DIVE TO THE HEART

2.0

A Warehouse/Body Mod Alternative for KINGDOM HEARTS Starts

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So much to do, so little time...

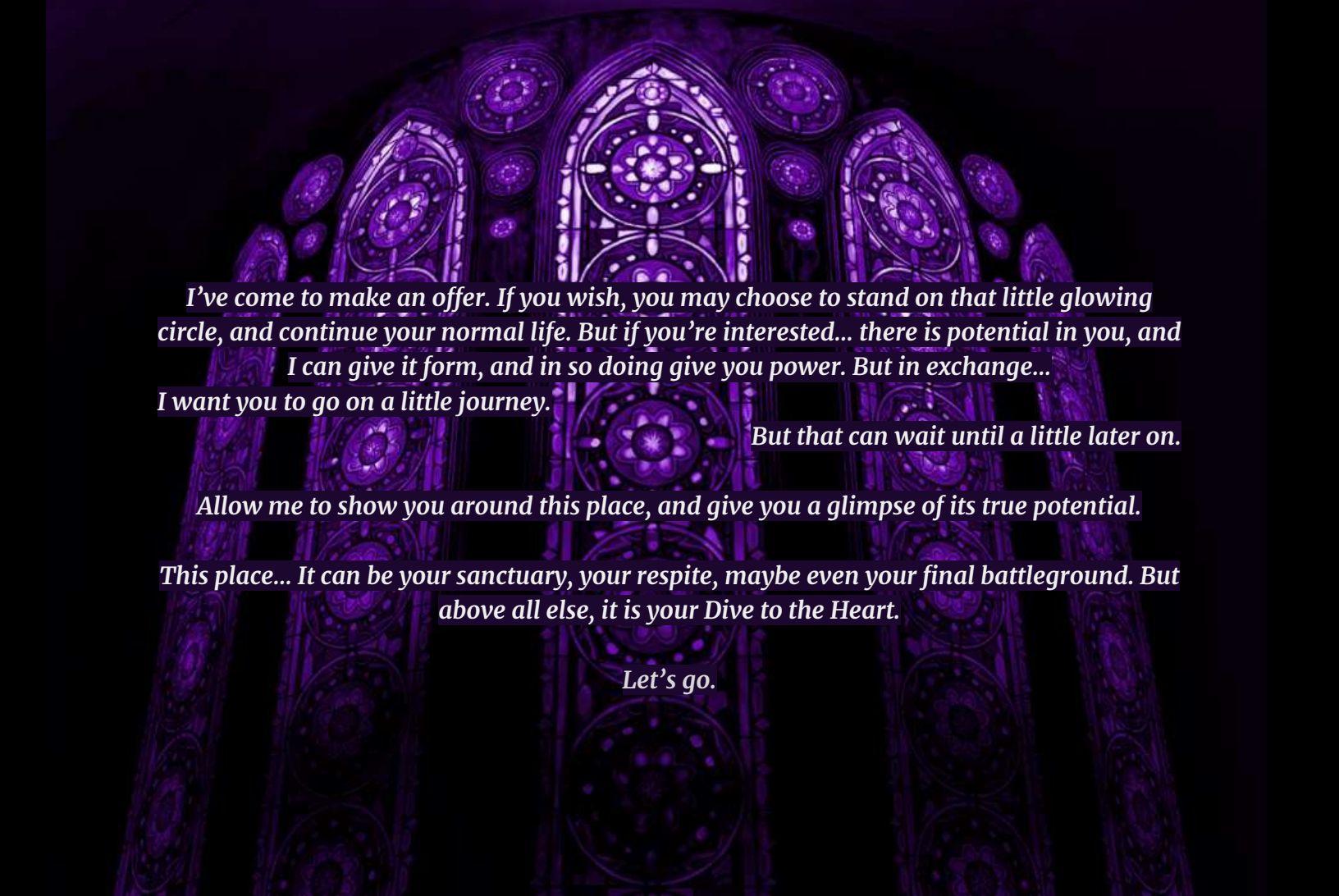
I imagine you're confused.

Maybe you think this is a dream.

Maybe you've never heard of Jumpchain.

Take your time, Jumper.

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.

Allow me to show you around this place, and give you a glimpse of its true potential.

This place... It can be your sanctuary, your respite, maybe even your final battleground. But above all else, it is your Dive to the Heart.

Let's go.

Prologue Scenario: 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. *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.

Potential Within

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

A strange disk of energy appears in the center of the platform, right where you were before you took your first step forward, and 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.

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.
Stamina, Constitution, Toughness, Memory, Regeneration



The Power of the Mystic. Inner strength. A staff of wonder and ruin.
Magic, Perception, Logic, Coordination, Flexibility



The Power of the Warrior. Invincible courage. A sword of terrible destruction.
Strength, Speed, Resolve, Reflex, Luck

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



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 100BP per Plus Rank.

Above A Rank, the cycle repeats from F-A again, in the ***EX***traordinary Tier, representing the domain of superhumans. Above EX-A rests the ***S***uperb 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.

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.

Body Mod Perks

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.

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

You can make repeat purchases, enhancing the effects of each Perk and gaining additional Plus Ranks, but these are not affected by discounts.

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.

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.

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 (200 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 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. The more you take this Perk, the greater you are at 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 discounted according to the Power you gave form.

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. Run, jump, grind, and slide through your obstacles with this Perk. The more you take this, the closer you get to that dreamlike power to defy physics with your acrobatics.

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.

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

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. 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 discounts, each new Spell counts as its own first purchase of this Upgrade (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 resistance to one of the following elements:

Fire	Gravity/Magnet	Light
Ice	Time	Dark
Thunder	Water	
Wind	Earth	

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 Spell counts as its own first purchase of this Upgrade (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).

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 10% (25% > 35% > 45% > 55%). 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 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% (to 20%, 30%, 40%, and so on).

World Dictionary (200 BP, Perk, Memory+Logic+Charisma, Body Mod, , +Student 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 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. Companions that take this qualify for the Botanist and Prospector roles even if their original background wouldn't suggest it.

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 ⇑ (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 to twice the original CP cost of the Perk you're converting.

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 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.)

Forged Might

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.

Jumpchain Keyblade (Free, Mandatory, Perk, Item, Body Mod)

You start with a Keyblade, built via the Kingdom Hearts Supplements, starting on pg 20 [search KC]. Additional traits can be found in the Keyblade Traits section below, including price points for certain upgrades from the Out of Context Keyblade Wielder Supplement.

This Keyblade's Keychain is an Alt-Form of a trinket of yours from your home. Regardless of whether the object is as small as a lucky die, a beloved doll or action figure, or a piece of jewelry, or as big as a favorite book, a massive blanket, or your motorcycle, it becomes a Keychain you can hold in the palm of your hand.

The Keyblade born of this Keychain has more humble beginnings than those you can purchase in the main Kingdom Hearts Jump (pg 72) and other such Jumps, possessing only 5KP you can spend only on it, as opposed to the 15 the Supplement offers. You cannot spend KP on the Synch Gear or Formchange until this Keyblade reaches 15KP. However, this one is special - it grows with you, gaining 2KP for every Jump you complete, for free. Further, it's added into your Body Mod - meaning that when you are brought down to normal, your Keyblade (in its 5KP form) remains with you.

In addition, when brought into Jumps associated with Kingdom Hearts that do not use the above supplement to design Keyblades, your original Keychain permanently gains any unique properties not achievable through the Supplement - for example, the ability to equip Medals in KHχ.

Additionally, you may purchase the Item “Jump’s Keychain” (100CP Each) even in non-Kingdom Hearts Jumps and Gauntlets, and the first Keychain per Jump is discounted! These Keychains are based on the Jump you bought them for.

Finally, any Keyblades earned in Jump Documents are their own instance of a Keyblade, and their starting Keychain is built via KP. If, for example, you receive this very Jumpchain Keyblade, receive the Keyblades given for free from the Out of Context Keyblade Supplement, the KHχ Jump, and the KH Dark Road Jump, you will have four Keyblades. Give three Keychains Sync Blade (or gain a Perk that improves your ability to dual wield, and give only two Keychains Sync Blade) and you’ll be holding a Keyblade in each hand while two more float near you, controlled telekinetically.

The following traits are free to all Keyblades (with credit to the Out of Context Keyblade Supplement):

Universal Key (Free, Keyblade Trait)

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, Keyblade Trait)

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.

If You Have The Makings (Free, Keyblade Trait)

… Then through this simple act of taking, it’s wielder you’ll one day be. The Keyblade chooses its wielders. Those who lay hands on a Keyblade are judged by it, and those who pass are gifted the potential to wield it. Your Keyblade, however, is different. When someone lays hands on your Keyblade’s hilt, you are informed of whether the wielder has a strong enough Heart to receive the potential to wield a Keyblade normally. The choice to grant that potential is then left to you. It may take years, even over a decade, for your chosen to receive their own Keyblade, but until then they will be able to wield yours, or other peoples’ Keyblades, and doing so will speed along the development of their own Keyblade. If you have Perk-sharing Perks, or Perks that are associated with passing down Keyblades or other legacies, you may use them to

enhance this process, and your chosen will receive Keyblades far faster than they normally would.

In the future, you can purchase additional Keychains and Keyblades with CP:

Jump's Keychain (-50CP(First Per Jump, or Discounted)/-100CP (Normal) Item)

You immediately receive an extra Keychain for your Keyblade, themed to the Jump you're entering or already in. The Keychain's starting budget is 15KP. For a Discount, this Keychain instead falls like a shooting star into the Jump it's themed to, and hides within a treasure chest only openable with a Keyblade. If you are purchasing a weapon from the Jump, it may be imported into this Keychain.

Additional Keyblade (KH Jumps only, variable based on the Jump, Perk, Item)

You obtain an additional summonable Keyblade. This Keyblade comes with a Keychain with 15KP, and like the Jumpchain Keychain can expand its powers according to the powers listed by the Jump you're entering.

Keyblade Traits

Credit to the following documents for forming either the backbone or inspiration for some of the abilities found below:

- Out of Context - KeyBlade Supplement V1.03.pdf
- Kingdom Hearts Supplements.pdf

Optional Rulings:
The Import Option for Keychains may purchase the Transformation Traits for half price.

Keyblade Traits are discounted by similarly-named or similar-functioning Perks found in KH Jumps, and vice versa. Discounts for Keyblade Traits gained this way are always -1KP per qualifying Perk. These perks need not be named exactly the same - for example, Second/Limit Form may be discounted by Limit Form or Second Form from other KH Jumps, and Formchange can be discounted by Command Style from KHBBS.

Elemental Blade (3KP, Requires Elemental Key)

Your Keyblade no longer is just imbued with a specific magical element - it is *made* of that element, mostly or entirely. In addition to bolstering the existing effects of Elemental Key, the Keyblade's blows become no different than being hit with a spell of that element. Different Elements may cause the Keyblade's very structure to change up:

Ice, Earth: Your weapon's Blade does **Blunt Damage**, and their blows are strong against those weak to their elements. Despite their greater than usual physical presence, they can notably meld with their elements, passing through them like they're not even there. These Keyblades are heavier and sturdier than any other, and enhance traits like Stand Your Ground and Hook.

Water, Aero: Your Keyblade's hilt is a font of its element, its Blade is fluid and sharp, whipping at foes with **Sharp Damage** with every swing and enhancing Transformation and Extra Long traits. It is more difficult to block with this weapon, but still possible as the constant stream of wind or water may push attacks off course.

Fire, Electricity, Light, Dark: Your Keyblade is made of swirling coils of its element, making each blow it lands deal **Elemental Damage**. These ephemeral elements make the Keyblade lighter than it otherwise would be, but render it difficult to block with the blade alone. Your blows are no longer physical, and cannot conventionally cut or bludgeon. Your blade instead slips through the opponent's physical guard and spreads its element as it passes through your foe.

Gravity, Magnet, Time: Your Keyblade's blade is invisible and can hardly be said to be there at all, making it ultralight. Only the way it distorts reality in its wake gives away its position and shape. It no longer can directly inflict physical harm or block attacks, but instead attacks and blocks with more unusual effects, dealing **Esoteric Damage**. Depending on the element, it can push, pull, or even outright temporally freeze matter it passes through.

Reflect: Your Weapon's Blade does **Sharp Damage**. It is impossibly thin and appears incredibly fragile… because from a certain point of view, it is. It shatters like glass, over and over, each time you slam it into your enemy offensively, showering them in cutting shards. But when used to defend, there is no equal among Keyblades. Attacks and spells can be swatted aside and often made to home in on the one who launched the offensive. This reflective effect is greater the less physical the blocked attack is.

Synch Blade (4KP)

This Keychain is frankly excessively attuned to being used as an offhand weapon… or an off-offhand weapon. You may multi-wield Keyblades, so long as each Keyblade other than your primary one has Synch Blade. In order…

- For one Keyblade, you do not need Synch Blade.
- For two Keyblades, Synch Blade allows you to dual wield as easily as if you were single-wielding.
- A third, fourth, fifth, sixth, seventh, and such other Keyblade(s) with Synch Blade will float behind you, attacking according to your will. Get enough, they'll behave like wings, even if they can't actually help you fly!
- A Keychain with the Sync Gear trait (From the Kingdom Hearts Supplement) produces a temporary Keyblade while the primary Keychain is equipped, providing yet more Keyblades for you to wield! How many can you possess at once? 7? 13? More?

Medal Carousel (Free for Keyblades after Jumping to KHX)

This Keyblade can wield Medals, as described in the KHX Jump.

Formchange (4/6KP)
(1KP Discounts: Transformation)

Your Keyblade now has a special transformation. For 4KP it has a secondary weapon form that has all of your form's bought traits plus 6KP's worth more. For 6KP total it has a tertiary form that has all the traits you've bought for the previous two forms, plus 10KP's worth more. Perks marked as "Formchange" are exclusive with each other, and can only be bought within the secondary forms of your Keyblade.

Your Formchanges charge over the course of a battle, as you wield their Keychain. For every three seconds you fight wielding a Keychain, you charge about two seconds of that Keychain's secondary form, and one second of that Keychain's tertiary form. You may only use one Formchange at a time, even if you are wielding two Keyblades that each have a Formchange-capable Keychain, but you may store an active Formchange, freezing the drain on its time, by simply swapping to a different Keychain, or putting your Keyblade away altogether.

Second/Limit Form (2KP, Formchange)

While in your Secondary and Tertiary Formchange, your clothing changes in color to reflect a previous shape you took, and the Perks you gained in the Jump this Keyblade came from, as well as this Keyblade's traits, become enhanced. Any Alt-Forms you acquired in the Jump this Keyblade came from lend their powers to your current form, be it (for example) through phantasmal copies of a Werewolf's claws and fangs following up your strikes, copies of your Toon form doing hit and run attacks via holes in reality, or something else entirely.

During your Tertiary Form, if you possess any kind of "Limit" or "Limit Break" Perk, their potency is increased by two thirds and their costs are reduced by two thirds while in this Formchange.

If you are in a Gauntlet or are otherwise without your Perks, wielding these Forms temporarily restores to you the Perks of the Jump you obtained it in, at the cost of draining your Form's stored time twice as fast in such situations.

For your Jumpchain Keyblade, the first Jump you take after the Prologue is considered the Jump the Keyblade came from.

Guardian/Master Form (4KP, Formchange)

(1KP Discount for Guardian Choice during Prologue Scenario)

While in your Secondary and Tertiary Formchange, your clothing turns golden, and your defensive Perks and this Keyblade's defensive traits are enhanced. If your Keyblade does not have it, it automatically gains the Reflect Element - if it does, that power is tripled. If your Keychain has Transformation, you'll find greater success turning your Keyblade into a defensive shape, such as a shield or armored gauntlet.

In your Tertiary Formchange, you become faster, more agile in the air, and gain the ability to telekinetically control this Keyblade. It can serve as a conduit for your defensive Perks, and teleport to anyone you wish to protect, including back to yourself.

While wielding these forms, your defensive Perks and other powers temporarily scale up to whatever foe you're facing, at the cost of draining your Form's stored time twice as fast when fighting foes stronger than you.

Strike/Valor Form (4KP, Formchange)

(1KP Discount with Warrior Choice during Prologue Scenario)

While in your Secondary and Tertiary Formchange, your clothing turns ruby red, and your physical Perks and this Keyblade's physically offensive traits are enhanced. If your Keyblade does not already have the Extra Long trait, it gains it. If it does, the effect becomes even more pronounced. If your Keychain has Transformation, you'll find greater success turning your Keyblade into an offensive shape, such as claws, a spear, a hammer, or a drill.

In your Tertiary Formchange, you become almost implacable - only the mightiest of attacks may cause you to so much as flinch, and attacks that hit you drain your ability to maintain your Formchange instead of wounding you.

While wielding these forms, your offensive Perks and other powers temporarily scale up to whatever foe you're facing, at the cost of draining your Form's stored time twice as fast when fighting foes stronger than you.

Element/Wisdom Form (4KP, Formchange)

(1KP Discount with Mystic Choice during Prologue Scenario)

While in your Secondary and Tertiary Formchange, your clothing turns sapphire blue, you gain the ability to slide freely across the ground according to your will, and your Magical Perks and this Keyblade's magical traits are enhanced. If your Keychain does not already have the Spellbook trait, it gains it in this Formchange. If it does, spells stored in your Keychain rapidly charge and grow in power over time while in your Formchange. If your Keychain has Transformation, you'll find greater success turning your Keyblade into a projectile-shooting weapon, such as a gun, magic staff, bow, or similar.

In your Tertiary Formchange, your spells fly faster and further, home in on targets with greater accuracy, and explode with extraordinary strength. Your magical energies naturally recharge at high speed, making you an almost inexhaustible font of spellcasting.

While wielding these forms, your magical Perks and other powers temporarily scale up to whatever foe you're facing, at the cost of draining your Form's stored time twice as fast when fighting foes stronger than you.

Rush/Blitz Form (4KP, Formchange)

While in your Secondary and Tertiary Formchange, your clothing turns emerald green, and your speed-based and movement Perks and this Keyblade's physically offensive traits are greatly enhanced. If your Keychain does not already have the Transformation trait, it receives it for free in this Formchange. If it does, its transformative abilities are pushed to new heights, changing faster and with greater extremes.

In your Tertiary Formchange, your speed becomes such that you're practically teleporting, and every step you take mends your wounds and recharges your magical energies. Most spells you cast change form to become melee-focused - a fire projectile might instead swirl around you or follow the path of your weapon, for instance.

While wielding these forms, your speed and movement Perks and other powers temporarily scale up to whatever foe you're facing, at the cost of draining your Form's stored time twice as fast when fighting foes stronger than you.

Ultimate/Final Form (7KP, Formchange)

While in your Secondary and Tertiary Formchange, your clothing turns silvery white with black highlights, and all of your Perks and this Keyblade's traits are greatly enhanced. You begin hovering a foot off the ground, and in addition to gliding through the air you can teleport short distances. If your Keychain does not have the Abilities Leaf Bracer, Defender, and Reaction Boost, it gains those abilities. If it already possesses those abilities, your curative spells wash over entire battlefields, healing and protecting your allies, and your reaction speed and durability are pushed to extremes even when you're not in critical condition.

While in your Tertiary Formchange, all of your Keychains temporarily gain the Synch Blade trait, and your Keyblades will float near you, usually orbiting you unless otherwise directed. Each Keyblade can be a conduit for your magic, each Keyblade can attack or protect at your whim.

While wielding these forms, your Perks and other powers temporarily scale up to whatever foe you're facing, at the cost of draining your Form's stored time twice as fast when fighting foes stronger than you.

Additional Keyblade Abilities

As per the Kingdom Hearts Supplements, each Keychain comes with a free Ability. You can purchase more for 2KP.

There's a wide variety of abilities already available in the Supplement, but here you'll find a few new ones.

Treasure Magnet: Wherever your Keyblade's strikes and Magic go, small objects and loose trinkets are drawn towards you. Money and items in your opponent's pockets may fly out of them, or that macguffin you need might fly off the ground or pry itself from your foe's hands. Objects picked up like this magically aim for your free hand, or your pockets or bag if you don't have a free hand. The objects lifted must be able to fit in the palm of your hand.

Cheer: Somehow, just *seeing* this Keyblade is a morale boost for those allied to you. If things seem hopeless, hold this weapon aloft, and it will be a rallying cry for your allies.

Experience Boost: This Keychain is strangely well-designed to help you train. Exercise, study, and practice your skills while holding this Keychain, and you'll find the fruits of your labor going up. The effect is especially boosted if you're holding the Keyblade with this Keychain attached, and you can choose for this Keyblade's blows to not leave permanent harm.

Auto-Dodge: While holding the Keyblade, this Ability grants you a minor danger sense. It doesn't always go off, but when it does it always gives you an idea of where the threat is coming from and will reflexively push you in the safest direction. This ability also enhances other danger senses.

Alive 'n' Kicking: When you're unharmed, your Keyblade's swings naturally induce fear in your targeted foe, causing them to instinctively freeze up or cower back. Actually landing blows in such a state causes them to stagger and flinch more than they normally would, opening up the opportunity for followups. This also enhances other fear-inducing abilities.

Reload Boost: You'll find that powers you possess that have cooldown periods cooldown significantly faster.

Situation Boost: You'll find that powers that require charging up charge up faster.

Formchange Extender: You'll find that your various super modes, power ups, and temporary transformations last longer than they normally would.

Wizard's Ruse: You'll find that occasionally, casting spells of any kind mildly heals your wounds.

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 triumph.

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. 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 CP 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.

Warehouse Summary

This Warehouse Variant is available on your first Jump. Despite this, its true powers require Warehouse Points (WP). **You receive 0 Warehouse Points to start with** - you must earn them by acquiring Stations and Platforms, or by **purchasing WP at a 1WP:5CP rate with CP**. Certain upgrades, up to and including special Stations or Platforms, can often also be acquired as a reward for recruiting Companions with specific talents.

While not explicitly necessary, It is recommended that you take this Warehouse Supplement with a variety of KH Jumps included in your Jumpchain. The Dive to the Heart is designed to gain benefits from these Jumps, and sometimes to offer benefits to these Jumps in turn.

Known KH Jumps/Supplements:
Out of Context - KeyBlade Supplement V1.03.pdf
Kingdom Hearts Supplements.pdf
Kingdom Hearts χ series.pdf
Kingdom Hearts Dark Road.pdf
Kingdom Hearts Birth By Sleep JumpChain.pdf
Kingdom Hearts JumpChain.pdf
Kingdom Hearts - JumpChain of Memories.pdf
Kingdom Hearts- 358-2 Days Gauntlet (Incomplete)
Folder: Kingdom Hearts

Platforms are pedestals topped with a circular horizontal space that is exactly 1300 square feet. The floor appears to be made of stained glass, though it is surprisingly sturdy. A light glows from within and below, shining through the glass as the brightest source of light in the Station, though *how* bright may depend on the nature of what it represents. There are a handful of different types of Platforms, each of which can be upgraded. When you acquire a Platform, you earn WP - the exact amount will be listed in their dedicated sections.

- **Platforms of Passage** are your centermost Platforms. They represent Jumps - in progress, complete, or about to be started. One appears in your Dive to the Heart before any given Jump begins.
- **Platforms of Connection** are connected to relevant Platforms of Passage by stained-glass bridges. One appears in your Dive to the Heart each time you acquire a Companion.
- **Platforms of Fellowship** are connected either to Platforms of Passage or Platforms of Connection, depending on who recruited the Followers they represent.
- The **Platform of Judgement** appears in the **Station of Detainment**, as a standard entry point for the Station.

- **Platforms of Binding** appear in the Station of Detainment, when you banish enemies to the Station. Each one you acquire earns you a variable number of WP.

Stations are liminal spaces, by default endless dark abysses, with one or more Platforms emerging from the abyss. You generally acquire a new Station by visiting a Jump substantially different from the ones you've visited previously. though some Stations are bought with WP. Regardless of whether you buy them or simply get them for free by some means, getting a new Station earns you 200WP.

You start with the following:

1. **The Station of Awakening** (Your Original Dimension)
    - 1 **Platform of Passage**, depicting your original form and original home. One *White Door* sits at the head of the Platform. In between Jumps, and after you Spark, a *Dive Point* appears at the foot of the Platform, allowing you to return to your home dimension. Be warned that using this Dive Point before Sparking will permanently banish all other Dive Points, as well as The Station of Guidance, from the Dive to the Heart.
2. **The Station of Hearts** (Kingdom Hearts)
    - 1 **Platform of Passage**, depicting a landscape from the upcoming Jump. Two *White Doors* sit on opposite ends of the Platform - one will lead you to the Station of Awakening, the other will lead to the Station of Guidance.
3. **The Station of Guidance** (Jump-Chan's Domain). Unlike all other Stations, you may not modify or customize this Station or the Platforms within. It always looks the way Jump-Chan wants it, and at her whim the White Door leading here may vanish or reappear.
    - The **Platform of Guidance**, depicting your first Jump, and Jump-Chan's preferred form.

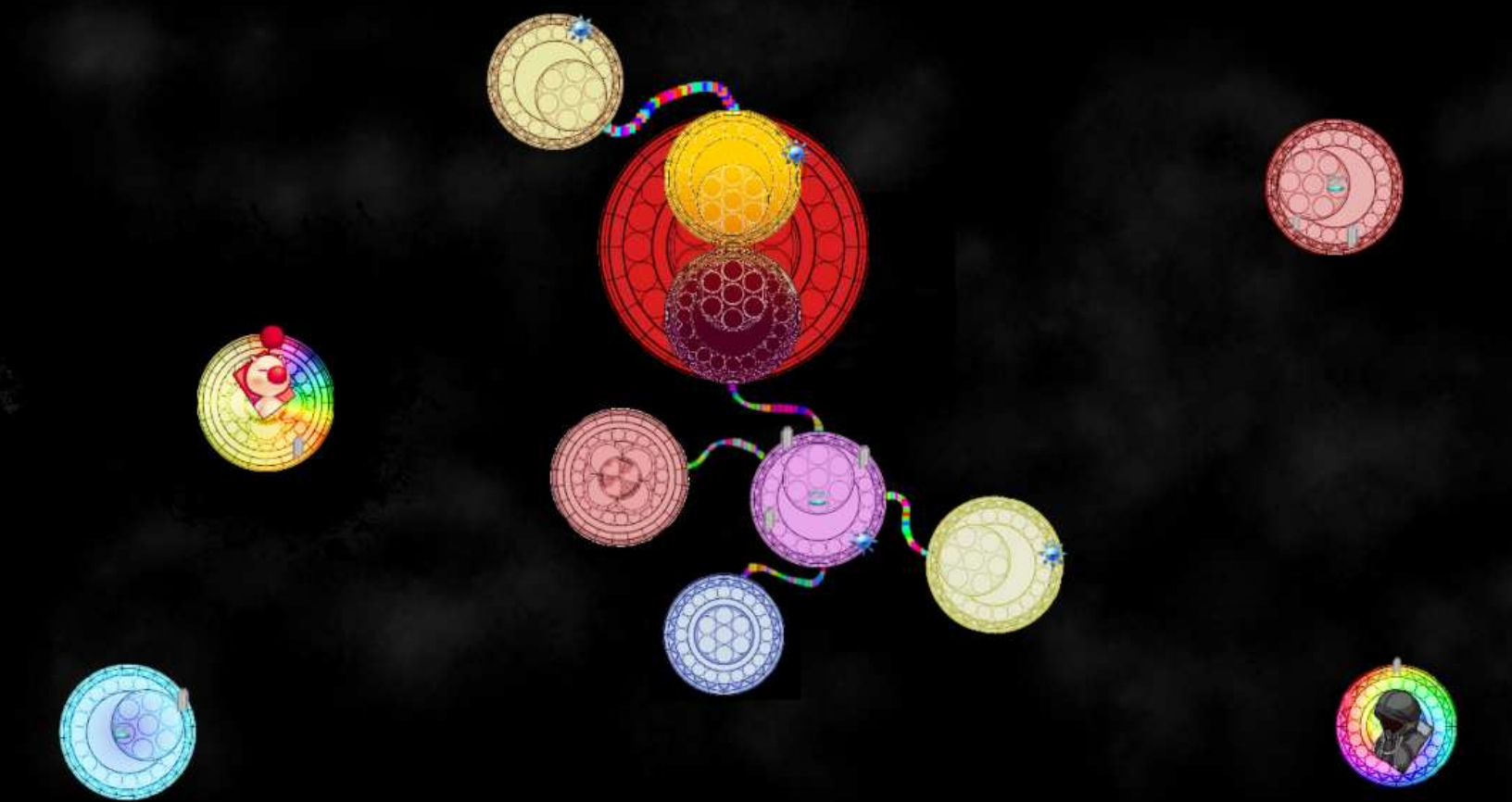
Purchases in the Dive to the Heart make use of a few different currencies, summarized as such:

Choice Points (CP): Known by other names throughout the various Jumps, this currency generally is spent on Perks associated with that Jump, but can also be spent for upgrades here. It is the most common Currency you will find, and can sometimes be converted into the other types of Points.

Warehouse Points (WP): Used primarily to upgrade your Dive to the Heart. At your Benefactor/Jump-chan's approval, you may use your WP to purchase upgrades from other types of Warehouse, or receive WP bonuses from the Drawbacks listed therein. A notable weakness of the Dive to the Heart is that many upgrades, such as Pipes Pipes Pipes or Environmental Controls, must be bought for each Station. Worse, defensive measures that work for other Warehouses are not well suited for the Dive to the Heart.

Key Points (KP): Spent largely on improving your Keychains. You may buy them with CP, and Certain perks in Jumps and facilities in your Dive to the Heart can be used to generate KP with time and effort. As for spending them, there are a handful of Perks here that invest them into certain items, but for fully utilizing them please refer to the Kingdom Hearts Supplements.pdf .

The below image depicts an abstracted map of what an early Dive to the Heart may look like, after one's first Jump (the centermost Station, the Platform of Passage is purple). They have acquired several Companions or Followers, this time, and one of their Companions not only became a Companion Party with another, but also brought along Followers. A few Link Portals are strewn throughout the Station, leading to pocket dimensions containing the Jumper's (or perhaps a Companion's, with certain upgrades) Property. Their Benefactor awaits at the Platform of Guidance (bottom right), while a Moogle Shopkeeper has been attracted by the number of Platforms here, and founded the Station of Kupo (top left). The next Jump's Station and Platform of Passage has appeared, and the Jumper will need to at least visit on their way to the Station of Guidance. Impassable fog divides each Station from each other.



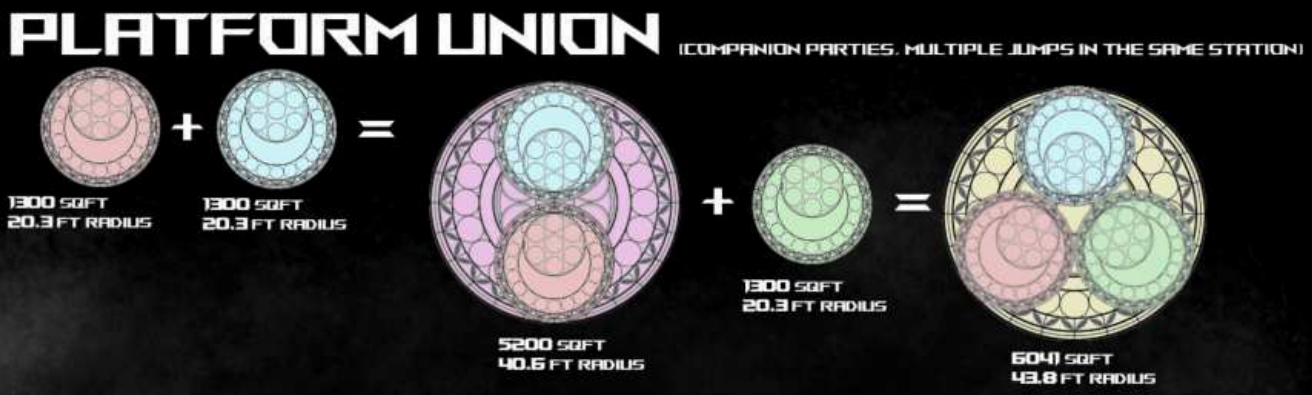
Platform Union/Fusion

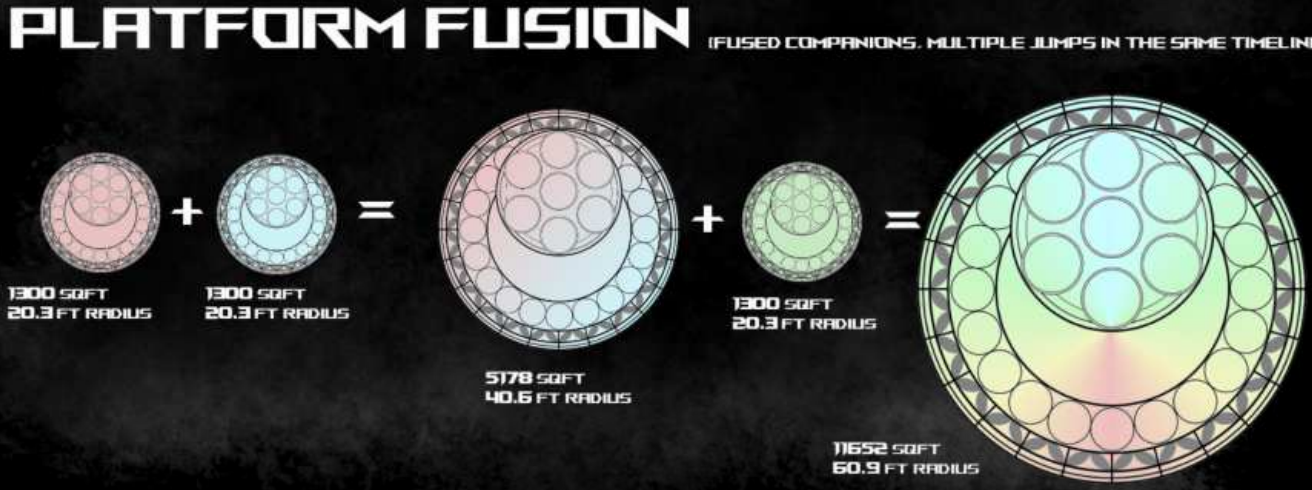
Platforms can merge under a variety of circumstances. There are two ways this can play out: Union and Fusion. An example of both kinds of progression can be seen below.

Platform Union occurs when two Platforms come to associate themselves with each other. When two or more Jumps share a Station, or when two or more Companions become a Companion Party, their Platforms undergo Platform Union. The Platforms come to touch one another, and are encompassed by a larger platform. For example, with two Platforms merging, you go from two Platforms with a diameter of 40.6ft each, and a square footage of 1300sqft (for a total of 2600) to a single massive circle with a diameter of 81.3ft, and a Square Footage of 5200sqft. You'll get diminishing returns adding more Platforms together, as the larger circle will only just encompass the component Platforms, and all the circles will do their best to touch one another.

Platform Fusion is a far simpler affair: the two Platforms merge completely, multiplying in size based on how many Platforms have entered the fusion. This occurs when entering a Jump that happens within the same continuity as a previous Jump, or when two Companions or Followers fuse into one (for example, with Two Become One, or by importing one army onto another). This also occurs preemptively when Supplements are applied to a Jump.

In both cases, a Fused or Unified Platform still counts as multiple Platforms when it comes to your Platform count, but non-Terrain upgrades previously applied to one Platform can be given to all member Platforms for free, and any duplicate upgrades are refunded.







Compatibility/Valuable Miscellany

Soul Defense: Or rather, Heart Defense. Due to the nature of this Warehouse, there are active pathways that lead into your very spirit, and in planes of existence connected to cognition, dreams, and spirits, your Dive to the Heart takes physical form and can thus be infiltrated. Worse, direct attacks on your soul, such as the attacks of Monsters in Undertale, are direct attacks on your Dive to the Heart. The form the Dive takes in places where it would appear and the durability of the Dive itself (and potency of what defenses it has) are directly connected to any Perks you might have that bolster your ability to protect your Soul, Heart, or Spirit from harm or possession. These same Perks also bolster your strength while within the Station of Awakening specifically, serving as a small multiplier to all of your stats and skills.

Combined Jumps: Supplements that are merged with or continue your adventures within a Jump do not form their own Platform of Passage - you treat the combined Jump as its own Platform. If you choose to do one of the component Jumps again separately, or merged with something else, that becomes its own Jump and thus its own Platform, likely within the same Station.

Note for Jumpers looking through other Warehouse Supplements:
Upgrades that take the form of Warehouse-wide connected systems can only reach as far as a single Station. Mark this down and cut their cost in half when purchasing them. Rooms from these docs become Property, as discussed below.

If you wish to purchase additional Warehouses, or if you purchase CP Properties from other Jump Documents, they become Attached to your Dive to the Heart, via Link Portal. The Link Portals connected to your Properties are by default appears in the Station connected to the Jump you bought the Property at, while those connected to your Warehouses appear in your Station of Awakening. If Properties appear in the “real world” of the Jumps, a Dive Point will also appear near the front door.

If you obtain Dive to the Heart *after* you’ve already acquired a Warehouse, a Link Portal will appear in your Warehouse. Any Companions, Followers, and Jumps you’ve already obtained or done will already have Platforms, allowing you to immediately begin customizing the place.

Either way, *WP is tallied separately between Dive to the Heart and other Warehouses*.

Aesthetic Change Effects: Items or other rewards that adjust the appearance or aesthetics of your Warehouse may be applied to your Properties, the Decor of Memory, or the Passage Plaza, or even to individual Platforms. For example: The Road To El Dorado’s Golden Gateway of the Jumper and Temple of Jumper can cause the Stained Glass of a Platform to change into

a great pillar of stone carved in the Aztec style, inlaid and accented with glowing gold, though the places, people and things depicted by the Platform will not change.

Perk Sharing: In general if you've shared your Keyblade perk, they'll likely start out with yours... to the point that you yourself can't manifest that same Keyblade at the same time. However, with time and repeated exposure to that power (especially if you permanently share that power), that will turn into the person you shared with gaining access to their own Keyblade. In an example case where the Jumper has become a living Kamui in Kill La Kill, while wearing you Ryuko'd be limited to Jumper's Keyblade(s) and Keychains for a time, but by the end of, say, 10 years she'll be able to manifest her own Keyblade with her own Keychain (if she's still using Jumper by then, dual wielding like Roxas is absolutely possible). Sharing with more people than you have Keyblades gets complicated fast, for the same reasons as above - each of them would have to tug of war for the Keyblade at any given moment.

Body Mod Only: You may of course choose to only use the Body Mod above, and abandon most of the features of this Warehouse. If you wish, you may purchase Properties from Dive to the Heart for your Warehouse. If you wish to use the Supporters, you can simply have them arrive mysteriously in your Warehouse, and pick their own corner of the place to do their thing. You may need to accommodate some of them, though - for example, The Dreamer floats in her endless sleep due to the innate properties of the Dive to the Heart - perhaps you should get her a bed to sleep in if you're using a normal Warehouse.

Friends

The power of the connections between hearts is a common theme of the KH series - even if you're alone, you're never alone. As such, for Jumpchains using the Dive to the Heart, the friends you make along the way are even more important than before. Below, we'll categorize the kinds of allies you'll make on your journey, and reveal some of the many perks of being on your side.

A notable benefit possessed by all allies you've gained a Platform for is nigh-immortality. Should they be struck down and perish, they will revive upon their Platform in your Dive to the Heart 48 hours afterward.

They are also granted access to their full power when within your Dive to the Heart - nothing is rendered unusable due to differences in the laws of reality.

Followers

Your most humble allies - servants within properties you own, pets you've picked up along the way, and even entire armies under your command. They are limited in power - any weapons or powers they might have that are incompatible or impossible within the Jump you're in are capped at roughly the power of the common mooks within the Jump's universe. Still, you'd be surprised just how much is permissible from one Jump to the next.

Each Follower group shares a Platform of Fellowship within their source Station, and can temporarily turn into a state of being only a Heart, resting without form within the Platform when not needed.

Local Companions

The greater allies you've gathered within the Jump you're in. They do not take up Import Slots, and are considered to be at their Full Power, but only when within their own Jump (or a sufficiently similar one). Their Platforms of Connection appear the moment they become your Companions, and they immediately gain all the benefits of being Companion. At the end of the Jump you acquire them in, your Benefactor grants them an Origin, the free Perks for that Origin, and 700CP to "back" some of their powers in Perk form, allowing their use in Jumps where the laws of their universe might not apply.

Some people can't be simply convinced to become Companions - your Jump's doc will note specific people and tell you under what circumstances they can be recruited, be that through a Scenario or through CP expenditures.

Unattuned Companions (AKA Unimported)

Companions from previous Jumps may travel from your Dive to the Heart into your current Jump, but may find their powers diminished, or outright unavailable in the case of non-backed powers, due to fundamental differences between their home Jump and the current Jump. They are thus limited in power, though to a lesser extent than Followers - where a small team of Followers might equate to the common Shadows, Soldiers, and the like, an Unattuned Companion should at least be able to hold their own against Neoshadows, Invisibles, Darkballs, and other such powerful beings.

Like Followers, non-Local Companions can reduce themselves to an existence of just the heart, and sleep within their Platforms.

Your Benefactor is generous, and will grant each of your Companions any one Free Origin and the Free Perks associated with that Origin for that Jump, even if they are not Imported. If this could grant them an alternate species (including if a non-human Companion gains an Origin from a humans-only setting), they gain the Species as an Alt Form, with a quarter of the usual stipend to use on customizing it. While within a Jump that granted them an Alt-Form, Unattuned Companions are locked into that form.

Attuned Companions (AKA Imported)

By spending CP, you may “Import” up to 8 “slots” worth of Companions, allowing them to not only wield their Backed abilities to their fullest extent, but also to gain new powers from your current Jump via a stipend of CP. These Imported Companions are considered “Attuned” to the Jump and can wield all of their backed powers and most of their non-backed powers, and can swap Alt-Forms as easily as you can.

Certain upgrades may allow you to swap which Companions are in your Attuned Slots at any time, but cannot grant you the ability to Import more Companions to grant them CP - only the initial 8 Companions you Import get a CP stipend…

Unless, of course, you obtain a Perk that boosts the number of Companion Slots, in which case the new number of slots applies to both how many Companions you can Import and how many you can have Attuned at a time.

Friendship Perks

We'll Go Together (Free/100CP, Perk)

At the end of any Jump or Return Visit a Link Portal appears at your feet, and takes you and anyone you want within 20 feet of you into your Dive to the Heart. You may offer to recruit these characters into Companions. With the 100CP version, your Companions can produce the same effect to gather Followers, though they cannot convert such Followers into Companions - only you may bestow that upgrade.

My Friends are My Power (100CP, Perk)

Going forward, you may choose between discounting a Jump's Companion Options, or an equivalent boost to the Companion's CP fund. For example, a Companion that costs 200CP and would start with 600CP can either cost 200-100=100CP or start with 600+100=700CP.

Classic Trinity (Free, Perk)

During the Jump in which you activate this Perk, fate will see fit to give you two allies. They are true friends who will fight alongside you, their bonds with you and with each other deepening throughout the Jump. They become Companions during your Jump, and become a Companion Party - they collectively take only 1 Companion Slot, and each receive full CP benefits, on all future Jumps. Their Platforms undergo Platform Union. You may only take this Perk once across your Jumpchain.

Tres Quintet (300CP, Requires Classic Trinity, Perk)

Much like in KH3, within this Jump your trio has become a quintet! Take two more Companions, and combine them with the Companion Party built in Classic Trinity. Their Platforms of Companionship are added to the Station that the Classic Trinity can be found in, regardless of what Jump you actually got them in, and said Platforms undergo Platform Union with the Classic Trinity's Platform. You may only take this Perk once across your Jumpchain.

Seven Hearts to Save the World (700CP, Requires Tres Quintet, Perk)

It is said that 7 lights and 13 darknesses will someday clash. Will the two Companions you're acquiring with this Perk fill out your Guardians of Light? They join the Companion Party formed in Tres Quintet and just like before, their Platforms of Connection arrive in the same Station

before undergoing Platform Union with the Tres Quintet. You may only take this Perk once across your Jumpchain.

Unbreakable Connection (X00CP, Perk)

Each time you take this Perk, if you have Companions who are a close-knit team or family (for example, Team 7, Team RWBY, The X-Men, The Addams Family, The Power Rangers, Team Sonic, etc.), you can turn them into a Companion Party. The cost of this Perk is 100CP times the number of Companions being turned into a Companion Party, their Platforms of Connection undergoing Platform Union. The relationship needed to use Unbreakable Connection can be formed naturally between existing Companions, over time. If this happens, using Unbreakable Connection will move their Platforms next to each other, even if it puts one of them in a Station they're unsuited for (for example, if Phoenix Wright in the Station of Justice became best friends with Princess Zelda in the Station of Heroes, you may move Zelda to the Station of Justice or Phoenix Wright to the Station of Heroes).

My Hero! (100CP, Perk)

Should you find yourself needing to spend an Extra Life, you may choose instead to spend two (if you have any). If you do, one of your Companions within your Dive to the Heart will mysteriously arrive on the scene, and continue the battle in your stead for 5 minutes. They cannot defeat your opponent for you, but they can do damage and even convince them to flee. Whether your Companion is defeated or triumphant, they'll revive you to full health before returning to the Dive to the Heart.

Link to All (200CP, discount on subsequent purchases, Perk)

You have a special gift, Jumper. The threads of fate connect you to others more easily, making you more likely to find yourself in the position to form new and powerful bonds. You're more likely to find people who should be easily convinced to join you on your long journey, and can tell when you've done so. In addition, for each purchase of this Perk, the number of Companions you can Import per Jump (and the number of Companions who can be Attuned at any given time) goes up by 1 Slot. Any in-doc Companion Purchases that offer a bulk purchase of 8 or more Imported Companions will fill all of your Import/Attunement Slots.

Means of Passage

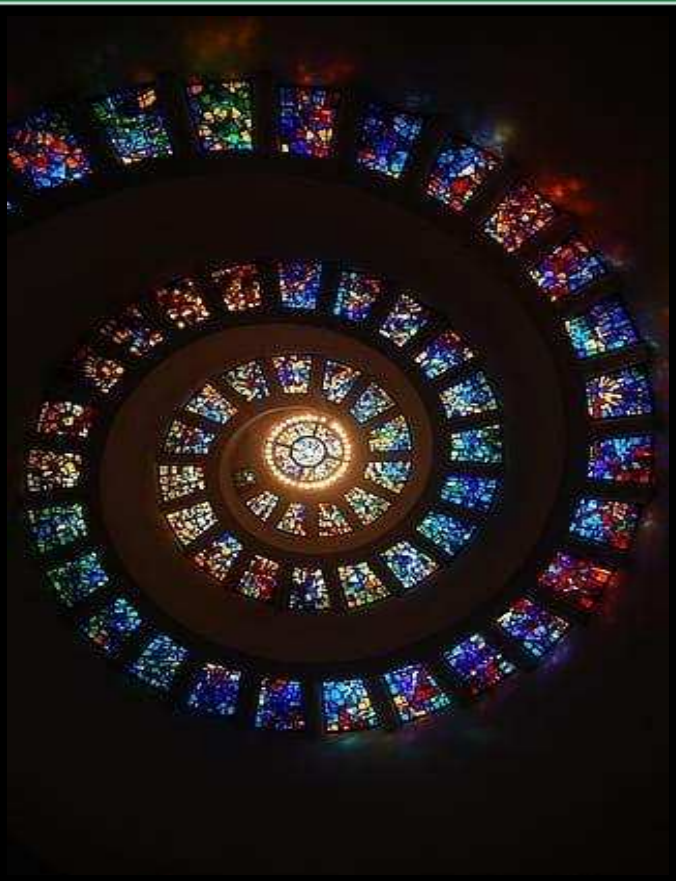
There are many fixtures that you'll gain access to in this place, Jumper. The most basic and arguably important are logistical. How will you travel from one Platform to the next, let alone between Stations? What of the strange locales you sometimes buy with CP in your Jumps? How do you even get here from outside?

These are the most basic building blocks for getting around, and each has their own rules and the occasional upgrade.

A word of warning: Unlike other Warehouses, the Dive to the Heart is incompatible with Warehouse Keys, and has no doors or ability to shunt intruders out by default. Time passes within your Dive to the Heart even when you're not there. This cuts both ways - your Followers and Companions can use Dive Points even if you haven't Imported them, though outside your Dive to the Heart their powers will be limited to the average mooks and minibosses of the setting, respectively. But anyone who learns of and is shown how to use your Dive Points can see them for the rest of their lives, and can enter your Dive to the Heart, and anyone with a Keyblade can open Link Portals you place. Security in your Dive to the Heart is significantly lesser than you'll find elsewhere.

Bridges

When you acquire more than one Platform in a station, they always connect to one another. Sometimes they may appear perilous to cross, but the nature of the Dive to the Heart means that falling off is hardly a problem. Go forth, Jumper. Keep walking onwards.

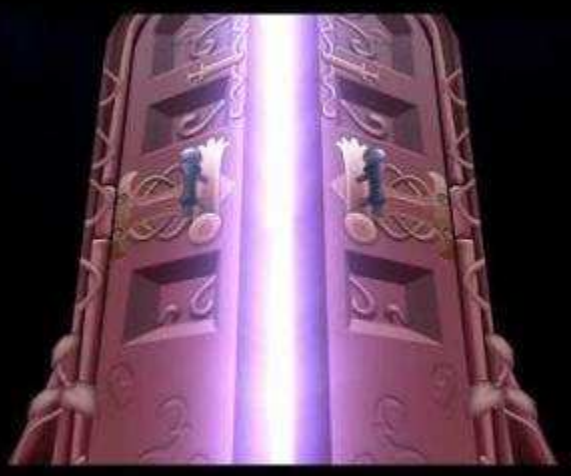


Their design can vary from one Station to another, drawing on the architectural sensibilities of the people from the Station's associated Jumps. However, stained glass is a common material, depicting legends and stories from one world or another.

Often, encouraging words are carved or inlaid into the non-glass parts of the bridge, in the language of those who lived there. The phrase, "May your Heart be your guiding key" is a common refrain.

White Doors

Something of a misnomer, as the color and shape of these free-standing doors aren't consistent. Much like bridges, they incorporate the aesthetics of the Jumps in the Station they're in, and often use stained glass in their design where they can get away with it.



What is consistent, and the cause of them to be named what they are, is the blinding, perfect white that those who open the door are treated to. Be brave, Jumper, and step into the light.

White Doors are the primary means by which one may travel to different Stations. You receive a linked pair for free each time you receive a new Station. You may grip a White Door by its frame and carry it about with ease, even moving them from one Station to another, but at the end of the day all Stations must be accessible to each other via White Door.

When moved from one Station to another, White Doors change their appearance accordingly with the local aesthetics.

If you have a White Door that is linked to two other White Doors, you need only consider which destination you're aiming for, and you'll arrive. Otherwise, the White Door will place you at one of its linked partners at random. You, your Followers, and your Companions always have perfect awareness of where a White Door they're standing in front of can lead.

White Doors (Platform Upgrade, -25WP)

If you need more White Doors than your new Stations offer, you can purchase additional two White Doors and place them anywhere in your Dive to the Heart. By default they link to each other, but can be linked to any White Door you already own. They share any other upgrades you purchase in this section.

White Web (Dive Upgrade, -600WP)

Your White Doors now all link to each other by default. You may sever or reestablish a connection between any two White Doors by thinking of it while tapping one of the doors with your Keyblade. Remember that there must *always* be some means to get from your Station of Awakening to any other Station by walking.

Dive Points

(Image from KHWiki)



This is your most valuable means of transport - the way by which you travel between the waking worlds of the Jumps and the half-asleep world within your Heart. Stand within the shimmering circle, Jumper, look up, close your eyes, and take a deep breath… and you'll dim, vanish, and fade as though you were a waking dream.

Their colors may vary, from green and yellow to black and purple to any combination of colors you can imagine. Sometimes this is merely to make them more visible, but should a Dive Point you've been to before change in color, it is possible it's meant to mark a change in status.

Only you, your Companions, and your Followers may see or use these Dive Points unaided, and your passage through them is guarded by a powerful perception filter. Once shown the path once, however, this protection is broken for the one you show it to - they can perceive your Dive Points and thus enter your Heart at will - and perhaps even show others the way. Guard these paths well.

The first time you use a given Dive Point, it will take you to the connected Jump's fated place for your background or origin. Sometimes, this is a place without a Dive Point of its own. In order to return to the Dive to the Heart, you must find Dive Points placed throughout the Jump.

Dive Points that you cannot access without a Spark will appear gray and dull, the energy that shapes them moving more sluggishly than normal.

You'll generally find them in a handful of places in your Dive to the Heart. In all such cases, you may lift them off the ground by reaching for their center with a hand and gripping tightly. Until then, they appear in the following spots:

1. At the center of the Platform of Origin, where you started your journey. By default, it is attuned to send you to your house in your original homeworld. Pre-Spark, this one is only active in-between Jumps, and glows a warning red. Know that using the Dive Point in this state shuts down all other Dive Points. Certain upgrades and perks which allow you to temporarily return home for a short vacation exist, and when active turn this Dive Point a cool and gentle blue. Upon Sparking Out, it becomes a normal Dive Point, glowing greenish-yellow.

2. On the center of the Platform of Passage for your current Jump. This one will take you back to your current Jump, to the same Dive Point you used to enter your Dive to the Heart (or a nearby one, if something has happened to the space it occupied).
3. Sometimes, your benefactor may place a Dive Point at their Platform of Guidance. Like everything else in the Station of Guidance, you're not allowed to move this one yourself. Generally, this serves a similar role to the one in your Platform of Passage, and only exists as a means to begin your Jump without having to take the long walk through five, twenty, or perhaps even a hundred Stations between you and your next Jump's Platform of Passage. Isn't your benefactor a kind and merciful one?
4. In the Properties hidden beyond Link Portals, you may find a Dive Point that leads back to your Jump, if you entered the place from within your Dive to the Heart.

Just Like in the Games! (Dive Upgrade, Free)

They are usually situated near places of rest and respite, or at important locales (especially ones you own). If you visit a Jump whose source material is a video game that uses Save Points, you'll find that your Dive Points sit almost exactly where the Save Points did. In fact, if you should happen to find and purchase a Perk that offers you physical Save Points, their unique powers will merge with your Dive Points as well.

Resonance (Dive Upgrade, -25WP)

You may sometimes find yourself in a situation where you can't see a Dive Point that's nearby. With this upgrade, the Dive Point will play "Dive Into the Heart" when you or your Followers or Companions are within 10 meters of it. Only you, your Followers, and your Companions can hear this music, and it can be heard through walls and other obstructions.

Party Swap (Dive Upgrade, -200WP)

In most Jumps, you will be limited to 8 "slots" worth of full powered, non-native Companions, usually those you've Imported. With this upgrade, you may swap which of your Companions are Attuned while standing in any Dive Point. This effect does not apply until all affected Companions are out of immediate danger. This does not give CP to Companions.

My Heart's Descent (-50CP, Perk)

When using a Dive Point to enter your Dive to the Heart, you may choose to arrive at the Platform of Origin, instead of at your Jump's Platform of Passage.

My Heart's Descent+ (-50CP, Perk)

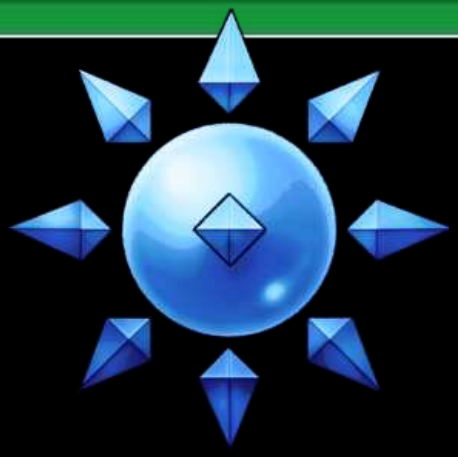
When using a Dive Point to enter your Dive to the Heart, you may choose to arrive at any Platform of Passage.

My Heart's Ascent (-600CP, Perk)

You may freely travel between any of the current Jump's Dive Points you've been to. Simply let your heart guide you.

Link Portals

(Art by khnyctophiliac at https://kh-stock.tumblr.com/)



These unusual spheres, surrounded by strange floating spikes, can be found in a variety of places both in and out of the Dive to the Heart. Draw close, gaze into the orb, and see a place beyond your reach. A dream? A reality? Perhaps the truth is somewhere in between.

Brandish your Keyblade, Jumper, and take aim. A beam of light from your weapon will fill the sphere, and force it to unfold, revealing its true form - a portal to the place depicted. These Portals open as wide as you wish them to, and envelop you and anything (or anyone) you wish to take with you. Shortly after, you'll be deposited at the Link Portal's twin.

When you purchase a location of some sort that "attaches" to your Warehouse, these Portals are the means by which they do so. By default they appear on a Platform already associated with the dimension you bought it from, but you may pick it up and move it, much like the White Doors and any Dive Points.

Like Dive Points, Link Portals can vary in color, depending on their contents and status. Unlike Dive Points, Link Portals *can* be seen by the local population.

Also unlike Dive Points, Link Portals cannot be opened by those without Keyblades. You *have* been only handing those to people you trust, right?

Finally, it is possible to create a Link Portal connecting your Properties to your Jumps… once you have a certain CP Perk. Link Portals that cannot be accessed (for example, Link Portals whose twin is in a Jump that you've completed, or all Link Portals to those without a Keyblade) appear gray and dull, their spikes missing, and the inside of the sphere is too foggy to make anything out…

Reality Shift (-100WP, Link Portal Upgrade)

Twice a day, you may place an unattuned Link Portal anywhere within 10 feet of you. If you have two unattuned Link Portals, you may connect the two to each other. You may instead destroy any two Link Portals, once a day.

In addition, if you are near a Link Portal, you may summon forth an object that is 30 feet from its twin, placing it 30 feet away from you. There is no size limit for the summoned object.

Gazing Portal (-100WP, Link Portal Upgrade)

You may look into the sphere at the core of any Link Portal… and see out of any other. This does not let you use the Link Portal to travel to a Link Portal it is not linked to, but allows you to see and hear whatever is happening within view such Link Portals. This effect is not visible to those observing either Link Portal.

Speaking Portal (-100WP, Requires Gazing Portal, Link Portal Upgrade)

You may now use your Link Portals like video phones - they will be able to hear and see you, and you will be able to hear and see them. If you have Gummi Phones, you may even “call” a Link Portal to converse with those nearby.

Friend Portal (-100WP, Link Portal Upgrade)

Occasionally, you’ll now start finding pink Link Portals that you didn’t put down. Instead of other places, these seem to contain… people? These special Link Portals are echoes of other Jumpers, or their Companions, who passed through a version of the Jump you’re in. They aren’t as strong as the real deal, and don’t have much to say, but they are friendly. Open them up, and they’ll travel with you for a few hours, and fight on your behalf. These portals are ephemeral, and appear in different locations with different contents every day.

Battlegate (-100WP, Requires Friend Portal, Link Portal Upgrade)

These Link Portals are… different from the Friend Portals. They radiate a hunger for battle that is decidedly *not* friendly. Open them up, and their contents will appear to challenge you to combat. If you lose, they won’t kill you, but simply fade away, disappointed. If you win, though, you’ll get money, unbacked items from the Jump you’re in, and a little growth in skill and strength. Like the Friend Portals, their locations and contents aren’t static, but change daily.

Personal Perks

Heartsmith (-200CP, Craftsman Companion Discounts, Perk)

Perks that grant the Jumper a new method to upgrade or create weapons and items can also generally be used to gain 1 KP for a single Keychain through an increasing amount of concentrated effort. For each Keychain, per upgrade method, your first KP earned this way takes a month to gather suitable materials and perform the necessary smithing, synthesis, or other rites to upgrade the item, with each successive KP increasing the time needed by an additional month. Perks and Items that improve such Perks (such as the Blacksmith's Mask from Muramasa) increase the number of KP you can imbue in one use of the Perk, as does acquiring a Craftsman Companion. Increased KP per use of this perk is retroactively applied on each track in a reasonable amount of time (if you use smithing skills to upgrade your Keyblade 3 times for 1 KP each, then gain the Blacksmith's Mask mentioned above, it takes you a night of furious smithwork to gain 3 more KP.) This ruling also unlocks the ability to purchase **Keychain Imbuement.**

Example Heartsmith Tracks

Keyblade	Method	KP Boosters	# of Upgrades	KP acquired
Kingdom Key J	Synthesis		3	3
	Smithing	B. Mask	2	4
	Runework		1	1
Starlight	Synthesis		1	1
	Smithing	B. Mask	3	6
	Runework		5	5

Attractionflow+ (-200WP, Requires Reality Shift, 50% Discount w/ Attractionflow, Perk)

You can summon forth a phantasm of any vehicle stored in your Dive to the Heart or Attached Properties, immediately moving as many of your nearby allies into the vehicle as possible. The vehicle's aesthetics are adjusted to those of a theme park parade. In battle, this vehicle may only remain for a minute, but can mildly defy physics to fight according to your will. Out of battle, this vehicle will last until you go to sleep, dismiss it, or encounter a combat scenario.

My Summer Vacation (-100WP, Perk)

You may, at the end of each jump, take 40 Standard Earth Days off before entering your next jump. Wander your Dive to the Heart, check in on friends. Relax. You may end this Vacation early by using the Dive Point that represents your upcoming Jump (make sure you finish your Build first!). Dying in this period is still dying and will burn a 1-up from the jump you just finished if possible, then from the next jump if available.

Second Visit (-100 WP and My Summer Vacation, Perk)

This upgrades your Summer Vacation so you can now return to any world you've ever jumped to for the duration. This does not extend the time between jumps, nor does this count against or for other Vacation or Return Options.

Self-Re:flection (-300WP*, Perk)

You've gained the ability to be in two places at once… from a certain point of view. You can project yourself into your Dive to the Heart, even when you're outside of it. It will be difficult to control both yourself and your projection simultaneously unless you obtain multitasking Perks, but you can still see, hear, smell, taste, and feel with both your body and your projection. Your projection cannot train or leave the Dive to the Heart or Properties connected to the Dive to the Heart, but otherwise they possess all of your Perks and can fight as needed. You may purchase this Perk multiple times, gaining an additional projection each time, but the price doubles each time.

The Stations and Platforms

Now we're getting to the meat and potatoes of this place.

In addition to Stations you'll acquire via reaching Jumps that are sufficiently different from the ones you've done before, you'll also gain Stations upon acquiring either a certain number of Platforms, or by gaining a specialized Companion whose skills are enough to upgrade the buildings. Note that Followers won't do - if you want a shop you're gonna need to Export a business tycoon, or a middle manager, or something remotely suitable to the task. The good news is, Companions that assist in this way, here in your Heart, benefit from any stray Perks you may have picked up that line up with the role at hand.

Be warned that during Gauntlets, your normal Dive to the Heart layout becomes largely inaccessible to you. Special White Doors replace your normal array, which connect you to the Station of Awakening, The Station of Detainment, The Station of Greatness, and the Station of Guidance.

Terms for Purchases:
Perk - grants the Jumper a Perk.
Body Mod - A permanent, fundamental upgrade of some kind. Usually applied via a Supplement at or near the start of your Jumpchain (one is available in this very document, up above!). Some Jumps, usually Gauntlets, will restrict you to just your Body Mod… But will often offer the chance to get abilities that can be added to your Body Mod in exchange.
Property - This upgrade takes the form of a location that you access via a Link Portal, and which you can choose whether or not to give physical form within the Jump.
Platform - a purchase that affects a targeted Platform in your Dive to the Heart.
Station - a purchase that affects all Platforms in a given Station, or the entire Station itself.
Dive - a purchase that affects the entire Dive to the Heart.
Upgrade - Adds new functionality to the targeted part of your Dive to the Heart.
Expansion - Makes whichever part of the Dive to the Heart this upgrade targets bigger in some way.
Customization - Lets you change the aesthetics of the targeted part of your Dive to the Heart. Once you acquire this upgrade you may make further modifications at any time.
Free - You may take this for free at any time, even mid-jump.
Mandatory - You must take this at the start of your time here.
Requires X Companion - this upgrade requires or becomes free with a Companion that matches the description of the requirements, either because of who they were in their homeworld or what they've become with CP they've earned. These terms are broader than they appear - a Jailor may be an officer of the law, judge, shrine maiden, and more, for example. The Companion will spend some of their off time in your Dive to the Heart, taking action to maintain

any upgrades that are related to them, and while doing so can borrow your relevant Perks as if they were their own. You don't lose said Perks while this is happening, as it's all happening inside your Heart. They don't have to live in the same Station as the Upgrade.
Companion Party - A number of Companions whose connection to each other is as strong as their connection to their Jumper. They share an Import Slot, and each gain the max Choice Points on offer. All for one, one for all.
Fiat - The power to say "It just works that way" to reality, and have reality accept that. Items with this power also are guaranteed to reappear and repair in your care if lost or destroyed.

General Upgrades/Properties

These upgrades can be purchased and applied to almost any of your Stations and Platforms.

Oh Baby, Don't Go (Free, Mandatory Dive Trait)

If you fall off the Platforms into the abyss below, you'll soon find yourself falling towards the Station from above. Don't try to understand it - how can we even know if this is real or not?

First Breath (Free, Dive Upgrade)

The band finishes their warmups, the maestro taps his baton on the podium, and the music… *begins*.

Each person within the Dive to the Heart may hear ambient music, as though from within the same room. The music trends towards Kingdom Hearts' more orchestral tracks, but is seamlessly modified by the circumstances of the listener. Leitmotifs of the settings and people in each Station are masterfully blended to the music playing, and traveling from one Station to another may see one band carefully pass the baton to an entirely different band. Traveling from a Wild West-themed Station to a Sci-Fi Station may see the country singer covering Simple and Clean gracefully give way to a techno and trance remix. And should the listener grow weary of the music, the band eases away, to return when next the listener is in the mood.

If you have a Musician amongst your Companions, they may lend their talents to this upgrade.

Moment's Reprieve (Free, Dive Trait)

Chairs? Beds? Do we really need them? With this upgrade, those in the Dive to the Heart may at any time lean back in place in a "trust fall," and find themselves caught by a mysterious power. The power cradles them in the most comfortable position for their body and sitting type. If they doze off, the power adjusts further for their sleep style, giving them about as peaceful a rest as they can get in a place with no privacy. They'll float in a reclined position until they wish to get back on their feet, at which point the power eases the process.

Shine Your Light on Me (-50 WP, Dive Customization)

Getting tired of the same dark abyss? This lets you replace it with a skyline based on the Jumps in each Station. Day and night now progress over time! Illusory landmarks from the Station's associated Jumps sit forever out of reach.

Starshowers (-100 WP, Requires Shine Your Light on Me, Station Upgrade)

Occasionally at night, the skies open up, and stars fall from the heavens. How is it doing that inside your Heart? Maybe… don't worry about it. These falling stars are a sight to see, and will never damage any of your Platforms.

Terrain (-50WP, Platform Expansion)

Earth and stone rises from the depths, crawling up a Platform of your choice and creating a landscape. You get 500sqft of earth that rises from the abyss below to anywhere between 30 feet below to flush with the Platform's surface. Shelves and other fixtures associated with the outer edge of the Platform are magically transposed to this new mountain's outer bounds. The earth is fertile and capable of supporting life. You may take this upgrade a second time to further expand the effective size of the Platform.

Aquaculture (-50WP, Platform Upgrade)

A spout pokes out from anywhere on your Platform or any connected Terrain, and water flows freely into the abyss… or onto your Terrain below it. This dreamlike water is dappled with a strange light, and provides both water and sunlight for any plants it washes upon. It tastes like smooth vanilla. If your Aquaculture appears on your Terrain, it can take the form of a mysterious river, stream, or brook with no known source. If you have Sea of Dreams in the Station, Aquaculture produces the liquid that comprises the Sea of Dreams, unless it's being used for Firth By Sleep.

Venting (-50WP, Station Upgrade)

Gentle winds blow over the Station, somehow carrying seeds upon the wind. The seeds are of a relatively mundane type… or rather, they are for one of the Jumps in the Station. If you have Terrain and Aquaculture on the same Platform, randomized plantlife from the Station's Jumps will grow on the Terrain.

Firth By Sleep (-100WP, Requires a Botanist Companion, Requires Venting and Aquaculture, Platform Asset)

The breeze is blowing, light-bearing rivers are flowing… with the help of a farmer, florist, or botanist, you could cultivate this Platform into quite the farm of exotic plants. To assist in this endeavor, your Botanist automatically benefits from any powers belonging to you or your other Companions that can fertilize the earth, discern rare and valuable plantlife, and grow it. If on the same Platform as a Passage Plaza, one of the kinds of buildings that can appear are Greenhouses.

Rising Tides (-200WP, Station Expansion)

(Discount: 50WP per water-producing upgrade in the Station)

Water rises from the deep abyss below the Station, rising to within one foot of the lowest horizontal surface in the Station. One cannot drown in or be damaged by this water in any way, and if one were inclined to swim down to 6000 feet deep they will eventually find themselves pulled down further and faster, out of their control, until they reach 13,000 feet, at which point they find themselves cinematically falling headfirst… towards the Station from above. A similar effect is in place in all horizontal directions - go too far in one direction, and you'll find yourself approaching the Station from the other side. With certain dimensional navigation perks you might be able to make your way to another Station.

With Venting, this water can now produce waves. Care to go surfing? In addition, Venting causes any Terrain in the Station to develop small beaches and coves, with suitable plantlife. With Firth By Sleep this plantlife can be curated for rarity and use.

Sea of Dreams (100WP, Requires Rising Tides, Station Modification)

With a twist of your will, the dreamlike water becomes lava, or coffee, or smoothie, or liquid candy… Upon taking this modification, convert your Rising Tides and any bodies or sources of water in the Station you wish to produce a single other kind of fluid-like substance of your choice. For reasons unknown to you, despite being entirely functional otherwise, these liquids still cannot harm you, your Companions, or your Followers in any way. You may only take this Modification once for each Station, but the fluid produced by it may be changed once each Jump or Decade (whichever is shorter).

The liquid turns to normal water if taken out of your Dive to the Heart.

Ex Nihilo (300WP/1000WP, Requires Sea of Dreams, Station/Dive Modification)

The liquids produced by your Sea of Dreams no longer revert to water outside of the Dive to the Heart. So long as you believe, they retain their normal qualities. Be warned that once outside of your Dive to the Heart, these liquids *can* harm you. For a one-time or cumulative expenditure of 1000WP, Ex Nihilo applies to all of your Seas of Dreams.

Rising Peaks (-100WP, Requires at least 1000sqft of Terrain, Platform Expansion)

The earth rises higher, reshaping itself as it surpasses the height of the Platform next to it, becoming a small mountain with a small plateau near the top. With Venting, plantlife from higher elevation biomes begin growing here. You can make this mountain bigger still by taking this upgrade again, but you'll need an additional 1000sqft of Terrain attached to the Platform to make it work.

Dark Depths (-100WP, requires Rising Peaks and at least 1500sqft of Terrain, Platform Expansion)

Caves open up in the earth near the Platform, going deeper, deeper, *deeper*… with Venting, common underground plantlife from the Jumps in the Station begin to grow here. With Firth By Sleep, these plants can be curated, with rarer and more useful varieties becoming available for harvesting.

Glimmering Depths (-300WP, requires Dark Depths and a Prospector Companion, Platform Upgrade)

There's gold in them caves! That and other valuable materials that normally lie buried in the earth of the Jumps local to this Station. They appear to be as endless as the tunnels themselves - depleted shafts regenerate their contents every 10 years, or over the course of a Jump, whichever is shorter. You gain more materials the more Prospectors you have in your Dive to the Heart.

Meteor Falls (-100WP, Requires Starshowers in the same Station and Rising Peaks, Platform Upgrade)

The skies continue to fall, though now they're a biiiiiit close for comfort. Still, they aren't hurting anyone, and you're finding rare materials from the Jumps connected to this Station embedded in the nearby mountain… plus there's these strange, sticky materials. You gain rare resources that normally fall from the skies of the Station's Jumps once a month, as well as Gummi Materials, which have a variety of uses.

History's Heartbeat (-100WP, ≥ 2000sqft of Terrain untouched by Passage Plaza, Station Upgrade)

Despite having only just emerged from the Terrain, these decayed buildings, moss-covered landmarks, and other ruins appear to have existed for eons. Each year, any Prospectors amongst your Companions will mysteriously dig up ancient, un-backed artifacts from the Jumps associated with this Station. Whether they be trinkets and gadgets from these settings' actual past, or ancient and worn versions of objects from their present or even future, any machines here will need a lot handiwork from a Mechanic Companion (or fiat backing by some means) to make any special functions they have usable… but they may have more immediate value, in the hands of a Merchant Companion.

As you make more Terrain, you may choose to fill it with more ruins. For every 2000sqft of ruins not made into civilized spaces with Passage Plaza, your Prospectors may find an additional item each year.

The exact nature of the artifacts may vary based on other upgrades to your Terrain. With the right upgrades you'll find that Coasts, Caves, and Mountains will produce items that suit their environments - pirate treasure washing ashore, mining equipment found in the depths, alien technology fallen onto your mountains, and so on.

Mystical Trinkets (-50WP, Requires History's Heartbeat and an Oracle Companion, Station Upgrade)

Your ruins have begun turning up far stranger artifacts than the technological stuff you've already seen. Each year, your Oracle Companions retrieve magical relics with hidden power… though they will need Mages to draw that power out and make it work, and it will need fiat backing if it is to function across Jumps that don't have the same laws of magic as it.

For every 2000sqft of ruins not made into civilized spaces with Passage Plaza, your Oracles may find an additional item each year.

The exact nature of these trinkets may vary based on other upgrades to your Terrain. Coasts, Caves, and Mountains will produce items that suit their environments - sea monster bones washing ashore, objects straight out of the underworld found in the mines, mystical fragments of starfire arriving on your mountains, and so on. This also enhances the effects of Meteor Falls and Glimmering Depths, improving the amount of magical materials that can be found there.

Battlefield Containment (-50 WP/100WP per purchase, Platform Upgrade)

Battles in the Mind… or rather Heart are surprisingly common across the multiverse, and when your Warehouse is inside your Heart, the stakes of such fights are significantly higher. This Upgrade may help with that. When a fight breaks out within the same Station as the Platform you gave this Upgrade to, it acts to contain the battle. Combatants are teleported to the Platform you give this upgrade to, all forms of transportation away from the Platform (Bridges to other Platforms, White Doors, Dive Points, Reality Shift Gates, etc.) temporarily vanish, and an impassable barrier appears 50 feet from the edge of the Platform.

The barrier is impassable from the inside, but can be entered from the outside by allies.

For 100WP, noncombatants, valuable items, and upgrades on the Platform are temporarily hidden away while Battlefield Containment is up. If you possess "**Hands off!"** you may move all combatants and an active Battlefield Containment's barriers to your Platform of Origin.

Storage (-50WP, Platform Upgrade)

A treasure chest appears on the Platform. It's noticeably bigger on the inside - a chest the size of your head on the outside might turn out big enough to carry three small puppies (but *why!?!?*). You may purchase this upgrade again to get additional chests, or to double the external size (and triple the internal size) of an existing chest each time.

Pedestal of Power (-50WP, Platform Upgrade)

There's power within you, if you give it form, it will… wait, where's the form? These pedestals are familiar to you, somehow. A single item placed atop them will float with as much grace as if they were meant to be there. If they require energy, Pedestals of Power can recharge that energy, no matter what type of energy is needed. If the object usually provides a boon to those nearby, its effects spread across the Station.

Decor of Memories (-50WP, Platform Upgrade)

The magic of this place is astounding… but sometimes you just want a little taste of the normal. Creates additional mundane fixtures upon your Platform. Benches, Streetlamps, Tables, Hot Dog Stands, and other public spaces. All fixtures draw from the memories of those who call the Station home. Light sources shine the same color as the stained glass of the Platform they're on. Facilities are by default not manned - you'll need to get your Followers to take care of them.

(Not So) Stranded Beyond (-300WP, Can only be bought once, Attachment)

By default, Companions and Followers that perish find themselves back in your Warehouse two days later. But the borders between sleep and death are hazy - you may have accidentally tripped over the line once or twice in your time here. But now you know how to cross it on demand, reaching the Final World - the absolute border between life and death. Your Companions and Followers immediately appear here whenever they die, allowing you to debrief them. They are still unable to return to the Stations, other Attachments, or any Jumps, until two days have passed since their fall, but this place makes a good resting ground. Medics can speed up this process by one hour each.

Those who are not your Companions or Followers occasionally pass through and linger the Final World on their way to the afterlife, and can be spoken to - allowing you to glean valuable intel from them.

Finally, if you perish and have extra lives, you may choose to respawn in the Final World rather than wherever you normally would.

I Won't Let You Go! (Variable, Requires (Not So) Stranded Beyond, Perk)

You may invest CP into this Perk, with no cap. When a non-Companion/Follower perishes, you may spend 200CP from this bank to stop them from passing through the final border between life and death, catching them in the Final World. From here, you have a chance to convince them to join you, and become a Companion. Should you succeed, they will be returned to life two days after they join you.

The Station of Awakening

(Station, +0WP)
Your very first Station. This Station is directly connected to your homeworld, but more than that, it's directly connected to **you**. As such its potential is extraordinary. Jump-chan can take your Perks. She can take your Items. She can cut you loose from everything you know. But this Station's Unique Upgrades are part of your Body Mod, and every step forward is a step closer to home.

Platform of Origin (Platform, +0WP)

The place you started your journey. This place has the Dive Point that may someday send you home. The stained glass reflects your appearance at the start, even before any of your Body Mods were applied, and in the background are depicted places, people, and items that were of importance to you - an eternal reminder of where you came from.

You Can Always Come Home (-25WP, Property)

A copy of the place that you called or call home, from the real world. A Link Portal to it appears on the Platform of Origin. The pocket dimension version extends to 50 feet beyond the outer border of the house's recognized property line.

Hands off! (-200WP, Dive Upgrade)

If a fight is happening in your Dive to the Heart and you are standing here, you may forcibly teleport all hostile opponents to the Platform of Origin. This is done simultaneously. Any valuable items or fixtures are temporarily hidden away while a fight is happening in your Platform of Origin.

There is But One Sky (-1000WP, Platform Upgrade)

The Benefactor thought she could contain you here, knowing all she does about Hearts and Connections? Phah! This is the seat of your power. So long as you are standing on the Platform of Origin, *all* of your Perks are considered part of your Bodymod (your Items, not so much) and are available to you even in a Gauntlet.

Rage Awakened (-1500WP, Requires Hands Off!, Platform Upgrade)

They thought that they could sneak in here and take from your heart.
That they could bind you.
That they could destroy you.
That they were above form.

They

thought

wrong.

Any enemy that directly attacks or tries to claim your Heart, through external effort or via infiltrating your Dive to the Heart, triggers Hands Off! and is brought to the Platform of Origin. In such a case, you are temporarily moved to the Platform of Origin as well, even if you are outside the Dive to the Heart. Further, any such foe is made to have a form if they did not have one before. The form may be monstrous. The fight that ensues might be impossible for you. But at least it will be a *fight*.

Take your Heart ***back***, Jumper.

The Station(s) of Jumps

(Automatically acquired when you gain a Jump that is thematically distinct from any previous Stations. +200WP Per Station)
These will be your most common Stations - you generally get one when you visit a Jump that is distinct from those you've visited before. The Station's name and what the overarching theme of the Station may vary, determining what Jumps are represented by this place. You might end up with a Station of Justice that houses various Superhero-themed Jumps, or perhaps that Station is reserved for courtroom dramas?

Platform of Passage

(Automatically acquired when you gain a new Jump, +100WP, Platform)
The Platform that represents a Jump, past or present. If it is the first Platform in the Station, it comes with two White Doors - one to the next Station, one to the previous. It also by default has a Dive Point to travel to the relevant Jump. Each Platform of Passage depicts a place and objects of importance to the Jump - and once you've begun your Jump, your initial appearance within that Jump is overlaid onto the design.

Passage Plaza (-100WP, Requires Decor of Memories, and ≥ 2000sqft of Terrain unmodified by Rising Peaks on the Platform.)

The decor you've placed before spreads and escalates, as generic buildings form on your unused land. These can be vacant warehouses, empty copies of business places like restaurants, clubs, and markets, or even small abandoned cottages. The buildings that form here are drawn from the memories of those whose Platforms of Connection are in this Station, though buildings from a certain sleepy town for refugees occasionally sneak their way in. You get 1 building for every 1000sqft, and whenever you produce an additional 1000sqft on the Platform you upgrade with this, you may choose to immediately grant it a building.

Connection Consortium (-100WP, Requires one unused building in your Passage Plaza and a Merchant Companion)

One of your Companions has decided to set up a shop in your Passage Plaza. Perhaps a recreation of a business they owned back in their home world, or perhaps something inspired by the places they've visited since. They may even have hired on some of the local Followers to help part-time (though they know, of course, that helping you comes first).

The exact type of shop may vary from a simple restaurant to a flea market for your Companions and Followers to trade items they've found on their adventures. But the true value of this place is the way it brings people who otherwise would never meet together.

Heart Hotel (-100WP, Requires one unused building in your Passage Plaza and a Craftsman Companion)

What a strange business your Companion's set up! It appears as a normal bed and breakfast for those who need it, but… the guests are unusual ones. You'll occasionally find people from the current Jump visiting here in a dreamlike state. They can't even think of harming your Dive to the Heart or its residents here, nor can they leave the Station the Heart Hotel is built in, but can wander around freely within, and patronize any Connection Consortiums in the area. Once they return to the waking world, they won't remember any interactions you have with them here, but the impression will remain, offering you the chance to make new friends… or perhaps new enemies.

Phantasmal Pharmacy (-100WP, Requires one unused building in your Passage Plaza and a Medic Companion)

One of your Companions has turned part of your Passage Plaza into the strangest medical facility you've ever been to, just in case. It has everything, from home remedies to healing springs to a fully stocked pharmacy and the most modern operating room you've seen (upgrading based on Jumps you've been to). Simply being here sharply accelerates your healing, and that's before being attended to by the Medics amongst your Companions. Any medicines you purchase with CP or create with your own powers will find their way to the pharmacy, and find their supply skyrocketing to twice their normal limits - more, for each additional Medic on staff.

Artificer's Artery (-100WP, Requires one unused building in your Passage Plaza and a Craftsman or Mechanic Companion)

One of your Companions has turned part of your Passage Plaza into a communal workshop for those who tinker, invent, and craft. It has all the tools your Companions need to ply their trades or hobbies. Most mundane items you purchase with CP or invent with your own powers can also be mass produced here - though they will lack any backing that comes with CP purchases.

Garden of Assemblage (-1000WP, Property, Special Requirements)

In Radiant Garden, hidden behind a deep cavern, Sora found a room filled with quite possibly the ultimate challenge. 13 of his greatest opponents, recreated from data, and enhanced to absurdity. For his triumphs against them, he was given items that boosted his abilities.

This Garden of Assemblage functions similarly. In order to even qualify to receive one, you must encounter 13 different, but similarly themed opponents across all of a single Station's Jumps. Enemies with similar backstories, goals, motives, fates, loyalties, or even just fashion.

Upon qualifying for and paying for it, a Link Portal appears in the relevant Station. On the other side, the Garden of Assemblage becomes active, and Data versions of each of the 13 opponents await challengers. Each and every one of them are scaled up to three times the power of the strongest member of their cohort.

Anyone may challenge the Garden of Assemblage, but they must do so alone. Defeat will not result in death, but it will hurt, physically, mentally, and spiritually, and leave the loser exhausted for 7 days. Do not go unprepared.

For each Data Combatant defeated, the winner gains 100CP for the Jump that the Data Combatant's original self came from, and one of 13 themed accessories. Fighters cannot receive CP Prizes or accessories from defeating the same Data Combatant a second time.

Platforms of Connection and Fellowship

(Connection: Automatically acquired when you gain a Companion, +75WP, Platform)
(Fellowship: Automatically acquired when you gain a Follower or group of Followers, +25WP, Platform)

Platforms that represent the long-term allies you've made - those who are in with you for the long haul.

Platforms of Connection represent one of your Companions. This is their little slice of your Heart, and upgrades you make here can be personalized by them. Perhaps consider getting them some creature comforts? Each Platform of Connection depicts the person it represents upon its stained glass surface, over a representation of places, objects, and people who are precious to them.

Platforms of Fellowship represent a category of Followers. Their sizes are notably more varied, as some Follower purchases can be significantly more than one person. Expect about 10 Square Feet for every individual in the Follower Party. That said, whether the purchase was one person or a one million, this Platform only counts as one towards your total. That said, quality of Life upgrades for these places grant their benefit to everyone associated with that Follower Party. If you buy your Follower Party a Memory of Home, every Follower in that group will be able to access their own home (and each others') from the same Link Portal.

The stained glass here represents the most notable members of the Follower Party (for example, the general of an army) front and center, with lesser members appearing in the background.

Memory of Home (-25WP, Property)

A copy of the place that one of your Companions called or calls home, from any Jump that they've been to. A Link Portal to it appears on the Companion's Platform of Connection. The pocket dimension version extends to 50 feet beyond the outer border of the house's recognized property line. If you purchase this while still within the Companion's home Jump, for the rest of the Jump this will be a Link Portal directly to their real home, in their bedroom, though the Companion may pick it up and move it as they wish within the confines of their home. If something happens to destroy their real home, the Memory of Home will immediately change into a copy of their home prior to the destruction.

The Station of Greatness (Gauntlet Only)

(+0WP)
This Station is… unusual. It only seems to appear in certain Jumps, and when it's accessible, only your Station of Origin and your Station of Guidance are available to you. All other paths are hidden away, deactivated, or otherwise beyond your reach. This Station has a Platform of Passage for the Jump you're doing, and temporarily houses the Platforms associated with the Companions you've brought along. When you've completed the challenge put before you, this place vanishes - your imported Companions' Platforms return to whence they came, and the Platform of Passage here either joins with others in one of the other Stations, or it forms a new, more usual Station.

The Station of Guidance

(+0WP)
This Station, and its similarly named Platform, is the contact point for your Benefactor. Be their name Jump-chan, Hikari, Minnie Mouse, or some other name, they generally wait for you here in between Jumps, that you might prepare your Build.

During the process of selecting your build, your options will manifest around you here. The exact form they take may vary, from small pedestals hoisting symbols of each Perk, Item, and Drawback into the air to an array of crown-shaped cards of varying colors, to something more in line with the upcoming Jump's setting.

You do not control the form this Station takes - your guide through the Jumps decides how many Platforms this Station has and what they look like, what items and amenities are available, what the world around the station looks like, or even when or if you can come in here at all.

Jumpchain Modifier Perks

Hey, while you're here, maybe you're in the market for some special privilages over the course of your Jumpchain. With a pittance of WP, your Benefactor can apply certain modifiers to your future Jumps…

World Order (-300WP, Perk)

In Kingdom Hearts, it's considered important to hide where you came from, when you're visiting other worlds. Sometimes, you even need to change form entirely to be able to even navigate the world. With this instated, you get a big upgrade for that.

In universes where Species options don't line up with a Comapnion or Follower's original origins (for example, if your Companion's a human in a world of toons/ponies/monsters/etc.), that Companion or Follower may select *any* one Species/Origin from that world, regardless of cost, and make it an Alt Form, gaining any Free Perks involved.

Highschool AU (-200WP, Perk)

If and when you find yourself in a Jump that primarily spends its time in school, you may Import any and all of your Companions as students and staff for that school (or for that school's rivals). In addition to their usual allowances, they gain an extra 200CP to spend on Perks, and can pick any school-related Origin for free.

Jumper, Dinner's Ready. Jumper? (-200WP, Perk)

Jumpchan gets it, your heart aches for those you left so long ago. Your parents are waiting for you, back on your homeworld… but maybe waiting isn't good enough. With this Perk you may bring any family members you wish to, past or present, to your Dive to the Heart. They appear in the Station connected to their home Jump (your family from your original world appears in the Station of Awakening), and are invited to become Followers. If they agree, they gain a Platform. Despite not being Companions, if you select a non-Drop In Background, your family gains that same Background and joins you. There are no limits on this - the details might get murky, but family is family, even and especially if it's extended. You or they may toggle this effect off for a Jump, if they'd rather stay in the Dive to the Heart for a Jump.

You can upgrade them into Companions, and turn them into Companion Parties. This does not change your ability to share your Background and have them follow you into a Jump.

Dive to the Heart Drawbacks

… Or, perhaps, things are too easy for you. Maybe you're straining to get the things you want to have in each Jump you do. Maybe you just want to speed up construction in your Dive to the Heart. Or maybe you're even looking for a way to push yourself even further in strength. Your Benefactor understands. That's why you've been presented with the following options. Each Jump, or every 10 years for WP-giving Drawbacks, you may choose which of these to activate.

Unlearn What You Have Learned (+100 Body Mod Points*)

Sometimes, in order to truly become stronger, you must toss aside all that you have and start afresh, relearning all that you've learned with a new perspective. You start your Jump with your non-Body Mod Perks lost. You'll gain back 10% of your power each year, and 5% each time you face a worthy challenge of your skills, capping at 100% of your power coming back. Cannot be taken with any other Perk-removing Drawbacks.

** Adjust Responsibly depending on the Body Mod.*

Just the Delivery Boy (+100WP per Keyblade)

Wh-what!? Your Keyblades have left you for someone else! Each Keyblade (not Keychain) you've acquired has joined up with a character from this Jump, one who you're sure to be opposed to. Your Jump will not end until you've gotten them all back… a task easier said than done. Cannot be taken with any other Perk-removing Drawbacks, except for What's Yours is Mine.

What's Yours is Mine (Requires Just the Delivery Boy, +200WP per Keyblade)

Oh no. It gets worse. Each of your Keyblades have claimed an equal share of your power, and taken that power with them to be wielded by their new bearer. Reduced to a fraction of your strength, can you even hope to play at being a hero like this? Cannot be taken with any other Perk-removing Drawbacks, except Just the Delivery Boy.

Battle LV ★ (★:+0WP, ★★ or higher: +100WP per ★ after the first)

In Kingdom Hearts, even characters who within their own continuities couldn't hurt a fly have suddenly become able to battle against or alongside the Keyblade Wielders. Many could even wield magic. This holds true for the upcoming Jump. It doesn't matter if they're a sheltered princess, a hunter of gorillas, a mostly-normal pirate, or even toys. Anyone you can expect or desire to get into a fight against or alongside will suddenly develop at least Comic-Book Level "Peak Human" abilities, and at least one minor bit of combat magic.
To gain WP, add more ★s to the Drawback title and make your opposition (notably, not your allies or potential allies) even stronger. Pirates of the Caribbean's Davy Jones being able to tangle with a boy who can cut through skyscrapers? More likely than you think.

Party Randomizer (+100CP, can only be taken once you have more than 8 Companions)

On one hand, you gain your full slate of Imported Companions, on the house. On the other hand, your Benefactor doesn't want you sticking to ol' reliable, this time, so… for 100CP, she's locked any Perks that let you swap which Companions are Attuned, and is rolling the dice to determine which of your Companions gets to be imported and receive CP this time around.

If You Want Someone Beat Right…! (+200/300CP)

For some unholy reason, in any battle against a strong foe, your Companions and Followers simply… can't finish the job. You're the only one who can finish off an opponent. For 300 CP, not only do you have to land the final blow yourself, it also has to be at least a three hit, uninterrupted combo string. You cannot take this Drawback if you don't have Companions or Followers.

#DOSOMETHINGCOMPANIONS! (+100CP, requires If You Want Someone Beat Right…!)

So, your Companions aren't able to finish the job. That's fine. It'd be totally fine… but they can't even support you correctly. Even the most dedicated healer in your group will forget to top you off, or only do so when you've already healed yourself. Buffs won't come out until they'd be useless (or worse, overwrite your own buffs), and teamwork… doesn't. This doesn't affect your Companions' ability to support each other, *of course*. Just you.

Heartless Infestation (+400 WP)

Somehow, those nasty creatures of Darkness, the Heartless, keep appearing in your Dive to the Heart. They are hostile to anything and anyone, and with time may use your Platforms of Passage to travel to Jumps you're connected to. Despite this, they're only Shadows, so they're… hopefully easily quashed by you, your Companions, and your more combat-capable Followers. But if you fail to annihilate every last one before the Jump ends, you'll have to run the next Jump with this drawback's remnants… and without the extra WP. Worse, allow them to gather too much, in some forgotten corner of your Dive to the Heart, though, and they'll begin taking stronger forms…

Mundane Infestation (+200 WP)

Well, at least they aren't Heartless. During the next Jump, you keep getting colonies of small vermin, fungus, and pests infesting your Dive to the Heart. Everything from rats to mold to mosquitos to even pests that are only mundane by the standards of certain worlds. It takes time and effort to cleanse the Dive to the Heart, and it may not be enough to get rid of them all. If they yet live at the end of your Jump, you cannot take this Drawback a second time, so you'll have to deal with them with nothing to show for it.

But good news! If you take both Mundane and Heartless Infestation, the Heartless will assist in hunting the creepy crawlies. No more rats or insects or mold!

But uh, bad news. If you take both Mundane and Heartless Infestation, the Heartless *will* assist in hunting the creepy crawlies. Rat-and-insect-and-mold-like Heartless.

No Sanctuary (+200WP)

For some reason or another, you've lost access to your Dive to the Heart, for the duration of this Jump. Maybe your Benefactor is doing some kind of maintenance on the Dive Points, or maybe there's something more sinister going on. Worse, this means you can't Import Companions - you'll need to make new friends this time.

For the following Drawbacks, you will select a Normal, Proud, or Critical version. Proud possesses all the features of Normal, and Critical possesses all the features of Proud and Normal.

Darkness Prevails, Light Expires (Variable Rewards)

This world has been connected - tied to the darkness. For each Jump you enter, the deck is stacked catastrophically high against the good guys. Depending on how much CP you've collected from this Drawback, things get so much worse.

Normal: At 200CP, Plot Armor is shattered. The little contrivances, the sudden acts of bravery, the character growth on the heroes' part, and the mistakes on the villain's end that ensure the villain's defeat… simply don't happen, without your active effort to make them happen.

Proud: At 400CP, the Heartless have been drawn to the darkness building in this Jump, and obey the villains even as they seek the Heart of this reality. If you cannot stop them by finding the Keyhole to this Jump and sealing it shut, before your time here is up they will annihilate this world, and likely you alongside it.

Critical: At 600CP, you arrive not at the beginning of the story but after its end. You are the last, only hope left in this dying world. The villains have long since won, and the Heartless ravage the entire Jump in their search for Hearts, and especially the Heart of the universe. You only have until about halfway through your allotted stay here to stop the Heartless threat before everything comes to an end.

What a cruel prophecy, and how foolish of you to invoke it.

101 Dalmatians (Variable Rewards)

Normal: Oh for the love of… it happened again. Two dalmatians have appeared in the Station of Guidance, and are asking your Benefactor for help. Apparently all 99 of their pups got scattered across your upcoming Jump. They're all in stasis, in special treasure chests only openable with the Keyblade. Your Jump will not end until you've gathered them all and returned them to your Dive to the Heart. If any are killed, you'll have to face Jump-chan's broken heart… and the resulting Chain Failure. Succeed, and you'll receive 100WP.

Proud: For an additional 100CP reward upfront, your Jump will end at its normal time. Find and return them all safely to your Dive to the Heart before your time here is up, or else.

Critical: Triple your rewards (to 300WP and 300CP), and it turns out you're not the only one looking for the pups. A vile lady named Cruella De Vil has come here too, wielding a garish Keyblade. She intends to make the Dalmations into clothes, and so you must stop her. Be warned - she is every bit as powerful as you are, Jumper, possibly even stronger, and possessing a Keyblade means that she can use your Link Portals, possibly granting her egress into your Dive to the Heart. Killing her will give you and the pups one year's reprieve… but somehow, she can come back from death. Only after delivering all 99 Dalmatian Pups to the Dive to the Heart can you force her to retreat for the rest of the Jump.

The Kingdom Hearts Drinking Game (+Variable CP)

Your Benefactor is playing it based on anything you hear or read. Every time they drink, you involuntarily consume a manifested copy of what they drank. It burns, distracts, it dulls your senses, and it scales to your ability to handle intoxication. The full list of words and phrases are below. For each word, take…

+0CP(nothing)/+10CP(sip)/+20CP(shot)/+50CP(can)/+100CP(whole bottle)

… based on what your Benefactor will drink o' the Jump-chan-grade hard stuff when the trigger comes up. If you take a phrase or multipart word and the words that make it up (such as Heart(s) and Heartless), their drink value is combined when it comes up. You yourself cannot directly trigger a drink with your spoken and written words. Outside of a Kingdom Hearts Jump, the max CP this can give you is 200CP.

Dark (and all variants thereof)
Light
Heart(s)
Heartless
Nobody (or Nobodies)
Key(s)
Master(s)
Keyblade(s) (or χ-Blade)
Friend(s)
Seven
Thirteen
Memory
Dream
Role
Hurt
Data

Ingredients
Gawrsh (or "Gosh" or any other variant)
Terra, Aqua, Ven(tus) (in that order, any variants thereof)
Sora, Donald, Goofy (in that order, any variants thereof)
Xehanort
Ansem
Master of Masters
Ice Cream
My Friends Are My Power
Friends in my Heart (and variants)
Got it memorized (and "Commit it to memory")
May Your Heart be Your Guiding Key
Lucky Emblem
Kingdom Hearts

*"M… may your… ***hic*** may your he… ***hic*** yer liver… be ye… gui… **blllrrrghghhghhh…"***

Supporter Platforms

Over the course of your journey, as you gather friends and see new Platforms rise into your Dive to the Heart, sometimes others will stumble into your Dive. They'll readily join you, not as Companions or Followers, but as Supporters, offering you myriad advantages to keep you moving through your Jumps.

But they aren't without their own goals, ambitions, or agenda. Offer them your patronage, build your relationship with them, and you'll find that they are willing to share their hurts with you… hurts that you might be able to mend.

Each Supporter has their own Platform, and will join you at the end of a Jump that successfully fulfills their join requirements. They usually have two possible criteria - either obtaining a certain number of Companions, or acquiring specific types of Companions, such as merchants, mechanics, or musicians. Though the titles asked of these Companions may seem lofty or specific, be assured that their definition is broad - a Merchant can be a humble peddler or a wealthy tycoon, a Jailor can be anything from a police officer to a lawyer or judge to a living prison of some kind, and a Craftsman could be a humble mender of their child's torn clothes or the master builder of a city. Convince a wide variety of people to join you on your journey, Jumper, and let them lead you to new friends.

However you get them, their powers are impressive, and should be of use in your Jumpchain.

The Station of Kupo

(Requires either 20 Platforms or a Merchant Companion, Station) (+200WP)
"Consider me… a Jump-chan in training, Kupo!" Having spied an opportunity for omniversal business, a mysterious Moogle styling themself after your Benefactor (almost to the point of parody) has set up shop, buying and selling a wide variety of goods from the Jumps you've been to before. They've set up in a Station and dragged any merchant-folk you're carrying (and their Platforms) along with them. The Moogle Shopkeeper has become a Supporter…

Platform of Commerce

(Platform, Free with the Station of Kupo, +75WP)
… and they seem to have made themselves at home on a white and grey Station that reflects his appearance, and is bedazzled with gemstones in myriad colors. Every day he's begun offering different sundry items for sale, many of which you've seen elsewhere in your journey. It is now easier to gather Materials for crafting of any kind.

Moogle Shop (-100/-200WP, Platform Upgrade)

"We have our ways, kukukuuuuuu…po!"You may spend CP acquired to mail order Items from any Jump you've completed, regardless of where you got the CP. These items are undiscounted, and normally free items cost 100CP. Unfortunately, for all the Moogles' energy it tends to take the rest of a Jump to actually get the item. For 100 more WP, it only takes half a Jump. In addition, the Moogle Shopkeeper has set up holograms in each of your Jumps through which it can do business. These are usually next to the Dive Points.

Kupo Deals! (-250WP, Platform Upgrade)

"You gotta get it while it's kupo-hot!" Every Jump, the Moogle shopkeeper selects a random item from your previous Jump Docs, and offers it on Discount, just for you. The deal won't last long, though, so get it before it's gone! You may build this upgrade as many times as you like, adding to the number of items you can purchase on discount from the Moogle shopkeeper.

My Heart has *Wi-Fi?* (Requires an Inventor Companion, -100 WP, Station Upgrade)

Perhaps it's some kind of connection between the Datascape and the Realm of Sleep, but apparently yes, your Heart has *great* Wi-Fi. Each Station you purchase this for can connect to the local internet (or equivalent) of the Jumps within, even after you've departed. If a Jump does not have internet, your computers instead connect to… *something* in the Realm of Sleep, which allows rumors and lore to keep pouring in.

Gummi Phone (Requires an Inventor Companion and a source of Gummi Materials, -200WP, Item)

"Kujumpo-Mog can keep you in touch with everyone, Kupopo!" The Moogle Shopkeeper has begun providing you and your Companions with special phones made of unusual materials - supposedly the same kind of materials as what some kind of otherworldly rocket uses. Video calls are possible on these, and they're hooked up to something called the Mognet. Your facilitator has assured you that if your new phone breaks, a new one will be delivered within the week, ~~or else~~. All the better, because your facilitator has your number. Better pick up when they call!

Their battery life is impressive - they don't seem to need recharging. It also has an app stuffed to the byte with retro LCD games featuring you and your Companions on it.

The Sham (-100WP, Item)

Outrageous! The Moogle Shopkeep has begun selling your Companions and Followers knock-off Keyblades. They have none of the powers or abilities of the real thing - they're basically props. But somehow they can still be used to open Link Portals (and even a handful of your other warehouses and personal dimensions, if applicable). At least there's that.

Jumpchan Coin (Requires a Thief Companion. -50CP, Purchasable once per 1d8 Jumps, Item)

A mysterious coin with your Benefactor's symbol has made its way into the Moogle's shop. In other news, your Benefactor has been running all over the place like her head's come off. "You need fiat? I can get you fiat, Kupo." You may provide one of the items you've acquired in your travels with fiat-backed protection by breaking this surprisingly fragile coin against it.

K-Kupo Quests…!? (Requires a Thief Companion. -100WP, Platform Upgrade)

"Ku-Keep it on the down low, Jumper-po." Before each Jump, a mysterious Moogle in a Black Coat leaves a whispered kupo in your ear. "Get me this, and don't ask any unkupo questions. I'll make it worth your while." The exact value of what this kook seeks tend to correlate directly with how dangerous (and possibly illegal (and possibly Jump-ending)) getting the merchandise is. Roll 1d4 to determine what kind of item they want…

1. +50CP for items that are fairly cheap and easy to supply. Flowers found only in Hyrule during a certain era, a few tons worth of common Potion Ingredients bought from Diagon Alley, a horsecart a year of Iron specifically mined from somewhere in Skyrim.
2. +100CP for conventionally valuable, and perhaps somewhat worrying items. A full cart of Diamonds from the Dwarves' mines, dragonhide.
3. +200CP for items that might actually be annoying or obtrusive to your other goals for you to get. Both pairs of Light Speed Shoes that Sonic canonically picked up, a Master Ball.

4. +300CP for items that will actively get you in trouble with the locals to grab and make you question your own morality. The Master Sword, one of Voldemort's Horcruxes in mint condition, Ash Ketchum's Pikachu.

Any commissioned items brought to the black-coat Moogle vanish, never to return.

The Station of Artistry

(Requires either 30 Platforms or a Designer Companion, Station) (+200WP)
A mysterious blonde girl in a black coat is brought to your Dive to the Heart by your Benefactor. She calls herself "The Artist," and offers you a deal - let her hide here and become a Follower (no more, no less), and she'll use her designs to support your journey. What does she design, you ask? Why, reality, to an extent. Fate. Memories. The person you are. And clothes, I suppose. Any Designer Companions, those artistic types, that you've acquired will hit it off with her and, taking their Platforms with them, follow her to the Station she's put together…

Platform of Tapestry

(Platform, Free with the Station of Artistry, +75WP)
… where they've put together a clothing store, of all things. The stained glass here is… incredibly abstract, and hard to pin down as a location or object. For a pittance, the fashionistas here can take any outfit they see and make a new variant of it. These seamstresses benefit from any crafting-enhancing Perks found in your Dive to the Heart that would improve the clothing they make, and they can with time mimic any enchantment they find on clothing you bring them.

Their clothing designs tend to reflect the Kingdom Hearts aesthetic, though each Tailor you bring aboard can share his or her style, too.

Avatar Board EX (-100WP, Platform Upgrade, Repeatable)

Do you wish to change yourself? To step out of your own shadow and become the best version of you you can be? The Artist has been there before. That's why she's offering to help you. If and only if you haven't already run through the Body Mod, or a similar Supplement, you do it now.

Afterwards, if one of your Companions haven't already done a Body Mod, they may run through the Body Mod Supplement you've already used. If you have Perks that are part of your Body Mod (such as Jumpchain Keychain) that are obtained outside of a Body Mod's Supplement, the Companion gains one such Perk. She can only do this to one person every year. While you can't redo the Bod Mod supplement this way, Companions may return to her in future years to get additional Body Mod Perks of yours.

Each time you take this upgrade, it increases the number of Companions The Artist can put through the Body Mod or grant your Body Mod Perks to.

Premium Board (-100WP, Platform Upgrade, Repeatable)

Perhaps it's not enough to just improve on yourself. Maybe you want something one of your allies have that you didn't get the chance to pick up. The Artist smiles. She might have just the thing - a list of special Avatar Boards, based on each person in your Dive to the Heart. Once per Jump (or once every 10 years, whichever comes first), The Artist can use one of these Templates to give you or one of your Companions an Alt Form possessed by someone in the Dive to the Heart, if the user doesn't already have that Alt Form. Turn someone into a Biju, or a Toon, or a Supermutant, or a Pony, or… the possibilities are of course as endless as the variety of connections you've made.

Each time you take this Upgrade, the Artist becomes able to grant its effects one additional time each Jump or decade.

Two Become One (-300WP, Dive Upgrade)

You'll be traveling across quite an expanded multiverse, and it's entirely possible that you'll meet other versions of people you know… people you trust… But they won't know you. And it's just… a lot to get memorized! So let's do away with that. We'll weave together the fates and memories, and…

When entering a Jump for the first time, if the Jump is one that has an alternate version of one of your Companions, you may merge the two versions into one. Their memories and spirits are merged together (producing a Platform of Connection that immediately Fuses with your own Companion's Platform), and your Companion gains their counterpart's appearance as an Alt Form, for free. You still need to properly Import them if you want them to have any extra CP, though, and this merger is permanent, so think carefully about whether you want this.

After Sparking, those merged this way evolve further, allowing them to take their previous, split form as an Alt-Form. Each individual body may travel across Jumps independently while retaining awareness of the other body, though they must be in the same Jump to merge back together.

Melody of Memories (-500WP, Requires 1 Musician Companion, Platform Upgrade)

Hark! Hearken, says the Artist, for even as the singer weaves their words into song, the Artist weaves your memories into the melody. As you heed her, you find yourself remembering your past adventures, and your past choices. Once a Jump or once every 10 years (whichever comes first), you may refund one of your Perks, and regain the CP you spent on it, to be used on any other Perk from the refunded one's Jump. If you have acquired Backgrounds similar to the ones available to you in that Jump, you may treat those Backgrounds as taken for the purposes of getting discounts.

Platform of Melodies

(Platform, Requires the Platform of Tapestry and Melody of Memories, +75WP)
As though called by the music, a girl falls into the Platform of Tapestry. She remains unconscious, and The Artist seems to recognize her. This girl - the Dreamer - looks differently from the girl The Artist knew - older, rougher - but she is indeed some version of the same girl.

Something about the girl's state resonates with this world, and a Platform appears for you to let her sleep - pink, white, and purple mixing together in a harmonious haze. She does not wake, but she does not need to wake to help you out. You need only ask.

Harmony of Hearts (-100WP, Requires First Breath and Platform of Melodies, Dive Upgrade)

Your Companions and Followers already joined you as a result of their connection to you, but something about The Dreamer's state spreads across the Dive to the Heart, carried by the music of your heart, naturally aiding in deepening the bonds between those within. This applies not only to Companions and Followers, but to any within your Dive to the Heart, aside from those bound in the Station of Detainment.

Rhapsody of Reconciliation (-100WP, Requires Harmony of Hearts, Dive Upgrade)

The Dreamer's connection to this place deepens, and the song your heart sings now even draws former enemies closer together, breaking down barriers and building common ground.

Timeless Tune (-100WP, Requires Platform of Melodies, Property Upgrade)

The Dreamer's memories contain experiences with alternate dimensions that twist the flow and nature of time. With a dreamy sigh, she applies that nature to one of the pocket dimensions you own. Though the wind seems to blow, the skies seem to change with the coming of day and night, and the world seems to go on, those within this property will not suffer the effects of the flow of time - living things won't age, and nonliving objects won't decay.

As a strange result of this, time spent in the affected Property does not count towards the time you must spend in a Jump. Whether this is a good or bad thing is a matter of perspective… Goodness knows your Benefactor might get bored watching you muck around in there for too long.

Off Tempo (-200x(# of Purchases) WP, Requires Timeless Tune on the Target Property, Property Upgrade)

The Dreamer twitches in her sleep, and the flow of time in your property's pocket dimension has become out of sync with the world beyond its borders. When purchasing this upgrade you may decide which way this effect leans, making time slower or faster within your Property. Each purchase on a single property doubles in price, but also doubles the power of this effect - the first may make each second inside the Property become two outside (or vice versa), the next may make the ratio 1:4, then 1:8, then 1:16…

Platform of Writing

(Platform, Requires the Platform of Tapestry and either 70 Platforms or 3 Prophet Companions, +75WP)
Another black-coated person has appeared in your Dive to the Heart, and placed a Platform within the Station of Artistry, split evenly into five sectors depicting five animal-like masks. You can't see under that hood, but this one's a man - and an eccentric one at that. He's being stingy with his name, so you'll dub him The Seer. He claims that he's here for much the same reason that your Benefactor is - to be entertained. Entertain him, and he might offer you special rewards…

Perks and Upgrades listed here, rather than requiring CP or WP, are available upon completing Jumps under specific conditions. If they're marked as Repeatable, you can complete the objective multiple times to gain the reward multiple times.

Datascape (Complete a Gauntlet. Property, Repeatable)

"Good hustle out there, kiddo!" Select a Property, owned or unowned, from a Jump you've done already. The Seer hand-writes some code in his book, and from it presents to youuuuu… a digital copy of that Property. The digital property shares many of the traits of KHX's Unchained Realm - it can be locked, preventing entry or exit, and then shut down, casting anyone inside into an endless slumber. Any residents that would come with the property normally are virtual simulations based on the originals. They can be toggled on or off, but cannot leave the Property. Objects within are indistinguishable from the real world, and can be treated as such - if you make a copy of a gold mine, the digital gold you collect can be worked and manipulated as easily as the real thing, and the two are indistinguishable from each other unless you are dealing with someone who really knows their stuff about datascapes. Likewise, you can eat and/or cook an apple grown in a datascape with exactly the same effects as if you grew it in the real world.

Medal Banner (Complete a Jump, having not spent at least half of your CP. The unused CP is lost. Item, Repeatable)

"Hey, looks like you dropped something. Finders keepers! Hey, don't look at me like that, here's a consolation prize." The Seer opens up his book, scribbles in it, and from it produces a set of 10 Medals (as per the KHUX Jump). The Medals are of different people from Jumps you've done already, and possess the powers of those heroes and villains. If your Keyblade doesn't already have access to the ability to use Medals, it does now.

Page of Prophecy (Complete a Jump with a Perk-Removing Drawback. Gauntlets don't count.)

"You really struggled through that, didn't you, sport? I've got a gift for you, though!" He rips out a page from his book, and hands it to you.

The page's writings seem… ominous, but useful, and it binds itself to your Body Mod so it'll always be on hand. At the start of a Jump this Page details one incredibly bad thing that is set to happen in the setting - and how best to avoid it. Whether you take the page's advice is up to you.

Wondrous Spirit (Complete a Jump without friends of any kind. Gauntlets don't count. Repeatable.)

"You looked pretty lonely in there, so I cooked up a little something for you!" A special Dream Eater appears as a Companion, customized to match up with you. You may use this Dream Eater regardless of whether you've taken "Dream Drop" or "Sleepwalker" from the KH Jump, and it has its own Link Attack or Link Style you can call on.

Prophet's Protection (Complete a Jump, having taken the default maximum value of Drawbacks allowed by that Jump's Doc.)

"Man oh man, you really are a slugger for punishment. Gotta do something about that." From now on, whenever taking the maximum number of Drawbacks available, your Body Mod's effects are doubled in power.

Scenery of Serenity (Complete a Jump having taken no Drawbacks)

"Well, wasn't that a walk in the park? Speaking of…" Select a Platform of Passage somewhere in your Dive. It receives 4000sqft of Terrain, which immediately receives Aquaculture and your choice of Passage Plaza or Rising Peaks.

The Station of Detainment

(Requires either 40 Platforms, or a Jailor Companion, Station) (+200WP)
A man in battlescarred armor appears in your Dive to the Heart, the back of his armor scorched with darkness, as though stabbed in the back. He calls himself the Warden, and he seems to have convinced your Benefactor to introduce him to you, and he asks you for sanctuary. To hear him tell it, he is practically crippled and not half the warrior he once was, but he still has some tricks and teachings he can pass to you. All you have to do in exchange is let him stay here as a Follower. Any Jailor Companions you've acquired take an interest in his teachings, and join him at…

Platform of Judgement

(Platform, Free with the Station of Detainment +75WP)
As the Warden says,Your Heart is a prison… even if you're not the prisoner. This Platform's stained glass depicts images of chains, bars, and manacles. If you have a Jailor Companion, they receive a fraction of your power while fighting here.

The Heart, Soul, Mind, or Spirit of any hostile outside force you defeat within the Dive to the Heart is banished to this Station. A White Door to this Station appears somewhere upon your Station of Awakening's Platform of Passage, which only you and your Companions may pass freely through - all others need your permission to enter this Station… though any within may exit through this Door, if they can break their bindings. If they succeed, their incorporeal essence returns to their body… wherever you left that.

Platform of Binding (Platform, +25/50/100/200/300 WP)

Each time you banish a target to this Station, you receive a Platform of Binding representing your captured foe. The stained glass here reflects the appearance of its prisoner, with a location of value to them in the background. Should the prisoner escape, this Platform remains, cracked and dull. The WP Value of this Platform reflects the relative strength of your prisoner at the time of capture - 25 for the average Mook, 50 for a named foe, 100 for a powerful opponent, 200 for an opponent at about your strength, 300 for an opponent that's outright stronger than you. You retain this WP even if the prisoner escapes.

Floating above the Platform, bound in phantasmal chains that pull their limbs taut, is your prisoner themselves. The difficulty of holding them here depends on their spiritual strength compared to your own. Foes that approach your willpower and strength of heart can break out on their own, with enough time unattended. You may repair the bindings upon these by

meditating while on the Platform of Binding - the stronger the prisoner compared to you, the longer this takes.
Should an inmate here leave for any reason, the Platform of Binding that held them dims of its light, but remains, in case it is needed once more. If you convert the inmate into a Companion, this remains true, and a Platform of Connection appears in a more suitable location.

Keyblade Wielders are automatically more capable of breaking free of your bindings.

Platform of Trials

(Platform, Requires the Station of Detainment, 1 Garden of Assemblage, and (Not So) Stranded Beyond, +75WP)
A mysterious man arrives in your Dive to the Heart, admiring your Garden of Assemblage. He calls himself Yozora. He's currently going through some Trials, and in preparation for them, would like to use your training facilities. In exchange, he'll support you on your journey by playing guard. This place is more than just a warehouse to store your stuff, after all - it's you, and your safety is important. He sets up a red and blue Platform for himself in your Station of Detainment, next to the Platform of Judgement, serving as additional security in the area. Yozora swears - if something happens, he *will* save you.

Gigas: Power Class (-100WP, Requires Platform of Trials, Item)

Yozora produces for you a set of giant robots - roughly thrice a normal human's height. They can be autonomous, but they can also be piloted from a cockpit on their chest, improving their coordination. They're armed with relatively small blasters, but their full power is displayed in close quarters. Their shoulder tackles and fisticuffs are nothing to be scoffed at, crushing enemies under their weight while shrugging off attacks with their sturdy hull. You get 3 of them for each time you take this Upgrade. They can be set to patrol any of your Stations, and can be upgraded with any materials you happen upon. Each Gigas can turned into Alt Forms for your robotic beings, or merged with any existing giant mecha to grant them the traits of a Gigas.

Gigas: Speed Class (-100WP, Requires Platform of Trials, Item)

Yozora produces for you a set of giant robots - roughly thrice a normal human's height. They can be autonomous, but they can also be piloted from a cockpit on their chest, improving their coordination. While they're armed with both close and long range weapons, their true specialty is their speed - their normal strategy is to zip in and out of their enemy's range while deploying explosive balls of light. You get 3 of them for each time you take this Upgrade. They can be set to patrol any of your Stations, and can be upgraded with any materials you happen upon. Each Gigas can turned into Alt Forms for your robotic beings, or merged with any existing giant mecha to grant them the traits of a Gigas.

Gigas: Gunner Class (-100WP, Requires Platform of Trials, Item)

Yozora produces for you a set of giant robots - roughly thrice a normal human's height. They can be autonomous, but they can also be piloted from a cockpit on their chest, improving their coordination. While they can strike with their fists, their fullest power is found at long range. They're armed with a powerful cannon on their left shoulder whose light projectiles do significant damage on impact. You get 3 of them for each time you take this Upgrade. They can be set to patrol any of your Stations, and can be upgraded with any materials you happen upon. Each Gigas can turned into Alt Forms for your robotic beings, or merged with any existing giant mecha to grant them the traits of a Gigas.

PRO Code: Default Status (-100WP to gain access, +300CP, Drawback)

You and all of your Companions are stripped of your Perks for this Jump, leaving you only with your Body Mod. Cannot be taken with any other Perk-removing Drawbacks.

PRO Code: Zero Defense (-100WP to gain access, +300CP, Drawback)

Any Defensive Perks, even Body Mods, are stripped from you and your Companions. Defenses from your Items are unaffected.

PRO Code: HP Slip (-100WP to gain access, +300CP, Drawback)

The moment battle begins, you feel it - something inside you, draining your vitality and vigor. It won't kill you, but if this fight goes on for too long, you'll reach a state where any stray hit can kill you.

PRO Code: MP Slip (-100WP to gain access, +300CP, Drawback)

The moment battle begins, you feel it - something inside you, draining your arcane resources. Eventually, you'll lose your ability to cast magic entirely. You have to end these fights fast.

PRO Code: No Cure (-100WP to gain access, +300CP, Drawback)

You find that you and your Companions are no longer able to heal by any Perk-based means. You will need to rely on your Items to heal.

PRO Code: No Battle Items (-100WP to gain access, +300CP, Drawback)

You and your Companions find that your pockets and other inventories are sealed during battle. Cannot be taken with any other Item-removing Drawbacks.

Platform of Discipline

(Platform, Requires the Station of Detainment, Requires 60 Platforms or 3 Thug Companions, +75WP)
Your Benefactor comes to you with what might be a lost cause - a tough guy in a beanie and a sleeveless white coat. He's too weepy to say much, but obviously he's in a bad state. Take pity on him, and once he pulls himself together he'll take up a bronze Platform in the Station of Detainment, and organize your more rough and tumble Companions into the "Dive to the Heart Disciplinary Committee." Maybe you'll find a use for him, even though your Benefactor calls him a dropout.

Discipline Companions (-100WP, Requires Platform of Discipline, Perk)

You ever find yourself in a Jump where you wanted your Companions to get certain Perks, but you just couldn't find the CP to make it work? The Dropout knows how tough that is. He's figured out a trick, though. For each time you take this Perk, the cap for your Companions' Drawbacks goes up by 50CP (if a Jump Doc normally doesn't allow Companions to take Drawbacks, this is overridden and your Companion's Drawback allowance becomes 0+the allowance given by this Perk). Note that Companions cannot exceed the Jumper's own Drawback allowance. If a Drawback would put you over this new cap, any of its CP benefits that go over the limit are lost.

Self-Discipline (-100WP, Requires Platform of Discipline, Perk)

Maybe you need more CP, and there's only one or two Drawbacks you're wanna deal with? Well, the Dropout's got you covered there. You can select one of your Drawbacks and double its effects. The effects of the Drawback are worse than usual, but the CP reward is doubled as well - no pain, no gain!

Drawback Overflow (-300WP, Requires Platform of Discipline, Perk)

Maybe you're willing to take a bunch of Drawbacks, but the darned Jump Doc has a cap! "What a joke," says the Dropout. But he's got a consolation prize. Any Drawbacks you take whose CP rewards go above a Doc's allowance become WP at a 1WP:2CP ratio. If you have "Discipline Companions" this goes for them as well.

That was proof we totally _____ you lamers! (-300WP to gain access, Drawback, +50CP)

What the? Your _____! All of your _____ are gone! Each time you take this, a random but useful word - and all of its synonyms - vanishes from your vocabulary! When you or others say it in your presence it comes out as a strange silence, and it appears as a blank when you try to read it… This absolutely _____, man.

The Station of Transport

(Requires either 50 Platforms, or 2 Mechanic Companions, Station) (+200WP)
Your Benefactor approaches you with a diminutive fellow on their shoulder. He could fit in your hand, but is decked out in some impressive power armor that covers every inch of him. He calls himself The Navigator. He has business of his own, jumping from one multiverse to another, but his ride has broken down, and this was the best safe harbor he could pull into. He's willing to help you out, if you let him consult with your more technologically-minded folks. If you're in agreement…

Platform of Repair

(Platform, Free with the Station of Transport, +75WP)
… he'll get right to work. This Platform's stained glass depicts gears and mechanical arms tipped with strangely white-gloved fingers. A Gummi Ship sometimes rests atop the Platform (always in some new half-ruined state), and while the Navigator is busy repairing it, he's always got time for you. Usually items bought with CP that break take time to repair themselves. Hours, days, months… some Benefactors even withhold repairs for entire years! The Navigator refuses to keep you waiting. He'll repair any item you bring him, even those not backed by CP, faster than they could! Just how fast will depend on how many Mechanic Companions you have, but expect any job to get done in at least 90% of the time it normally takes. Be warned that magical effects attached to the item are beyond his ability to work on - they'll still need to be repaired at your Benefactor's preferred speed, and non-CP magical items are beyond hope...

Maker's Mark (-100WP, Requires a Mage Companion, Platform Upgrade)

… until now. The Navigator's gotten himself a little part-time worker, who has helped him figure out this Magic stuff. You may now use the Platform of Repair to restore magical items to their full power, same as the non-magical stuff.

Gummi Bracer (-200WP, Requires a source of Gummi Materials, Item)

The Navigator's scaled up one of his favorites for you to wear. This gauntlet is a bit blocky, but if there's a Dive Point or Link Portal within 2 miles of you, the Bracer lights up, letting you send anything you can hold directly to The Navigator, wherever he is at the moment. If the item is broken, he'll fix it up and send it right back to you ASAP.

Gummi Hangar (-500WP, Free if you already have a Gummi Shipyard and the Platform of Repair, Property)

The Navigator's seen where you keep your vehicles. He's not impressed. So he's sharing his with you, attaching it via Link Portal to all of your garages, hangars, and other vehicle-sized storage areas, as well as the Platform of Repair. It has no extra space on its own, right now, but you can still use the "runway." The Hangar can launch any vehicle through interspace, putting it just outside the last Dive Point you used. If you already have the Gummi Bracer or a Gummi Phone, the Navigator can launch any of your vehicles to the nearest Dive Point or Link Portal to your current location. If it flies, he'll even single-handedly fly it to you, clearing the skies around you if he has to, before teleporting back to work. This also allows the Navigator to repair vehicles you previously couldn't so easily bring to him before.

If you have or obtain the Gummi Shipyard from the KH Jump, the Gummi Hangar is automatically purchased and imported into your shipyard for free, possessing all of the traits of both. This goes the other way around as well - if you start a KH Jump while having the Gummi Hangar, you obtain the Shipyard for free, as an expansion of the Hangar (you'll still need to purchase a Gummi Ship yourself if you want one, though).

Hangar Storage (-200WP, Requires the Gummi Hangar and 2 sources of Gummi Materials, Property Upgrade)

"Whew. Finally got that working again…!" The Navigator's fixed a part of his Hangar, and in gratitude for the help, he's letting you use it too. The robot hands in the Gummi Hangar can grab any vehicle, from that bike you picked up in Cerulean City to that planet-killing moon you once stole from a spacefaring empire and beyond, and tuck it away… somewhere. He's letting you store 20 vehicles there, regardless of size, speed, or firepower. If you have the Gummi Shipyard, the Shipyard's docks are no longer restricted to Gummi Ships, meaning you'll have space for 32 ships of any kind here, plus 12 more for each Gummi Ship purchased by your Companions.

Gummi Integration (-100WP, Requires the Gummi Hangar and 3 sources of Gummi Materials, Item Upgrade)

You know what, the Navigator's not impressed by your vehicles themselves, either! Give him suitable materials and time (and maybe the help of more Mechanics), and he'll upgrade any armor or vehicle to be compatible with the full array of Gummi Ship parts. Comes with a catalog of Gummi Blocks you've acquired from your various sources, and everything you need to attach them quickly and easily. This wondrous material guards those inside vehicles plated with it against supernatural corruption of all kinds, and while it's usually easy to pull two Gummi Blocks apart once they're stuck together, they stick faster to each other and harden in the face of

physical force, making most vehicles significantly more durable. Ships upgraded this way may challenge the Gummi Shipyard's "Challenge Route."

The Station of Solitude

(Requires either 80 Platforms, or 4 Student or Teacher Companions, Station) (+200WP)

Another fellow obscuring their identity has arrived in your Dive to the Heart. This one shrouds themselves in robes instead of a coat or armor, though. It's kinda hard to peg their identity as anything beyond "old," though they seem friendly enough. They apparently are looking for something important, and would like to use your Heart as a rest stop between their journeys and their commitments back home… wherever that is. When asked for a name, they chuckle and just say they're a Hermit of no import. If you allow them to use your Dive to the Heart as a second hermitage, they'll put together a Station…

Platform of Merit

… and a Platform upon it. The scene this one depicts is bright and sunny - an endless oceanic horizon, with gulls in the sky and dandelions floating on the breeze. When they're here, the Hermit enjoys learning of your journeys, and is willing to help you and your Companions train. They're a surprisingly strict taskmaster, but if you can keep up with their demands, surely you'll grow even stronger.

Strengthen the Heart (-100WP, Platform Upgrade)

Each year, you may designate yourself or a Companion, and receive training from the Hermit. The designated person will need to commit to spending at least one day each week training with the Hermit. At the end of the year, they gain 50 Body Mod Points (BP) for each day per week they committed to. If a day is missed one week, expect it to be made up for the next week… and it won't be pretty.

The more times you purchase this Upgrade, the more people the Hermit may train simultaneously.

Spirit Quest (-300WP, Platform Upgrade)

Each Jump, you may designate a Companion and, guided by the Hermit, enter a deep meditation. They will not wake until the end of the Jump, no matter what. At the end of the Jump, they awaken, with 300CP to be spent on the just completed Jump, the upcoming Jump, or Perks from the Dive to the Heart.

The more times this Upgrade is taken, the more people the Hermit can send on a spirit quest.

Past Lives (-700WP, Platform Upgrade)

The nature of reality is a massive, unending cycle of propagation. Universes, Multiverses, and even Jumps are born, and reborn, over and over. You may even have seen it yourself, with multiple versions of the same multiverse across multiple Jumps, with only the mildest of changes. But those little changes could be everything, to your Companions. Each Jump, you may designate a Companion and, guided by the Hermit, enter a deep meditation, delving into their other selves. They will not wake until the end of the Jump, no matter what. At the end of the Jump, they awaken, having acquired a power from another them - one CP-backed Perk from a Jump depicting a universe a version of themselves exists in (for example, Naruto might gain one Perk from any Naruto, Boruto, Jump Force, or Naruto Fanfiction Jump). You do not need to have visited this Jump yourself.

EZ Code Merits (-1000WP, Platform Upgrade)

The Hermit sees ways you can improve yourself. Each Jump, they will offer you one of the below challenges at random. Succeed, and along with The Hermit's approval, you'll receive 50 BP as a reward.

Aerial Challenge: In one battle, defeat 13 enemies in the air without landing or relying on flight powers!

Icebreaker Challenge: Freeze and Shatter 30 enemies in one battle!

Sky Walk Challenge: Under your own power, travel three miles without touching the ground more than five times or relying on flight powers!

Survival Challenge: Declare your acceptance of the challenge at the start of a battle of middling difficulty. Both you and your opponents will find your offensive powers tripled. Win regardless of this unusual circumstance!

Attractionflow Challenge: Using only a vehicle summoned by Attractionflow+ (or similarly named Perks), defeat an opponent at least thrice your size!

Team Bowling Challenge: Defeat 10 enemies with a single team-up attack!

PRO Code Merit: Complete a Jump using a PRO Code from the Platform of Trials, chosen by the Hermit (only available if you have unlocked all PRO Codes)!

Supporter Scenarios

Should you deepen your bonds with your Supporters, they may finally reveal their true nature to you, and why it is they've shacked up in your Dive to the Heart when they obviously hold great power. It turns out, most of them are running or hiding from something, or licking their wounds after a cataclysmic failure on their end. You can mend these hurts, Jumper. All it takes is to offer a helping hand.

All of the Scenarios here follow the following rules:

- Unless otherwise stated, these Scenarios may start whenever the author of the Jumpchain wishes them to, once the Unlock Requirements have been met.
- The Jumper will be visiting a Jump that they may or may not have already experienced before. They'll receive 300CP to spend on Perks within that setting, separate from the 1000 they'd gain from using the Jump Doc normally. They do not gain CP or Free Perks/Items from the Jump Doc, select or benefit from Origins or Discounts, or take Drawbacks, unless the Scenario asks them to take the Jump as a normal 10 year Jump.
- If there is no Jump Doc tied to the destination, select this KH Jump to spend your 300CP on.
- Sometimes, a special Companion will join the Jumper for this Scenario. Beyond that, they'll be limited to bringing 4 of their own pre-existing Companions with them - they cannot buy Companions from the Doc.
- Failure to achieve the goals of the Scenario may not induce a Chain Failure, unless it results in the Jumper's death with no Extra Lives to spend. However, failure means the Jumper will lose the Supporter that offered them the Scenario, permanently.
- Companions given as rewards have special Builds already backed as part of their Body Mod, and are given a 700 CP stipend to spend on additional Perks and Items from the KH Jump. They do not have Origins or Discounts unless those Origins are spelled out.

The Moogle Merchant - A Friend in Need (358/2 Days)

Unlock Requirements: *purchase at least 3000CP's worth of items from the Moogle Merchant, and complete at least 2000CP's worth of Kupo Quests.*

You're approached by the not-so-mysterious Moogle Merchant in a black coat. He thanks you for the things you've passed along to him… but he needs even more help, and he needs it soon.

He's been taking the resources you've collected for him, skimming a bit of CP and WP off the top of your transactions while requesting certain resources, and passing them along to a friend

of his. His name is Roxas, and he's in a bad way, kupo. He has a special connection to some other guy, and it's caused some weirdo in a blindfold to hunt him down with extreme prejudice. A girl is chasing him, turning more and more monstrous as time goes on, constantly swapping between wanting to protect him and wanting to absorb him into herself. An entire organization of creeps and bozos are chasing him with varying levels of hostility, because the Keyblade he wields is critical to their plans. And all the while, his power is slowly but surely fading.

Having discovered Jumpers and their Benefactors, the Moogle Merchant sought to emulate their ways, passing along the various objects you've given him to Roxas to try and give him the strength to survive. He knows it's not entirely right, but… it's the only option he's had…

And it's not enough. Roxas is about to be cornered. He needs a hero. Any hero. And why shouldn't that hero be you, kupo?

You agree, and after convincing your (honestly somewhat annoyed) Benefactor, you rush off to save your friend's friend…

You will arrive in Twilight Town, on Day 713, 355 days after Roxas' canonical defeat at Riku's hands. The town is a warzone, filled with Nobodies and Emblem Heartless. Battleships of purest white float above the town and bombard it, and a foreign city seems to be encroaching on the once-sleepy town, twisting itself into the form of a giant dragon as it rampages about. You'll see the residents fighting desperately for their right to exist. You may help them if you wish, but remember your mission.

45 minutes after you arrive, Roxas will be beset by Xion. At 50 minutes, Riku will arrive as well. At 58 minutes, Axel will join the fray. At 60, 65, and 70 minutes the Organization will arrive in waves:

Wave One: Luxord and Demyx
Wave Two: Saïx, Xaldin, and Xigbar
Wave Three: Xemnas, piloting the World of Nothingness

Roxas is somewhere within this battlefield, wounded and frantic. The Moogle Merchant will help him see reason, but if you are separated from him for any reason, Roxas may assume you to be an enemy, and a cornered wolf is all the more terrifying.

In addition to any items or Followers you may have delivered to him via Kupo Quests, Roxas has the following:

Keyblade: Kingdom Key (15KP Keyblade, Medium Length, Medium Weight, Blunt)
- Universal Key
- Summon Keyblade
- Ability: Defender
- Reaction Boost Ability (2KP)
- STR Boost x5
- MP Boost x4
- Stand Your Ground (1KP)
- Elemental Key - Light (3KP)

Perks:
Power of the Void - Light (358/2 Days Gauntlet)
Protagonist's Endurance (KH Jump)
Glide (KH Jump)
Last Chance (KH Jump)
Reaction Commands (KH Jump)
Items:
Organization Cloak (358/2 Days Gauntlet)
Moogle Badge (KH Jump)
Cool Skateboard (KH Jump)
Potions (KH Jump)

Xion has taken a monstrous form - her Replica body warping and twisting from the memories she's absorbed. She possesses the might and mass of a Twilight Thorn, on top of the Perks Roxas has. She appears as a towering titan of white flesh and metal armor. Tumors resembling the faces of two boys - one of a boy resembling Roxas, the other taking the form of Sora - extrude from the gaps in the armor. Two massive Keyblades are in two of her four "hands," and she screams for Roxas - to cut her down, or become one with her.

Xion's Keyblades:
Kingdom Key (15KP Keyblade, Medium Length, Medium Weight, Blunt)
- Universal Key
- Summon Keyblade
- Ability: Defender
- Reaction Boost (2KP)
- STR Boost x5
- MP Boost x4
- Stand Your Ground (1KP)
- Elemental Key - Light (3KP)

Wayward Wind (15KP Keyblade, Short Length, Lightweight, Sharp)
- Universal Key
- Summon Keyblade
- Ability: Reaction Boost
- Glider (Warrior)

Transformation (4KP)
STR Boost x4
MP Boost x3
Stand Your Ground (1KP)
Elemental Key - Wind (3KP)

Xion's Perks:

All of Roxas' base Perks

Nobody Traits (15 Hearts):

- Nothingness Physiology
- Extra Pair of Arms (-1 Heart)
- Huge (-4 Hearts)
- Distortion
- Air Walking
- Solid Sea (-3 Hearts)
- Nobody Was Kung-Fu Fighting (-1 Hearts)
- Durability: A Ridiculous Amount of HP (-2 Hearts)
- Speed: Really Fast (-4 Hearts)

Enter the Void

Hazy Reflection (15 Hearts)

- Nothingness Physiology
- Distortion
- +1 Wings (-1 Heart)
- Medium
- Air Walking
- Solid Sea (-3 Hearts)
- Melee Weapon (-2 Hearts)
- Melee Element - Light (-2 Hearts)
- Shield (-2 Hearts)
- Charge Up (-1 Hearts)
- Speed: Really Fast (-2 Hearts)
- Durability: A Lot of Punishment (-2 Hearts)

If you can rescue her from this form and keep her alive through this Scenario, you'll be able to take her on as a Companion - her monstrous form will become an Alt-Form. If not… you will have no choice but to end her suffering, and Roxas will receive all of Xion's Perks, as well as a second Keyblade - Wayward Wind.

Linger too long, and Riku will join the fight. Remember why you're here, Jumper. Offer no mercy, for he will give none in his pursuit of the missing fragments of Sora. Do whatever it takes to stop him.

When and if Axel appears, if you can convince him to lay off Roxas (and Xion), you can make an ally of him, and by doing so and keeping him alive through this conflict, you can make him a Companion. If not, you'll have to fight him as well.

Axel's Perks:
Absent Silhouette (Eternal Flames, a set of chakrams) (KH Jump)
Aspect of Oblivion - Fire (KH Jump)
Façade (KH Jump)
Corridors of Darkness (KH Jump)
You Are Nobody (KH Jump)
End of Day - Assassins only (KH Jump)

If the fight drags on too long, the Organization will arrive, bringing their Nobodies with them. Xemnas will head up the rear from within his giant abomination - The World of Nothingness. Fight as hard as you can, or flee if need be. Do whatever you can to keep them from destroying Roxas.

If you can find even a few seconds' respite, you can call on your Benefactor and escape, taking Roxas and any new allies you've acquired along with you. If you successfully rescue Roxas, the Moogle Merchant will be beside himself with joy. In addition to gaining Roxas (and anyone else you rescue) as a Companion - he (and they) will set up his Platform (+50WP per) in the Station of Kupo - the Moogle Merchant will give you two boons: first, an additional instance of Kupo Deals! But more importantly, he'll begin offering a once-in-a-Jumpchain deal:



Kupo Coin (-100CP, Item)

The Moogle Shopkeeper has given you the holy grail of Moogle goods. This miraculous coin, a golden prize among moogle shopkeeps, grants you a single Extra Life. As thanks for helping Roxas, the Moogle Shopkeeper is happy to ensure you have a Jumper's Lifetime Supply so long as he can keep getting his hands on them, kupo. You can only hold one at a time, and the Moogle Shopkeep can only get his mitts on one each Jump (or every decade, whichever comes first). Should you fall whilst keeping this on your person, it'll instantly bring you back to life with a resounding "KUPO." You may choose to have it active before or after any other Extra Lives you have access to.

The Artist - Labyrinth of Memories (Chain of Memories)

Unlock Requirements: *5 or more Jumps since acquiring the Platform of Tapestry.*

You arrive in the Dive to the Heart to a commotion. Someone attacked your people - possibly while they were out and about in your Jump, or possibly even within your Dive to the Heart itself - and as quickly as they arrived, they left… with The Artist in tow. The Companions, Followers, and Benefactor who were closest to her reveal what they've learned.

The Artist's real name… is Namine. She was born a witch with power over memories, which made her highly valuable to a certain organization. They captured her, once, and brought her to a place called Castle Oblivion, whose own power over memories is great indeed. There, they set her to work on… something. The Artist was always quick to shy away from the details. There is a deep shame there.

Rather than accept her role, The Artist turned her powers on the castle, trying to use the synergy between them to gain the power to defeat her captors.

It worked… to an extent. She was propelled to extraordinary power - within the castle, close to the power of a Facilitator. But rather than destroy her enemies, their leader seized a sizable fraction of the power for himself. This man, Marluxia, clashed with her for control of the Castle… and control of her.

She barely escaped. It's been all she can do now to lie low and hope he doesn't find her and drag her back into servitude…

… and it seems that her time's up.

Will you sit here and let this slide? The Artist is your comrade, and this Marluxia barged into *your* Heart. Your Facilitator was able to track Marluxia's path. If you wish, you can give chase…

You will arrive in Castle Oblivion, at an unknown point in time… and immediately you and your Companions suffer attacks against your memories. Hope you have defenses against that. If not, expect to start losing access to your Perks. Your Benefactor can restore these if you escape, with some time. Once half of your Perks have been lost, further attacks on your memories will work to turn you to Marluxia's side. If he succeeds, your Benefactor will emergency eject you from the battle, as though you failed a Gauntlet.

The Castle has grown and warped even further than they did before. You'll find twisted reimaginings of your previous Jumps around every corner, with abominations fused together from your greatest enemies barrelling towards you with only one goal - to delay or kill you.

The original Organization XIII has been brought under Marluxia's thumb - almost all of them, from Xemnas to Xion, have been made into mind-controlled slaves to his will. The chains of memory that bind them are no longer merely their own - their old memories have been annihilated entirely, and new ones binding them to Marluxia. The only members to have escaped this fate are Marluxia himself and Larxene, who will always stand loyal to Marluxia. No matter what path you take through this place, you will have to fight your way through each and every one of them.

Worse, they are not the only ones whose memories have been remade in this way.

Sora, Donald, and Goofy have succumbed entirely, made loyal only to Marluxia via a possessiveness of Namine… and to each other. They stand guard over Namine, wherever in this misbegotten place she is.

Riku has succumbed to the dark memories within him. In his place stands Ansem, Seeker of Darkness, whose ambitions have been snuffed out along with his memories. Should you find yourself in the basement levels of Castle Oblivion by accident, expect to have to fight him and a memory-fueled World of Darkness if you wish to escape. You will also find Riku-Replica here, molded into a loyal servant.

The King, Mickey Mouse, patrols the halls alongside his dog Pluto, and will attack any trespassers.

A boy found in the depths of the castle has been woken and made into an empty puppet, wandering the castle on his own. His name is Ventus, and he, too, is beyond salvation.

If you possess a means to enter the Realm of Darkness and get back, you may travel there, rescue Aqua, and seek out the missing Master's Defender. Should you succeed, or should you have the Master's Defender for any other reason, you may revert Castle Oblivion to its original form. This will not fix those who have lost everything, but you will no longer have to worry about the attacks on your memories, nor will you find yourself getting lost in the warped halls.

Fight your way through this horde of amnesiac puppets, and make your way to the Lord of the Castle. Nothing short of his destruction will prevent him from coming after The Artist again. Nothing short of his destruction will give this universe a chance at recovery from this… travesty.

The Lord of the Castle has reclaimed his memories from distant times, and wields a great many Nobody traits from the KH Jump, as well as the Perks of a Keyblade Wielder and Apprentice from KHUX. He has created a puppet in the form of his beloved sister, Strelitzia, in which his memories of her reside. She likewise has the Perks of a Keyblade Wielder.

Destroy him, and (if you haven't reverted Castle Oblivion) Namine claims full control of the Castle and its powers. It will take decades, possibly centuries for Namine to restore the memories of those who lived under Marluxia's thumb. It may even be impossible without Castle Oblivion. But for now Namine is thankful that she has the chance to make amends. Any of you or your Companions' lost memories are restored, and Namine returns to your Dive to the Heart. Having permanently integrated a measure of Castle Oblivion's power, she may use Avatar Board EX, Premium Board, and Melody of Memories 5 times a year.

If you rescued Aqua, you may attempt to convince her to become your Companion. If you succeed, she joins you in the Dive to the Heart, and forms a Platform of Connection in the Station of Artistry. She has the following Perks and Items:

Perks

- Path of the Mystic (Birth By Sleep Jump)
- Keyblade Proficiency (Mystic) (Birth By Sleep Jump)
- Magical Potential (Mystic) (Birth By Sleep Jump)
- Ars Keyblade (Birth By Sleep Jump)
- Ars Magic (Birth By Sleep Jump)
- Command Styles: Level One (Birth By Sleep Jump)
  - Spellweaver
  - Diamond Dust
  - Firestorm
  - Thunderbolt
- Command Styles: Level Two (Birth By Sleep Jump)
  - Bladecharge
  - Ghost Drive
  - Frozen Fortune
  - Sky Climber
  - Rhythm Mixer
- Shotlock (Mystic) (Birth By Sleep Jump)
  - Prism Rain
- Guardian of Light (Birth By Sleep Jump)
- Acrobatics (Birth By Sleep Jump)
- Command Meld (Birth By Sleep Jump)
- The Hidden World (Birth By Sleep Jump)

Items

- Medicine Pouch (Birth By Sleep Jump)
- Command Board (Birth By Sleep Jump)
- Sticker Album (Birth By Sleep Jump)
- Wayfinder (Birth By Sleep Jump)
- Dimension Link (Birth By Sleep Jump):
  - Terra
  - Goofy
  - Experiment 626
  - Ventus
  - Snow White
  - Peter Pan
  - Mickey
  - Cinderella
  - Pete
  - Donald
  - Zack

If you happened to find the Master Defender of this Jump, she will bring that as well. Otherwise, she will be without a Keyblade. Its stats are on the next page.

Keyblade - Master's Defender (20KP)
- Long Length, Lightweight, Sharp
- Universal Key
- Summon Keyblade
- Ability: Cheer
- Formchange Extender (2KP)
- STR Boost x7
- MP Boost x4
- Spellbook x3
- Stand Your Ground (1KP)
- Elemental Key - Light (3KP)

If Castle Oblivion remains unchanged, The Artist will bring Castle Oblivion along with her, and begin work on restoring those who were trapped inside. The Castle is too distorted and dangerous to use as the Castle Oblivion property from the Chain of Memories Jump, but starting three Jumps after you've finished this Scenario, you can attempt to convince any of the occupants who survived your battle against Marluxia to join you as Companions. Their critically damaged memories will mean their powers are almost nil, but your Benefactor will assist, granting each of them 700CP to spend from the Kingdom Hearts Jump.

If Aqua returned Castle Oblivion to its original form and you convinced Aqua to join you, Aqua and The Artist will bring the World with them, the Link Portal to it appearing on the Platform of Tapestry. Due to experiments by the two to try and fix the damage done to those who were trapped under Marluxia's thumb, it will occasionally shift between The Land of Departure and Castle Oblivion, allowing you to use either as per their Property descriptions in the BBS and CoM Jumps. Perhaps, with your aid and several Jumps' worth of time, those who were warped by this nightmare will have had their memories and Hearts restored to some semblance of normalcy, and you'll be able to recruit them as Companions.

The Dreamer - True Memories (Melody of Memories)

Requirements: *5 or more Jumps since acquiring the Platform of Melodies.The Artist must still be in your Dive to the Heart.*

The Artist approaches you with worry on her face. She has delved into the memories of The Dreamer, and believes her to be in grave danger.

The Dreamer's true name is Kairi. She struggled alongside her beloved, Sora, during a battle for the fate of the world… but her weakness resulted in Sora vanishing from reality. Desperate to find him, and believing the means to save him lies inside the records of his journeys and within her own heart, she had herself hooked up to a datascape comprised of many journals.

But even as she delved into the data, the data delved into her… and it does not seem to have liked what it saw. Now it holds the girl in the depths of her mind, trapped in an endless battle. A battle you might be able to tip the scales of. The Artist asks you to let her insert you into the datascape herself, in hopes that you might save Kairi's heart…

You'll arrive in what appears to be The Final World. Kairi faces off alone against Master Xehanort… or so it appears.

Press him, and reveal the truth - Master Xehanort is just part of the data… and at its core, another Kairi, composed of the Data of the Journals - a data-being best described as Kairi, as Sora knew and felt about her.

This being has seen the real Kairi's heart, her failures, her flaws… and her secrets, and claimed her unworthy of the feelings directed at her. Data-Kairi has but one aim: to delete the real Kairi's heart, and take her place.

Having become core of the Journals, Data-Kairi possesses the vast majority of the data from across Sora's journeys, and treats almost every other KH character as an alt-form she can freely swap between or summon to the battlefield.

But Kairi is not alone - she possesses the data of Riku, Roxas, and Aqua, and can likewise swap between them herself.

Should you overcome Data-Kairi, she will reveal the truth - the hidden memories deep within Kairi's heart, the reason for Data-Kairi's enmity. Xehanort, at one point, collaborated with Kairi, sending her to the Destiny Islands, with a mission to find the hero of the Keyblade… to find Sora, and ensure that he walked the path that would lead to the very fate he suffered.

Everything that happened is ***her*** fault.

So far as Data-Kairi can tell, there is no way to save Sora from wherever he vanished to. He is beyond her reach…

But, perhaps, not the reach of a Jumper. Kairi subconsciously sensed this, and a part of her thus stowed away aboard a passing Jumper's heart, hoping to someday find a path to the place Sora went to.

This knowledge in hand, Kairi returns to her universe… only to return to you a few days later. She needs to become stronger and perhaps find a power that breaks the laws of her multiverse, which will allow her to rescue Sora, and working with you sounds like the best way to achieve that goal. She joins you as a Companion with the following Keyblade and Perks:

Keyblade - Destiny's Embrace (30KP)

Short, Lightweight, Blunt
Universal Key
Summon Keyblade
Ability: Leaf Bracer
Elemental Key - Light (3KP)
Dual Elements - Water (3KP)
STR Boost x6
MP Boost x6
Formchange (4KP) - Half Heart (+6KP): Kairi's Keyblade turns into a wing made of memories, which can carry her across the battle and strike at her foes.
Transformation (4KP)
Ultimate Form (7KP)
Elemental Blade - Light (3KP)

Perks

A Heart to Call my Own (KH Jump)
Magical Potential (KH Jump)
Double Jump (KH Jump)
Oathkeeper (KH Jump)
Glide (KH Jump)
Our Hearts Are Connected (KH Jump)
MP Haste (KH Jump)
Cosmic Arts (KH Jump)
The Sorcerer's Apprentice (KH Jump)
Light My Way (KH Jump)
Shotlock (Birth By Sleep Jump)
Guardian of Light (Birth By Sleep Jump)

In addition, she may use certain digital simulacrums as Alt Forms, granting her their Perks and replacing her Keyblade with theirs:

Data Riku

Perks

Path of the Guardian (Birth By Sleep Jump)
Keyblade Proficiency (Guardian) (Birth By Sleep Jump)
Magical Potential (Guardian) (Birth By Sleep Jump)
Dream Drop: Meow Wow and Komory Bat (KH Jump)
Link Style (Shining Hammer, Darkest Fears, Rising Wing) (KH Jump)
Sleepwalker (KH Jump)
Dream Catcher (KH Jump)
Map Cards (Chain of Memories Jump)
Enemy Card (Chain of Memories Jump)
Zero Card (Chain of Memories Jump)
Heart of Darkness (Chain of Memories Jump)
Mad Dog of Darkness (Chain of Memories Jump)
Dark Mode (Chain of Memories Jump)

Keyblade: Melodious Way to the Dawn (30KP)

Medium Weight, Medium Length, Sharp
Universal Key
Summon Keyblade
Ability: Reload Boost
Defender (2KP)
Elemental Key - Darkness (3KP)
Reaction Boost (2KP)
ATK Boost x13
MP Boost x7
Stand Your Ground (1KP)
Hook (1KP)

Data Roxas

Perks

Path of the Warrior (Birth By Sleep Jump)
Keyblade Proficiency (Warrior) (Birth By Sleep Jump)
Magical Potential (Warrior) (Birth By Sleep Jump)
Aspect of Oblivion - Light (KH Jump)
The Best Defense (KH Jump)
Unwieldy Weapons (KH Jump)
Limit Break (KH Jump)
Last Chance (KH Jump)
Reaction Commands (KH Jump)

Keyblade: Melodious Kingdom Key (30KP)

Medium Weight, Medium Length, Blunt
Universal Key
Summon Keyblade
Ability: Alive ‘n’ Kicking
Defender (2KP)
ATK Boost x11
MP Boost x11
Extra Long (1KP)
Formchange (4KP) - Dual Form MoM (+6KP) - Replace the Kingdom Key with Oathkeeper, and summon forth Oblivion, wielding both in tandem.

Elemental Key - Light (3KP)
Synch Gear (4KP) - Melodious Oblivion (+15KP)

Heavyweight, Long, Sharp
Ability: Reaction Boost
Elemental Key: Darkness (3KP)
ATK Boost x4
MP Boost x2
Stand Your Ground (1KP)
Ornate x1
Synch Blade (4KP)

Data Aqua

Perks

- Path of the Mystic (Birth By Sleep Jump)
- Keyblade Proficiency (Mystic) (Birth By Sleep Jump)
- Magical Potential (Mystic) (Birth By Sleep Jump)
- Ars Keyblade (Birth By Sleep Jump)
- Ars Magic (Birth By Sleep Jump)
- Command Styles: Level One (Birth By Sleep Jump)
  - Spellweaver
  - Firestorm
  - Diamond Dust
  - Thunderbolt
- Command Styles: Level Two (Birth By Sleep Jump)
  - Bladecharge
  - Sky Climber
  - Ghost Drive
  - Rhythm Mixer
  - Frozen Fortune
- Shotlock (Mystic) (Birth By Sleep Jump)
  - Prism Rain

Keyblade: Melodious Rainfell (30KP)

- Lightweight, Medium Length, Sharp
- Universal Key
- Summon Keyblade
- Ability: MP recovery
- Leaf Bracer (2KP)
- Lady Luck (2KP)
- Wizard’s Ruse (2KP)
- Transformation (4KP)
- Glider (Mystic) (0KP)
- ATK Boost x7
- MP Boost x10
- Elemental Key - Water (3KP)

The Seer - Another Future (Back Cover - Union Cross)

Requirements: *Receive at least 5 boons from The Seer.*

The Seer is impressed and entertained with your progress. If you'll hear him out, he has a proposition for you.

See, uh. He's here on vacation, having finally set up a ceasefire between himself and a certain mortal enemy of his. It cost him quite a bit to make that happen, and he's perfectly at peace with what he spent… but he can't help but wonder if there was another way.

So he's spoken with your Benefactor, and wants to set you up with a… *special* Jump. If you're interested, come talk to him in between Jumps.

Once you accept the Seer's request, he'll place you in an alternate past to his home universe, the KHχ Jump, and in a very special role…

You will temporarily be reduced to your Body Mod, as though taking a Gauntlet. Unlike a Gauntlet, however, your Perks and Drawbacks have already been selected for you, and without regard for CP! Lucky day!

KHχ Jump

Special Origin: The Master of Masters

The Man himself. Blessed with an eye that can gaze into the future, and cursed with an eternal battle against Darkness - The Keyblade War. Victory will not come without sacrifice… will it?

Perks:

Not Even My Final Goal

Mysterious Figure

Jumper's Teachings

Keyblade Forger

What Do You Want for The World?

Gazing Eye

Scholar

Duskless Dawn

χ-blade Master: You can wield and manipulate data and dreams, weaving illusory and ephemeral beings into reality.

Time to Fulfill My Role

Look, But Don't Touch

Stand Ready

Strong Heart

Items:
Keyblade: *No Name* - Medium Length, Mediumweight, Sharp (30KP)
- Ability: MP Recovery
- Universal Key
- Summon Keyblade
- Reaction Boost (2KP)
- Lucky Lucky (2KP)
- STR Boost x7
- MP Boost x6
- Ornate x3
- Spellbook x3
- Elemental Key: Time (3KP)
- Synch Blade

Black Coat

Drawbacks:
Ephemeral
Proud Mode

You'll arrive with your 4 Companions in the Age of Fairytales, on a hill overlooking Daybreak Town, 5 years before the events of Kingdom Hearts: Back Cover. There is still time for you to decide the shape of the future. Survive until things are settled, one way or another, and the Seer's curiosity will be sated.

Will you bring an end to the Keyblade War, and make the sun set on this duskless dawn? And if so, how? Will you write the Book of Prophecies, flee to the world of fiction, and leave your apprentices and their Unions to fend for themselves? Will you lead them in a final crusade against the Darkness? What wonders will you construct to make your plans a reality? And most importantly - will you win?

Upon your success, you find the powers gifted to you during this Jump stripped away… save for one. The No Name, the Master of Masters' Keyblade, will find its way into your hands - an additional Keyblade for you to wield. In addition, the Seer smiles and gifts you:

- A Datascape copy of any Kingdom Hearts or Disney World, to do with as you please.
- 5 Medals, one for each of the Foretellers
- A Page of Prophecy

If you successfully saved all of the Master of Master's Apprentices, including Luxu, from corruption and death, they join you as a Companion Party, each possessing all of the Perks from the Apprentice Line in the KHχ Jump. Their Keyblades are yours to shape as you please (15KP).

The Warden - Checkmate (Birth By Sleep)

Unlock Requirements: *Heal cataclysmic battle damage done to The Warden, either with your own powers or someone else's. Not only are these wounds beyond what a normal person should be able to survive, not only would they normally take years to heal through mundane means, but each and every wound is infected with Darkness, and its corruption courses through the Warden, constantly striving to undo your hard work. Purify these wounds, lest the Warden never fully recover.*

The Warden removes his helmet… and reveals a young man's face.

Before Terra, Aqua, or Ven were ever a glimmer in his eye, this Master Eraqus tried so hard to stop things before they started, and guide his friend away from the dark road he was on. But he was rebuffed, and the two fought. Eraqus almost won, but in a moment of weakness, he offered mercy to his old friend... and lost everything as a result. It was all he could do to flee his home - Scala Ad Caelum.

Since then, Xehanort has been working unimpeded on a goal - a future only he dreams of. He must be stopped, but Eraqus' body has been too broken to win alone.

But thanks to your efforts, he's ready to fight again. He thanks you for your efforts with **300CP** from his home Jump, and prepares to petition your Benefactor to bring him home, to face Xehanort once again.

What's that? You wish to aid him? Very well. Eraqus will wait for you to make your preparations. You'll approach your Benefactor together, and together you'll face the destiny that Xehanort has built for the universe…

You arrive at Scala Ad Caelum, the seat of power for Keyblade Wielders, once upon a time. Time has passed since Eraqus escaped to another reality… and Xehanort has not been idle. He meets you in the plaza. In one hand he carries the nameless Keyblade with a gazing eye. In the other he holds what should by rights be Eraqus' - the Master Defender.

He has taken three apprentices… and made one of them his new vessel as he wields light and dark in tandem. The remaining two shimmer with purest Light and Darkness respectively, and seem caught between love and hate between each other. Despite this, the three of them work terrifyingly well as a team.

Team Xehanort Layout Possibilities (roll 1d6):

Terra-Xehanort	Ventus, Corrupted By Darkness	Aqua, Flooded With Light	1-2
Ventus-Xehanort	Terra, Corrupted By Darkness	Aqua, Flooded With Light	3-4
Aqua-Xehanort	Terra, Corrupted By Darkness	Ventus, Flooded With Light	5-6

Eraqus draws his old Keyblade - the one he's held since his youth. He possesses the following Build:

Run Like the Wind (KHDR)
Blue Blood (KHDR)
What Is There to Know? (KHDR)
I Need Your Help (KHDR)
True Heir (KHDR)
You're The Only One Left (KHDR)
Guardian of Light (KHBBS)
The Hidden World (KHBBS)
Lingering Will (KHBBS)
Shotlock (KHBBS)

- Kasumi: Magical Blades home in on the foe.
- Issen: Several slashes.
- Checking Chains: Fires several chains from different directions, capturing and restricting the foe's movements. Eraqus temporarily gains some of the powers of those he snares with this technique.
- The Sun: Shrouding himself in Light, Eraqus defends himself with beams of light that shoot from sources orbiting him.

He also has Keyblade Armor, as seen in KHBBS, and a Keyblade:
Student's Stairway - Medium Length, Lightweight, Sharp (20KP)

Defender Ability
Universal Key
Summon Keyblade
Health Boost
Transformation
Elemental Key - Light
Dual Elements - Fire
Stand Your Ground
STR Boost x4
MP Boost x3

The vessels of Light and Darkness work to defend Xehanort, and will gladly sacrifice themselves to do so. If one takes a lethal blow, they give all they are to their counterpart… who in turn gives all they've gained to Xehanort, forging an almighty key.

It is not as fragile as the unwilling combination between Vanitas and Ventus, in another timeline. Nor is it quite as powerful as the χ-Blade born from the clash between Master Xehanort's 13 Darknesses and Sora's 7 Lights, let alone the thing of legend that supposedly broke into 20 pieces during the original Keyblade War. But it **is** a χ-Blade, and it stands loyal to Xehanort… or rather, floats loyal to Xehanort, telekinetically remaining near and allowing Xehanort to tri-wield Keyblades.

Do not expect the city around you to survive the battle Xehanort will wage with these weapons.

Do not expect Xehanort to fall without you shattering all three legendary blades.

He cannot be allowed any recourse if you are to prevail. No allies, no backup plans, no equipment. Nothing.

If you can do this thing, Eraqus will… not be happy with the result… but at peace with it. With this, there are no other Keyblade Wielders, save for himself. None that were still extant have survived Xehanort's reign.

But now, maybe this universe can recover from the chaos he wrought. Perhaps it is time, now, for the Keyblade to fade into myth and legend once and for all...

The Warden leaves his multiverse behind, and joins you permanently, as a Companion.

Yozora - Verum Rex (KH3 Re:Mind)

Unlock Requirements: *Every year, Yozora will work his way through one battle in your Gardens of Assemblage, from weakest to strongest. Like anyone else, he will receive 100CP for each victory he achieves. When he has completed all Gardens of Assemblage you've acquired, this Scenario automatically begins in between Jumps.*

Thanks to your aid, Yozora has managed to overcome all of the difficult battles here, and completed the trials put before him. He thanks you for your support, and prepares to leave. A voice has told him that he needs to go and find someone named "Sora." None of the "Soras" here seem to be the one he's looking for. He feels something calling him to the Final World…

You offer to go with him, and while he believes this is something he needs to do himself, he'll let you tag along, and play witness to whatever lies ahead…

You and Yozora arrive in an uncharted part of the Final World, drenched in night. In the distance, you see… Sora.

Yozora reminds you - do not interfere. If this boy is the Sora he's looking for… this is his duty to discharge, and his alone. As the two talk, the world shifts to something similar to the Dive to the Heart… then unfolds into a vast city.

Yozora must "save" Sora, a task that first requires him to subdue the boy. Sora is armed with 4000 CP total to spend on Perks and non-Property Items from any Kingdom Hearts Jump (if a Jump has a Keyblade Wielder Origin or similar, he is treated as having that Origin), and has the following Keychains, which he can swap between at lightning speed…

Kingdom Key (30KP)
Medium Weight, Medium Length, Blunt
Universal Key
Summon Keyblade
Ability: Defender
Leaf Bracer (2KP)
Reaction Boost (2KP)
STR Boost x10
MP Boost x10
Stand Your Ground (1KP)
Hook (1KP)
Formchange (4KP)
Second Form (+6KP): Draw upon latent power from yesteryear.
Second Form (2KP)
STR Boost x2
MP Boost x2

Ultima Weapon (30KP)
Heavyweight, Long Length, Sharp
Universal Key
Summon Keyblade
Ability: MP Recovery
STR Boost x10
MP Boost x9
Stand Your Ground (1KP)
Ornate x1
Transformation (4KP)
Formchange (3KP) - Ultimate Form (+6KP): Unleash the power of the Ultima Weapon.
Ultimate Form (7KP)

Oathkeeper (30KP)
Lightweight, Short, Sharp
Universal Key
Summon Keyblade
Ability: Summon Boost
Leaf Bracer (2KP)
Health Boost (2KP)
Lady Luck (2KP)
STR Boost x7
MP Boost x10
Stand Your Ground (1KP)
Formchange 6KP - Light Form (+6KP): Draw upon the true power of the light.
Elemental Key: Light (3KP)
Dual Elements: Reflect (3KP)
Dual Form OKP (+10KP): Temporarily summons Oblivion, and dual wields both.
MP Boost x3
Ornate x1
Reaction Boost (2KP)

Synch Gear (4KP) - **Oblivion (Only available with Dual Form OKP) (30KP)**

- Heavyweight, Long, Sharp
- Ability: MP Recovery
- Item Booster (2KP)
- Defender (2KP)
- Reaction Boost (2KP)
- STR Boost x10
- MP Boost x5
- Elemental Key: Darkness (3KP)
- Stand Your Ground (1KP)
- Ornate x1
- Synch Blade (4KP)

In addition to anything he's bought with the CP he gained from the Gardens of Assemblage, Yozora himself is possessed of the following Perks and Items from the FFXV Royal Edition Jump and the Kingdom Hearts Jump:
FFXV:
Able Body (FFXV Royal Edition Jump)
Ascension Grid (FFXV Royal Edition Jump)
Wanderer' Will (FFXV Royal Edition Jump)
Physical Drills (FFXV Royal Edition Jump)
Highwind (FFXV Royal Edition Jump)
Intensifying Production (FFXV Royal Edition Jump)
Items:
Perfect Weapon x2 (FFXV Royal Edition Jump)

KH:
Double Jump (KH Jump)
Protagonist's Endurance (KH Jump)
A Key to Any Lock (KH Jump)
The Best Defence (KH Jump)

He can also summon Gigas from the aether, and can temporarily take and wield Sora's Keyblades.

Should Yozora prove victorious, he will encase Sora in crystal, and bring the frozen boy back with him to the Dive to the Heart. His business done, and awaiting further orders from whatever voice sent him on this crazy quest, Yozora chooses to kill time by working with you as a Companion.

Should Sora prove victorious, Yozora will vanish, and Sora, seeing no other path out of the Final World, will choose to travel with you as a Companion. The Platform of Trials will dim and crack, and Yozora will no longer be around to offer you upgrades (though any Gigases and PRO Codes you've bought will remain available to you), but Sora's Platform of Connection will appear somewhere in your Dive to the Heart.

The Dropout - Best Served Cold (Final Fantasy 8...?)

Requirements: *5 Jumps after acquiring the Platform of Discipline. Part 1 of the Scenario starts immediately, but Part 2, this Scenario's Conflict can be started at any time between Jumps.*

PART 1

The Benefactor brings more hangers-on to the Dive… and The Dropout bursts into tears. He recognizes them as Fuu, Rai, and Vivi, his friends from his home dimension, who joined him as Companions when he began his journey. With your permission, they join The Dropout (and you) as a Companion Party, forming 3 merged Platforms of Connection that bridge to the Platform of Discipline.

The members of the Twilight Town Disciplinary Committee form a Companion Party. They have the following Perks as part of their Body Mod:

ALL THREE:
KH Jump
- A Heart to Call my Own (KH Jump)
- Magical Potential (KH Jump)
- Unwieldy Weapons (KH Jump)
- Hyper Healing (KH Jump)

Vivi:
KH Jump (Magician)
- Protect The World Border (KH Jump)
- MP Rage (KH Jump)
- Cosmic Arts (KH Jump)
- Maniacal Magical Mixes (KH Jump)

Fu:
KH Jump (Magician)
- Protect The World Border (KH Jump)
- MP Rage (KH Jump)
- Flow Motion (KH Jump)
- Double Jump (KH Jump)

Rai:
KH Jump (Local Hero)
- The Best Defence (KH Jump)
- Glide (KH Jump)
- Don't Ever Change (KH Jump)

The Dropout can finally tell his story without breaking down into unintelligible bawling. His real name - one he abandoned out of shame and sorrow - is Seifer. He used to ("and still does, yo!") lead the Twilight Town Disciplinary Committee until, like you, he was approached by a Benefactor. He accepted this "Warrior's Journey" she offered, and set out with his posse. Things were going well, or so he thought, until he arrived in a universe that had… *him.*

Another Seifer, that is. And this one was better than he was, in so many ways. Or so the Benefactor thought. Long story short, she ditched him for the "cooler" model, casting The Dropout, his Companions (his *friends!*), and his Warehouse to the four winds. Didn't even send him home - just left him out to drift through the lanes between, with only his dwindling willpower to carry him from one multiverse to another. Thankfully, *your* Benefactor found and took mercy on him, and you were nice enough to put a metaphorical roof over his head.

But being brought in from the cold has only reignited his burning drive and anger. Your Benefactor doesn't much like Seifer's old Benefactor, either. Something about leaving trash everywhere. Better yet, it seems that the other Seifer is taking an almost parallel path through reality to you. So, whenever you think you're ready, the Benefactor's willing to give you the chance to go throw egg in their rival's face. They're keeping tabs on this other Seifer's progress, so if you want to totally own that lamer…

PART 2

After any Jump you complete, you just have to ask, and your Benefactor will drop you into the same Jump the other Seifer is taking. You'll use that Jump's Doc as normal, plus a *teensy* stipend that the Dropout's been saving up. Regardless of any Drawbacks or Perks, you'll be taking The Dropout and the Twilight Town Disciplinary Committee as two of your 8 Imported Companions for free, and cannot remove them until you've gotten them their just desserts. Regardless of any other Scenarios you take along the way, you must find and chain-fail the other Seifer before his 10 years are up.

The Drop Out comes with the following Perks:

KH Jump (Local Hero) (Body Mod)

- A Heart to Call my Own (KH Jump)
- Magical Potential (KH Jump)
- The Best Defence (KH Jump)
- Glide (KH Jump)
- Our Hearts Are Connected (KH Jump)
- Percussive Maintenance [Of Friendship] (KH Jump)
- Unwieldy Weapons (KH Jump)
- Hyper Healing (KH Jump)
- Limit Break (KH Jump)
- Terms and Conditions (KH Jump)

FFVIII Jump (Drop-In) (Locked until the Scenario is complete)

~~Limit Break (**FFVIII**)~~
~~Eyes on Me (**FFVIII**)~~
~~Whatever (**FFVIII**)~~
~~Regulation Rules (**FFVIII**)~~
~~Combat Training (**FFVIII**)~~
~~'Strategist' (**FFVIII**)~~

Excommunicado (Orphaned)

Possibility: A worn, blue club-like weapon granted surprising power by The Dropout's last embers of determination. It's stronger than it first appears…

~~Cutting Power (**Excommunicado**)~~

Bashing Power: This weapon can bash through anything that can be conceptualized as being breakable. While the last of its power to shatter the outer bounds of reality were expended prior to the Dropout being found by your Benefactor, it can still be used to traverse worlds and planes within the same Jump. (**Excommunicado**)

Bound To You (0EP) (**Excommunicado**)
Banked Karma (0EP) (**Excommunicado**)
Cutting the Branches (200EP) (**Excommunicado**)
Spiritual Mutation (0EP) (**Excommunicado**)
Laying Low (0EP) (**Excommunicado**)
Fallen, But Not Beaten (600EP) (**Excommunicado**)
Of Two Worlds (150EP) (**Excommunicado**)

300CP of Perks from **each Jump you've done** since acquiring The Dropout
500CP of Perks from **the Jump you're entering**.

Be exceptionally wary - you're up against another Jumper, who has almost as much experience as you. Build Seifer (Jumper) as having experienced 8 Jumps for every 10 you've completed. In addition, he has the following Perks as his Body Mod:

FFVIII Jump (SeeD)

Limit Break (**FFVIII**)
Whatever (**FFVIII**)
Combat Training (**FFVIII**)
Fan Club (**FFVIII**)
Junction System (**FFVIII**)
Amnesia-Proof (**FFVIII**)

He has also Junctioned 2 GFs from the FFVIII Jump: Griever and Eden, and may have Junctioned up to 10 total GFs based on entities from the Jumps he's visited.

Defeat this Seifer, and end his Jumpchain, and your Seifer will reclaim his name and a measure of the power he'd acquired before being abandoned. Despite any pleas from his former Benefactor, Seifer will be content to return to your Dive to the Heart. In addition, he'll join the

Companion Party the Twilight Town Disciplinary Committee formed as its leader, combining their Platforms with his own.

Should you Spark after this, basking in the glow of this power will reawaken the full power of Seifer's "Possibility" weapon, his Struggle Bat.

The Navigator - Cornerstone of Darkness (Kingdom Hearts 2)

(There are two possibilities for this Scenario - select Chip or Dale for the Navigator's identity.)

Unlock Requirements: *Acquire all upgrades for the Station of Transport, upgrade at least 5 spacefaring vehicles with Gummi Integration.*

The Navigator removes his helm, and reveals himself to be a chipmunk of all things - his voice high and squeaky compared to whatever voice modulation he was using before. Apparently he comes from a peaceful World within a distant Jump - one that was long guarded by the power of a sacred artifact: the Cornerstone of Light.

One day, the fey witch Maleficent found a way to get past the Cornerstone's defenses, and began flooding the world with her Heartless in a bid to claim the castle for herself. It's still unknown exactly how she did this. Worse, the memories of those who lived in that world began to corrupt and decay. Efforts were made by the Queen, and by a Keyblade Wielder the Navigator knew well, but the castle was consumed, and neither the Queen nor the Wielder's party escaped. It was all the Navigator could do to flee to a Kingdom-Class Gummi Ship and escape into interspace - an opportunity only afforded to him thanks to his brother sacrificing everything for him.

Since then, Maleficent and the mysterious Nobodies have been at war with one another, and The Navigator has been skirting the edges of the conflict. He's been fighting back all this time, but it's been nothing short of a losing battle… until he ended up here. With the resources you've given him, he's not only upgraded your equipment, but also his, and it's given him everything he's needed to push back… and now he's carved a route to Disney Castle itself. It's time for one last push. The Navigator thanks you for your support, and tells you that if you and he never meet again, know that he fought his hardest.

But that's not how you roll, is it? You offer to support him here, too, and take back the castle together…

You and your Companions follow The Navigator's ship in your own vessels, and arrive in the sea between worlds… which has gone distinctly greyscale. Dark thorny vines rampage through interspace, but there's a visible path that the Navigator leads you through, towards his homeworld, Disney Castle. Despite his efforts, this path is still dangerous - many Heartless vessels swarm the lane, all bent on stopping you from reaching your destination alive.

Once you make it through this path, you'll arrive in the ruins of a great Gummi Garage… one that The Navigator used to call home. The world is still in that grey monotone, and sounds are distorted, as though coming out from an old and worn radio.

The castle is teeming with more Heartless, many of whom have taken on… cartoony proportions. You'll find that every enemy here, from the meekest Heartless to Maleficent herself, has taken a Toon Alt-Form, as per Generic Cartoon World. Heartless each have one random Perk from the Toon list, while Pete and Maleficent have claimed a full 1000CP's worth of Generic Cartoon World Perks, primarily from the Toon line (though they may have branched out)

Every step forward through the castle is a step backward in time. Reality buckles and shifts, until you arrive in what should be the chamber of the Cornerstone of Light… and instead find yourself in a dystopian cartoon world. The Cornerstone is missing from a platform perfectly sized for it.

Maleficent and Pete rule the multiverse from this place, slowly and steadily warping reality, consolidating all that is - past, present, and future - into their dominion. But it is not too late. Follow the timeless river, storm the black castle wreathed in brambles, and do battle with Maleficent and her army.

Defeat Maleficent, and you'll find the Cornerstone of Light in the core of her castle. It has suffered from its time under Maleficent's thumb, but there is still some light left within the blackened sphere. Bring the Cornerstone of Light back to its rightful place, in the field where one day, Disney Castle might be built, and perhaps someday all of this will be brought to rights.

Seeing this, The Navigator breathes a little easier, and returns with you to your Dive to the Heart. With his brother, friends, and kingdom avenged, and the hope that his multiverse might someday recover, he no longer has pressing business other than helping you out. As such, expect repairs to items under his care to take only a tenth of the time your Benefactor can manage.

In addition, he gifts you his Gummi Ship - he no longer needs it. The KINGDOM CDJ is a top of the line fighter-sized Gummi Ship, not only armed with the finest Gummi-Block technology and weapons that can be found, but also lined with various upgrades and materials from every Jump you've visited. In addition, the Navigator upgrades it for you, free of charge, each time you acquire a new feasible material or technology. It can by default hold three passengers - the Navigator never needed more than one seat - but he can upgrade it to have a number of seats equal to 3+the number of sources of Gummi Blocks you have.

The Hermit - Child of Prophecy (Kingdom Hearts Dark Road)

Unlock Requirements: *The Jumper must personally gain 1000BP from The Hermit's teachings.*

The Hermit has been getting weaker and weaker with every visit - you can see their days of adventuring are coming to an end. And as their final hour approaches, you can tell they're troubled by something. At last, they come to you with their worries.

In truth, they've been raising and training a young child they adopted as a babe. The boy, they say, is special - a child on whom destiny's wheel may spin, for good or ill. His power makes him impressionable, and so it was important that he be raised far, far away from any evil influence… but alas, the Hermit fears that they won't live to see the child to adulthood.

This would be fine, except that the Hermit has this… hunch. A horrible premonition. It might be nothing, but it might not. And so the Hermit wants someone to guide the child in their stead. It seems that in addition to training you for your own journeys, the Hermit has been testing and grooming you to succeed them in this role. The elderly master doesn't have much they can offer you, except their final gratitude, but beseeches you. For the fate of their Jump… please. Take this child.

Accept this task and you'll arrive in Destiny Islands, many many years before Sora, Riku, and Kairi are born. A lone boy lives on the beach, tanned skin, silver hair, and wide purple eyes. His name is Xehanort, and in many, many timelines, he brings ruination to countless worlds. In a few days, the Hermit will breath his last, and shortly after, a horror from the future will arrive to fetch the boy's heart, and to set him on his path.

Before that, you must convince Xehanort to come with you. Speak with him, earn his trust, teach him your ways, help him come to terms with his adoptive parent's imminent demise. And if his future self should arrive before you are finished… stop him, by any means necessary.

Should you succeed in this simple task, Young Xehanort will return with you to your Dive to the Heart. He will replace The Hermit on the now-dull Platform of Merit, and add his own Platform of Connection to the Station of Solitude, becoming a Companion you can bring into future Jumps. He does not have a Keyblade by default, yet - you will have to bequeath one to him (or purchase it with his CP Stipend). Beyond that, his starting Build is as such:

Perks

A Heart to Call my Own (KH Jump)
Magical Potential (KH Jump)
Hit It! (KH Jump)
Time Keeper (KH Jump)
I Live Here (KH Jump)
Barrier (KH Jump)
Fell From the Sky (KHDR)
What Do You Think? (KHDR)
Broadening Your Horizons (KHDR)
Crafter (KHDR)
Worthy (KHDR)
Old Friend (KHDR)
Child Of Destiny (KHDR)
Inquisitive (KHχ)
Worthy (KHχ)
Time to Fulfill My Role (KHχ)

Items

Summoned Weapon (KH Jump) - Mysterious Blades: A set of ethereal blades that can extend into whip or spear form, float on their own and fire lasers, wrap around and entrap an enemy, and channel his magics. If he receives a Keyblade, these weapons will become an second Keychain aside from his original, with the following Traits:

No Name - Long, Lightweight, Sharp (15KP)
- Ability: Lady Luck
- Universal Key
- Summon Keyblade
- Import (Free)
- STR Boost x2
- MP Boost x2
- Ornate x1
- Elemental Key - Time (3KP)
- Transformation (2KP)
- Formchange (5KP)
  - Secondary Form: Ethereal Blades (+6KP)
    - Rush/Blitz Form (4KP)
    - Extra Long (1KP)
    - STR Boost x1
  - Tertiary Form: Mysterious Edge (+10KP)
    - Elemental Blade - Time (3KP)
    - STR Boost x4
    - MP Boost x3

Nomura Brand Outfit (KH Jump)

Credits

FieryExplosion for Bonus Message Sprites
KH13 and *KHWiki* for images of White Doors and Save Points
khnyctophiliac at https://kh-stock.tumblr.com/ for Portal Art
Spriter's Resource for other Icons.

Concepts/Support
Arkum42: The Hermit
Miss Princess, Midas Destiny: Proofreading and Revisions
Serdnack: Ideas and revisions

Notes

A word of warning: Unlike other Warehouses, the Dive to the Heart is incompatible with Warehouse Keys, and has no doors or ability to shunt intruders out by default. This cuts both ways - your Followers and Companions can use Dive Points even if you haven't Imported them, though outside your Dive to the Heart their powers will be limited to the average mooks and minibosses of the setting, respectively. But anyone who learns of and is shown how to use your Dive Points can see them for the rest of their lives, and can enter your Dive to the Heart, and anyone with a Keyblade can open Link Portals you place. Security in your Dive to the Heart is significantly lesser than you'll find elsewhere.

Firth by Sleep: A small estuary. That is the pun. That's all.

Prebuilt Stations and future Jumps: If you find yourself going to a Jump that lines up with the Station of Artistry, Kupo, Detainment, etc., the Platform of Passage can appear there. It might not be a good idea to have a Platform of Passage in your Station of Detainment, though… but then again, what kind of Jump are you doing that would connect to such a Station!?

Generic Worldwalker, Excommunicado, etc.
If for some reason you don't have a Benefactor of any kind, there are many ways that can manifest here. The below is speculative, and can be taken or left as the supreme force behind the Jumpchain - the author - wishes. That said…

The Station of Guidance is your connection to your Benefactor. Without your Benefactor's Heart to light it, the Platform may grow dark and dim. It may crack, or even shatter into pieces. You may have to, once you've acquired some means of flight, travel the Station and pull the pieces together if you wish it repaired. Mechanically, this may or may not limit your CP per Jump. If you're taking a Challenge that blocks you off from CP, this may be the reason why.

Restoring an empty Station of Guidance may be a massive undertaking you have to perform early in your Jump (or early after losing your Jumpchan). Should you succeed, perhaps you'll restore your Benefactor and receive a boon, or perhaps you'll fill the Platform of Guidance with your own light, and make the Station your own, in which case you may modify it as you would any other Station.

Or perhaps you're not as alone as you think, here. Perhaps your Benefactor can't reach you completely, but can still send you messages as a mysterious, unrecognizable voice from the void. Perhaps there is still a flicker of light within the Platform of Guidance. Guard it well, Jumper.

If you don't have a Benefactor, the first of the Special Station proprietors (Moogle Shopkeep, The Warden, The Artist) will likely bring it up to you. It's strange for someone to be traveling interspace like this without higher help… not that they can throw stones.

Sparking
Should you Spark, it will likely become a Platform in and of itself, in your Station of Awakening. Its form is up to you, but likely depicts in stained glass the moment you acquired the power. It shines with extraordinary power, enough to pierce the veil and be seen from other Stations, becoming a lighthouse that allows travel between Stations without White Doors, should you wish it.

Future Plans:
✔ Scenarios/Challenges: One for each Station unlocked by Platform Count/Specific Companion Types, with rewards from each of the Special Station proprietors.

✔ Images: Means to illustrate elements like Platform mergers and layouts.

✔ Body Mod Prologue: A Kingdom Hearts Body Mod associated with this Warehouse.

✔ Friends Section: for codifying rules regarding the companions and followers you make along the way.

✔ Keyblade Supplement Expansion Pack?: More abilities to be purchased with KP?

More Drawbacks?
More Upgrades?
More Supporters?