaps become the greatest farmer in the world.

Knowhow – Roughin' It

(200 BP, Perk, Stamina+Perception+Resolve, Body Mod, +Botanist Role, +Prospector Role)
Your heart resonates with those of the survivalists of your Jumps, and grants you skills and traits valuable when in the great outdoors. Hunting and gathering, finding or setting up a safe haven, surviving hostile environments or weather, and making more out of less. Take this Perk repeatedly to enhance your survival skills further and not only survive but *thrive* in stranger and more outlandish biomes – the kind that no sane survivalist would dare approach.

Knowhow – First Aid

(200 BP, Perk, Perception+Regeneration+Magic, Body Mod, +Medic Role)
Your heart resonates with those of the doctors and healers of your Jumps, and grants you skills valuable in a medical emergency. Local first aid practices, how to treat broken limbs, even magical means of resuscitation. Take this Perk repeatedly to enhance your medical knowledge further and perhaps treat otherwise untreatable injuries.

Knowhow – Style

(200 BP, Perk, Luck+Charisma+Appeal, Body Mod, +Designer Role)
Don't you know? Belts, zippers, and plaid are *in*! You know your way around a wardrobe and the local fashion trends, and can make any outfit work. You can advise others on their fit, and always find the best brands, even in the bargain bin. Take this Perk repeatedly and go from trendy to trend*setting*. See you on the runway!

Knowhow – Technology

(200 BP, Perk, Logic+Memory+Perception, Body Mod, +Mechanic Role)
Your heart resonates with those of the inventors and mechanics of your Jumps, and grants you skills and traits valuable when building or repairing machines. An understanding of the underlying principles needed to build the commonplace wonders of the modern world (or rather, the modern world of the local Jump), as well as the ability to pick out what went wrong when they inevitably break down and how to fix it. When you take this Perk repeatedly, you'll find your knowledge stepping ahead of the locals, bit by bit.

Knowhow – Economy

(200 BP, Perk, Logic+Luck+Charisma, Body Mod, +Merchant Role)
Your heart resonates with those of the merchants and economists of your Jumps, and grants you skills and traits valuable when building a business. From the skills needed to figure out market trends to the time-honored art of haggling, you've got everything the average local would want to be a somewhat successful businessman. Take this Perk multiple times for an ever greater understanding of the economy and a mastery of coin that would make the local merchant-kings green with envy.

Graceful Age

(100 BP, Perk, Regeneration+Appeal, Body Mod)
They say darkness and time have a tendency to really mess up your looks. Thankfully your Heart can support your body, so you don't have to worry as much about that. This also extends your natural lifespan. The more you take this, the more resistant to bodily change over time your Heart becomes, though it cannot completely halt the rigors of time on its own.

Clean Recovery

(200 BP, Perk, Regeneration+Appeal+Fertility, Body Mod, +Medic Role)
Time heals all wounds... and your wounds heal quite well. Your Heart guides your body back to the state it recognizes as you, and thus your injuries rarely leave signs of their passing. Even when they do leave scars they do so in a way that only makes you look better for it. You're also significantly better at ensuring the same goes for those you take care of. The more you take this, the better your Heart becomes at restoring yourself and others to their normal selves.

Radical Skillz

(200 BP, Perk, Toughness+Reflex+Speed, Body Mod, +Thug Role)
Your Heart resonates with those who fall in the venn diagram of both rebels and athletes. You have a natural talent for shredding the skate park, riding the waves, or whatever other extreme sports the local bad boys and girls love. Taking this Perk multiple times makes you even better at more and more outlandish sports. We'll see you at the χ-Games.

Rap and Roll

(200 BP, Perk, Charisma+Memory+Logic, Body Mod, +Thug Role, +Musician Role)
Your Heart lets loose its latent inspiration, cause you *gotta* be a little heartless when you're spittin' on darkness. With every purchase of this Perk, you gain a greater mastery of rhyme, rhetoric, and meter to win your rap battles with, and get closer to having the witty repast needed to drop the hottest diss track this side of Disney.

Say Cheese!

(200 BP, Perk, Perception+Charisma+Luck, Body Mod, +Designer Role)
Your Heart lets loose its latent inspiration, making you an expert at creating visual media, be it with video or photo, with a sketchbook, paint, or whatever medium the locals use. You know just how to set up shots, and have an instinctual understanding of just when is the best (read, most hilarious) time to take a selfie. This talent grows every time you take this Perk.

War Photographer

(100 BP, Perk, Reflex+Toughness, Body Mod, +Prophet Role)
... and sometimes the perfect time for some art is right as someone's about to get the jump on you. Even when you're preoccupied with a task, you can tell when someone's trying to sneak up on you with malicious intent. You're able to keep your cool and keep shooting those selfies, fishing up that whopper, or taking other non-combat actions, even in the heat of battle, even as you avoid your impending doom. This talent grows even greater every time you take this Perk.

Beautiful Struggle

(100 BP, Perk, Toughness+Appeal, Body Mod)
Apparently your Heart is a neat freak, and will push back against reality to enforce its cleanliness. No matter how hard the fighting gets, no matter how dirty the task before you, you somehow come out of it squeaky clean... almost literally. Mud sloughs off of you like... well, mud, and dirt and dust falls away with a simple shaking motion, at worst. Your hair always returns to exactly as spiky and styled as you want it to be, even after fleeing from pouring rain or when you emerge from the depths of the sea. Gross things find it harder to stick to you unless you allow them to, and even then only *so long* as you allow them to. This effect becomes even more pronounced every time you take this Perk.

Endless Eater

(200 BP, Perk, Resolve+Constitution+Regeneration, Body Mod)
Because a growing Heart really needs to eat (and it is *always* growing), your body has become super efficient at using the things you consume. You're always a little stronger after a meal, and even if you eat enough to double or even triple your mass, you'll quickly return to your normal size and shape. Better yet, you'll more rarely need to use the little Keybearer's room. The more you take this trait, the more pronounced the strength boost gets, the faster you recover from a massive meal, and the less often you need to go to the bathroom for non-cleanliness reasons.

Unshakable

(100 BP, Perk, Flexibility+Toughness, Body Mod)
Your Heart lets you roll with the blows and go with the flow, both physical and metaphorical. You've got a great poker face and an even better deadpan, and even when you're feeling like you're about to puke from that last punch, you can pretend you hardly felt that.

Aerial Recovery

(200 BP, Perk, Flexibility+Speed+Reflex, Body Mod)
Your Heart enhances your aerial maneuverability. You are exceedingly good at controlling your fall and landing on your feet, and can easily survive falling at 50 feet per second onto solid ground, taking no damage so long as you land on your feet, though greater fall speeds may give you trouble. As a bonus, you can control your fall speed within the range of 32 feet per second to your upper safe fall speed, so long as nothing other than your own gravity is influencing you (for example, if you were launched by something, this Perk cannot slow you down). Each time you take this, your maximum safe fall speed increases by 10 feet per second.

Diving Strike

(200 BP, Requires Aerial Recovery, Perk,Strength+Speed+Coordination, Body Mod)
You've taken your mastery of falling with style, and turned it into a way to strike foes from above. You are just as good at landing on your weapon (and especially on your enemy with your weapon) as you are at landing on your feet. Better, even - you can safely handle impacts at speeds 1.5 times your normal upper safe fall speed, if the impact involves your weapon striking your foe. Just... don't miss.

Pure Heart – Pure Body

(200 BP, Perk, Stamina+Constitution+Fertility, Body Mod)
Your heart guards your body from physical corruption. Curses, zombification, and other magics that work through physically affecting your insides require more effort to actually stick. You'd need a fair bit more radiation before it begins warping your physical form. The more you take this, the more resistant you are against such effects.

Attribute UP

(75 BP, Perk, Any 1 Attribute, Body Mod)
Dredge up the potential deep inside your Heart, and convert it directly to power. Get a single Plus Rank in an Attribute of your choice. The first purchase for each Attribute is discounted for their associated Power (Warriors, for instance, can buy their first Strength ⇑, Speed ⇑, Resolve ⇑, Reflex ⇑, and Luck ⇑ for 25 BP).

Perk Conversion

(Variable Cost, 50% Discount on KH-Jump Perks, Perk, Body Mod)
Your Heart envelops the power you've gained on your journey, and makes it truly one with you. Pick one of your non-Body Mod Perks, and incorporate it into your Body Mod. The cost of this conversion is equal in BP to twice the original, pre-discount CP cost of the Perk you're converting. Perks that were obtained for free are considered to be worth 100CP. You may purchase this Body Mod Perk once for each Perk you've acquired.

PART 3 - FORGED MIGHT

You finish instilling your potential into the body on the other side of the mirror.

Go on. It's yours. A new you.

At the voice's behest, or perhaps just on instinct, you step through the mirror... and come out the other side as the other you. You give your old self one last look through the mirror... before it vanishes. You sense that the mirror may return, someday, should you find more potential building inside you, or should you find cause to take a new form altogether.

If you are using the Dive to the Heart Warehouse, if you gain more BP, the mirror returns to let you spend it. If you gain an Alt Form, the Mirror appears while you're customizing it, depicting the form's appearance and traits based on the source doc's purchases.

You look away from where the Mirror was, listening as the voice grows serious.

Ahead of you are trials. Survive them. Overcome them. And you will be rewarded.

A door appears before you. Though there is nothing behind it, you know to open it, and step through.

You find yourself on another stained-glass platform. It depicts another world – perhaps one familiar to you. Perhaps one that isn't.

Your weapon appears in your hand... and begins to glow, as enemies appear. They come from the world depicted in the stained glass. They are but phantoms, though, and easily dispelled for you as you are. With every blow, your weapon glows with greater power.

As the last of them fall, your weapon shatters... and begins to rebuild itself, the battle proving to be the anvil on which its true form is forged. Like before, you can guide the weapon's progress... and bind it fully to you. At its core, you envision a trinket. A mere trifle, but still precious to you...

The Keyblade takes that form, and builds from there.

By default, this Keyblade uses the Dive to the Heart Keyblade Builder. In Jumps that offer Keyblades and Keychains that use KP, know that 1KP is worth 10χP.

Part 4 - Final and First Test

The Keyblade's form is complete, and the voice sounds impressed.

Very good, Jumper.

Ahead of you lies light...

A brilliant light shines down from a shaft high above, and you find yourself drawn towards its source.

But the closer you get to it,

the greater your shadow becomes.

You feel a presence behind you, and turn to face it. It is another shade - a premonition of foes to come. This one is stronger than the others, representing a greater threat. Face it, and as you land the final blow...

Fade To White

(Free, Toggleable, Perk, Body Mod)
When you land the decisive blow on a major foe, the world slows down, and all nearby are treated to multiple cinematic angles of your victory as the world fades to white. The world will return to normal shortly after, in time for you to continue whatever you need to do next, and none will think the effect strange. You may turn this effect on or off with a moment's thought.

I knew I chose well.

Come.

There is much to discuss.

Another door appears, and through it, you find yourself in an altogether different stained glass platform. Standing there is the one who will guide you on the journey ahead, the voice who led you this far. Your "Benefactor."

They offer you choices.

Your first Jump is already decided, either by your guide's whim or some subconscious desire in your heart. You take the gift of "Character Points" they give you, turn it into more power, then return to the previous platform, where another of those disks awaits... and Dive into your new adventure.

It is recommended that you use the other Dive to the Heart Supplements alongside this Opening Scenario and Bodymod. In previous eras, they all formed a single cohesive whole, and were bundled as a single massive text document.

In these more modern modules, however, you'll find that the documents are designed to be more standalone than they used to be.

These modules should all be found in the Reddit Drive, but if not, a link to a personal Google Drive containing these docs can be found HERE.

NOTES AND CREDITS

Across the original version of this Document, I've had a great deal of aid and drawn upon a great many resources. Even if their work no longer appears in this particular document, they'll find their names here as monument to the assistance they provided in getting this far.

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Old Keyblade Builder can be found HERE.