


Jumpchain Warehouse

*A Warehouse Alternative for KINGDOM HEARTS Themed Jumpers*

*By JamestheFox*

*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 community*

*your respite*

*your base of operations*

*your garden*

*your core*

*your factory*

*your final battleground*

*But above all else,*

*it is your Dive to the Heart.*

*Let's go.*

# Warehouse Summary

This Warehouse Variant is available prior to your first Jump. If you run the Dive to the Heart Opening Scenario, you will naturally acquire it at the end of that Scenario. It is based on the concept of a haven within your Heart – the Dive to the Heart, from Kingdom Hearts, and functions somewhat differently from normal Warehouses and Personal Dimensions.

However, like all Warehouses, its true powers require ***Warehouse Points (WP)***. Unlike most Warehouses, there is no option to simply start with 1000 WP to design with. You receive 0 Warehouse Points to start with – you must earn them through a variety of means.

You obtain ***Warehouse Points*** when...

- When you start a Jump, you'll receive 100WP from the Platform of Passage that forms.
- You Recruit Companions or Followers to your side. Companions yield 50% of the cost of recruiting them, with a minimum of 100WP. Followers yield 10% of the cost of recruiting them, with a minimum of 50WP.
- When you obtain a Perk that directly empowers your soul, spirit, heart, will, etc., you obtain WP equal to 50% of the Perk's undiscounted value.
- You may also convert a Jump's primary currency into WP at a rate of 1WP for every 5 of a Jump's points.

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.

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Out of Context_ Xehanort Supplement.pdf
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Where most Warehouses start with a single massive room, and add additional rooms, nooks, crannies, etc. to that room, the Dive to the Heart manifests as a vast dark expanse, with stained glass platforms of varying size appearing and being augmented by your purchases. The process of acquiring these ***Platforms*** and what they do will be detailed in later chapters, but in keeping with the themes of Kingdom Hearts, and the power of friendship and exploration of many worlds, you'll generally acquire new Platforms as you forge bonds of friendship and connect to different worlds.

The Dive to the Heart and its Platforms are largely divided into ***Stations*** – think of these as different buildings, as districts in the vast city of your heart, or as archipelagos of light dotted across the vast ocean of darkness that comprises the Dive to the Heart. They often divide your Dive to the Heart's Platforms by larger themes across Jumps you visit, but there are no hard rules about how they form. Organize your Platforms as you see fit.

In general, you start with the following.

- 0 WP
- The Station of Awakening: The core of your Heart. It is the seat of your power. If you took the Dive to the Heart Opening Scenario, this is where you first arrived here. A single Platform sits here, with a means to return to your original universe.
- The Station of Guidance: The embodiment of your connection to your Benefactor. Unlike other Stations, this place is entirely out of your control.
- The Station of "_____": A newborn Station, with a single Platform – the one representing the connection between you and your upcoming Jump. Its name will manifest accordingly. Some examples:
    - The Station of Battle (Example Jumps: Naruto, God of War, Dynasty Warriors, Kingdom Hearts Union Cross)
    - The Station of Hope (Example Jumps: Madoka Magica, Final Fantasy XIV, Kingdom Hearts 3)
    - The Station of Justice (Example Jumps: Ace Attorney, Persona 5, Death Note, Law and Order)

You'll utilize WP, CP, and, if you have a Keyblade, (likely from the Opening Scenario) χP (Cross Points, Chi Points, Kye Points, however you wish to pronounce it) to pay for various upgrades across your Chain.

# Core Traits and Upgrades

These are basic upgrades available to your entire Dive to the Heart that cost WP.

Some purchases have specific areas of effect – you'll need to attach them to a Platform or a Station.

Some purchases require you to have ***Role Points***. These are obtained through a variety of means. In general, obtaining specific kinds of Companions, Followers, Perks, or Origins will net you Role Points. You can learn more in the ***Companion Roles and Role Points*** section.

## Ambiance

*The options here are mostly cosmetic, and thus are exceptionally cheap, if not outright free. So go on. Claim them.*

### 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 Trait)
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.

### Decor of Memories

(-50WP, Single-Station Trait)
The magic of this place is astounding... but sometimes you just want a little taste of the normal. This 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, without using any kind of energy. Facilities are by default not manned – you'll need to get your Followers to take care of them.

## Utility

*Next we have traits and upgrades that might be of general use to you. Some of these tools are essential to a Warehouse - storage, access, rest, and the like.*

### Dive Key

(Free, Item)
This unassuming key is not a blade... but is useful nonetheless. It opens and manipulates White Doors and activates Link Portals.

While in the Dive to the Heart, you may conjure a new one out of nothing and call it to your hand. This way, you can hand these keys away to trustworthy allies, granting them more means to enter your Dive to the Heart.

You can also destroy these keys, even outside of the Dive to the Heart, so long as you're in direct contact with them. Sometimes, a person's access needs revoked.

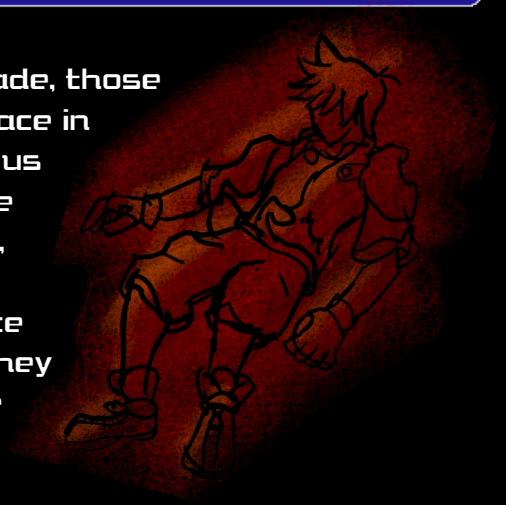
### Mirror of Destiny

(Free, Dive Trait)
A mirror that rises out of the stained glass whenever called while in your Dive to the Heart. If you are in the process of deciding what you will look like in an upcoming Jump, customizing a Body Mod or Alt-Form, thinking of changing clothing between outfits you own, or some similar matter, the mirror will show you what you will look like when all your changes are applied, rather than how you currently look.

You may choose to step through the mirror to lock in your new appearance. Never manually change clothes again!

### 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.



## Storage

(-50WP, Single-Platform Trait, Repeatable, One Free with first Passage Plaza)



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!?!?) or a single set of clothes or weapons. 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. Items stored inside this Chest can be summoned to your hand much like a Keyblade. Clothing summoned this way will immediately be donned. When dismissed, the item returns to the chest.

## Pedestal of Power

(-50WP, Single-Platform Trait, Repeatable)



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 regardless of its usual range. If the Pedestal of Power is placed on a Platform of Connection, the Companion represented by that Platform benefits from passive effects of the item even if they're outside of the Dive to the Heart. One placed on the Platform of Origin will do the same for the Jumper.

## Conductive Columns

(-100WP, Dive Trait, Free with an Item that serves as a large power source.)

Your Dive to the Heart's Platforms are capable of energizing technology wirelessly. Set a TV on the stained glass, and you'll be able to turn it on as if it were plugged in. By default each Station can produce 7000 watts per hour, but if you obtain other sources of power, such as generators or power plants or energy crystals or what have you, this upgrade allows your Dive to the Heart to directly tap into those power sources - no wires or connections required.

You may now also adjust the brightness and color of your Decor of Memories' lighting fixtures within reason.

## Cleansing Showers

(-50WP, Requires an in-Warehouse source of water and Decor of Memories, Free with Passage Plaza. Dive Trait)
Small private spaces for baths, showers, and the like appear in your Dive to the Heart, following the same conditions as the Decor of Memories.

## Self-Reflection

(-300WP*, Perk, Repeatable)
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.

## Facilities

*Next, some facilities. These big buildings can make your Dive less like a box and more like a town.*

The majority of these Facilities must be converted from Passage Plaza, which itself is built atop Terrain (see Bounties of the Earth), and often require specific knowhow to obtain (see Companion Roles).

### Passage Plaza

(-100WP, Requires Decor of Memories and Terrain, Repeatable)
The decor you've placed before spreads and escalates, as generic buildings form on a parcel of Terrain. 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.

Each purchase grants you 3 distinct buildings, which can be upgraded into other Facilities or left as is for storage or housing purposes.

### Firth By Sleep

(-50WP, Requires 1 Building, Venting, Aquaculture, and 1 Botanist Role Point)
Gentle breezes are blowing, light-bearing rivers are flowing, and sturdy earth is fertile and perfect for growing...

Inspired by the plantlife flourishing in your Dive, one of your Companions has decided to use one of the empty buildings formed in the Passage Plaza to cultivate quite the farm of exotic plants.

As a result, this greenhouse has appeared, sporting all manner of plants from the Jumps connected to this Station.

To assist in this building's management, any Botanists within this building automatically benefit from any powers belonging to you or your other Companions that can fertilize the earth, discern rare and valuable plantlife, and grow it. This doubles the amount of rare plants you can harvest each year from your Terrain and Terrain upgrades.

This facility multiplies the plantlife resources obtained from properties you own by two, plus half of your Botanist Role Points.

## Connection Consortium

(-50WP, Requires 1 Building and 1 Merchant Role Point, Repeatable)
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. You and your Companion will decide what shape this shop takes together, based on the nature of the Companion.

In addition to providing regular storefronts or shopping centers, any Consortiums created will manage cooperation between businesses you own, seeking out new and better ways to profit and overall improving your businesses'... business. In-Jump stores will be more resilient against economic catastrophes and will be more likely to find their audiences and profit even in out of the way areas.

But the true value of this place is the way it brings people who otherwise would never meet together. Those who travel with you are more likely to find each other here and find hidden similarities to bond over, if such exists. Friendships are more easily made and deepened in these little shops. This benefit, too, tends to spread to your businesses as well – drawing together people in-Jump who might have more in common than they thought.

## Heart Hotel

(-50WP, Requires 1 Building and 1 Craftsman Role Point)
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. You'll also find that you can use this to ease a person through their traumas if they happen upon, say, a therapist here - even if they don't remember the conversation, they remember the coping exercises and lessons they might have learned here.

## Phantasmal Pharmacy

(-50WP, Requires 1 Building and 1 Medic Role Point)
The strangest medical facility you've ever been to, built just in case something goes wrong.

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). Medical facilities you buy with CP become twice as effective with this facility backing them up.

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 – plus 10% more, for each Medic Role Point you have.

## Artificer's Artery

(-50WP, Requires 1 Building and 1 Craftsman or Mechanic Role Point)
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.

Notably, this place has the tools to improve and upgrade any Keychain you possess. For every Perk that would grant you a new kind of crafting skill, this facility allows you to give your Keychains 10χP through simple hard work. Generally, you'll need about a month to acquire local ingredients (perhaps less with certain other Facilities and Bounties) and perform the required smithing, synthesis, and so on.

Each additional χP per method requires twice the amount of time and effort as the previous one. The second upgrade requires two months, the third requires three more, the twelfth upgrade will require a full year of focused effort, and so on.

Any Perks or Items that would improve your existing crafting skills allow you to spend a day of furious work refining your previous efforts, doubling how many χP you've acquired (and will continue to acquire) via that method. For example, 3 smithing perks will grant 30χP per step.

## Flashback Theater

(50WP, Requires 1 Building and 1 Prophet Role Point)
This theater, bigger on the inside, is a fine place to relax.

Rather than use traditional projectors, strange, mirror-like screens with elaborate borders can be conjured by those inside the theater. Despite this, these mirrors can play any kind of media you've stored within the theater's library, from virtual reality files to VHS and DVD to books with moving pictures and so much more. The mirror-screens can manage any 2D dimensions and orientations, and stepping into one serving as a window into something more 3D (such as, say, a holodeck recording) will allow you to experience it in its original format. If you have video games, the Flashback Theater provides custom controllers and can play any game you've acquired, using the mirrors as screens.

Notably, your memories tend to gather in this theater. If you wish, you may rewatch your memories as if they were cutscenes shot in a variety of cinematic angles. Just... be ready to ignore questions about how these memories display these angles instead of being limited to your own point of view.

If you have forgotten something, you or another person watching these videos will help you remember... unless you've lost your memories through non-natural means such as magic or Drawbacks, in which case the affected memories will appear static-filled and incoherent even here.



## Arterial Academy

(50WP, Requires 1 Building and 1 Teacher Role Point)
A simple school, on the surface. This place has a library you can fill with books and other learning resources. It starts with a collection of books about equal to what you might find in a decently funded public library, circa 2001. There are classrooms that enhance any teaching or learning perks by 25% for each Teacher Role Point you have. The school becomes the center of a Dive to the Heart School District, as well, ensuring that any schools, academies, or other learning institutions you purchase benefit from this boost as well.

A daycare exists that safeguards and enriches children from 1-4 years old inside, keeping them happy and healthy even if you have nobody to look after them, though having a Companion or Follower watching over these kids will massively improve their mental and emotional development.

There is also a counselor's office - which can provide psychological therapy as well as occupational or educational guidance through self reflection, available to any who walk through the doors. This effect is once again improved if you have a Companion or Follower manning the office and actually providing that guidance.

## Bounties of the Skies

*Natural beauty, inside your heart? It seems so. These are the gifts of the boundless winds.*

### Shine Your Light on Me

(-50 WP, Dive Trait)
Getting tired of the same dark abyss? This lets you replace it with a skyline based on the Jumps in each Station. You may choose the depicted time of day, or allow a proper day and night cycle to progress! Illusory landmarks from the Station's associated Jumps sit forever out of reach.

You may of course turn this off as well, returning any or all Stations to the featureless abyss.

### Venting

(-100WP, Dive 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 the Jumps in the Station. If you have Terrain and Aquaculture, randomized plantlife from the Station's Jumps will grow on the Terrain. Any Botanists among your Companions will be able to harvest a small crop of rare and valuable plants from these Jumps once each year, with wider varieties of plantlife appearing with the addition of different biomes to the Terrain.

In addition, you can now adjust the temperature of your Dive to the Heart within habitable ranges.

### Starshowers

(-100 WP, Requires Shine Your Light on Me, Dive Trait)
Occasionally, 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.

### Meteor Falls

(-100WP, Requires Starshowers and Rising Peaks, Terrain Trait)
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.

## Pixie Dusting

(-300WP, Requires Venting and Shine Your Light on Me, Dive Trait)
The second star to the right glimmers brighter than the rest, and the winds carry its blessing to your heart.

Within your Dive to the Heart, you, your Followers, and your Companions may fly freely.

# Bounties of the Earth

*Next, the many shapes and benefits of the land...*

## Terrain

(-100WP, Dive Trait, Repeatable)
Earth and stone rises from the depths, creating a landscape floating in the abyss. Each time you purchase this, for each Platform you get a parcel of earth that rises from the abyss below to anywhere between 5 meters below the lowest Platform's surface to 5 meters above the highest Platform's surface. It has 100 square meters of usable space on top. This earth can be shaped however you like aside from these constraints. Bridges will connect your Platforms to your Terrain, assuming you don't choose to place it up against a given Platform.

The earth is fertile and capable of supporting life. With water and wind, you should be able to grow beautiful gardens...

With Venting, unused Terrain begins producing wild plantlife common to the Jumps in the local Station. You get about a tenth of a ton of harvestable plantlife each year.

Each time you purchase this you receive one more parcel of Terrain for each of your platforms. Each time you receive a Platform, you obtain another parcel of Terrain for each time you purchased this trait.

## Rising Peaks

(-100WP, Requires 1 Parcel of Terrain, Terrain Trait, Repeatable)
At your will, more earth rises, adding itself to your Terrain and reshaping it further as it becomes a small mountain with a peak anywhere between 10 and 50 meters above the tallest Platform in the Station, with a plateau near the top. Plateaus formed along the mountain will ultimately retain the rough square footage of the original Terrain, and a hiking trail will connect them.

With Venting, plantlife from higher elevation biomes found in the nearby Station's Jumps begin growing here and become available for harvesting. Each purchase of Rising Peaks produces about half a ton of harvestable plantlife resources each year.

Additional purchases increase just how tall the mountain can become. Maybe you and your Companions are down for some rock climbing?

## Dark Depths

(-100WP, requires Rising Peaks, Repeatable, Terrain Trait)
A cave has been carved into the mountainside, going deeper, deeper, deeper... with Venting, common underground plantlife from the Jumps in the local Station begin to grow here and become available for harvesting. Each purchase produces about half a ton of harvestable plantlife resources each year.

## Glimmering Depths

(-300WP, requires Dark Depths and a Prospector Companion, Terrain Trait)
There's gold in them caves! That and other valuable materials that normally lie buried in the earth of the Jumps local to each 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.

## History's Heartbeat

(-300WP, Terrain Trait)
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 4 parcels of Terrain's worth of ruins, 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 at least 1 Prophet Companion, Terrain Trait)
Your ruins have begun turning up far stranger artifacts than the technological stuff you've already seen. Each year, your Prophet 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 4 parcels of Terrain's worth of ruins, your Prophets 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.

## Bounties of the Seas

*... and finally, the gifts of rivers, lakes, and oceans.*

### Aquaculture

(-100WP, Dive Trait)
A number of spouts poke out from anywhere on your Platforms or any connected Terrain, and water flows freely from regions unknown into the abyss or onto your Terrain. 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.

### Rising Tides

(-200WP, Dive Trait)
(Discount: 50WP per water-producing Dive Trait, Item, or Perk.)

At your will, water rises from the deep abyss below the Station, rising up to between 10 meters and 1 meter below the lowest Platform in the Station. This strange water is dreamlike, arising only where you will it, in defiance of physics. Maybe you want one half of a station to be filled with endless seas, and the other half to be thin air. Or a ring of water to surround a specific Platform? Or perhaps you want a strange spread of floating lakes? You can customize the exact nature of these Rising Tides in each Station, or simply go without in a given Station.

One cannot drown in or be damaged by this water in any way, and if one were inclined to swim down to 700 meters deep they will eventually find themselves pulled down further and faster, out of their control, until they reach 1300 meters, at which point they find themselves cinematically falling headfirst... towards the Station from above.

A similar effect is in place in all horizontal directions – swim or boat too far in one direction (assuming you can), 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, if it too has enough water stretching out to the horizon.

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, adding them to the kinds of plants your Botanists can harvest each year. Any Terrain that's below the water level will produce underwater environments as well, such as coral reefs.

## Sea of Dreams

(100WP, Requires Rising Tides, Dive Trait)
With a twist of your will, the dreamlike water becomes lava, or coffee, or smoothie, or liquid candy... Upon taking this modification, you may convert a Station's Rising Tides and other 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. 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)
Select a single Station. The liquids produced by that Station's 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.

## Security

*Be careful - your Dive is a bit more accessible than your average Warehouse...*

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.

## Battlefield Containment

(-50 WP/-100WP per purchase, Dive Trait)
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.

## Hands off!

(-200WP, Platform of Origin 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

(-500WP, Platform of Origin 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 within the Station of Awakening, 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

(-1000WP, Requires Hands Off!, Platform Upgrade)
Perhaps they thought that they could sneak in here and take from you your heart.

Or perhaps they thought that they could bind you.

Or that they could destroy you.

Perhaps they thought they were above such petty and mortal things as form.

*They*

*thought*

*wrong.*

Any enemy or effect that directly attacks or tries to claim your Heart, soul, or mind, through external effort (such as a mind control spell, or claiming your personhood via some fae deal's fine print, corruption from absorbing a horrific amount of some kind of energy, or attempting to use you as a vessel for their revival, or through obliterating your soul from reality itself) 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 or effect is made to have a form if they did not have one before. If, for instance, an eldritch and formless being would erase you from existence, they will find themselves facing you here, before they get to do their thing. Their form may be monstrous. The fight that ensues might be impossible for you. But at least it will be a fight.

These effects trump even Drawbacks, and always activate. The form your foe takes may be truly monstrous. You may find yourself outmatched, if the foe is too great and powerful. But you will always have at least a chance to fight back, even if your body submits, even if your heart succumbs.

*Take your Heart back, Jumper.*

## Properties

Properties are connected to your Dive to the Heart via Link Portals (see their section in Means of Passage). Properties listed here can only be placed on the Platforms mentioned in the parenthesis at the top of their description.

## You Can Always Come Home

(-10WP, Property, Platforms of Origin, Connection, and Fellowship)
A copy of the place that you or one of your Companions called or calls home, from any Jump that they've been to. A Link Portal to it appears on the Platform, openable with a Keyblade or Dive Key.

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 owner'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.

## Garden of Assemblage

(-700WP, Property, Platform of Passage, Repeatable)
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. Only when you qualify can you purchase a Garden of Assemblage.

On the other side of the Link Portal you acquire with this purchase lay terminals that let you face Data versions of each of the 13 opponents that qualified you for the purchase. 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.

The first time each challenger defeats each Data Combatant, they gain 100CP for the Jump that the Data Combatant's original self came from, and an accessory themed to the foe they defeated, with a themed power.

## (Not So) Stranded Beyond

(-300WP, Can only be bought once, Property)
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, Property Trait)
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.

# 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. Your WP can be used to get a wide variety of valuable upgrades for most of these.

For passages from the Jump you're in to your Dive to the Heart, be forewarned: Unlike other Warehouses, time does not stop in the Dive to the Heart while you're away. Worse, this Dive to the Heart is a critical part of your spirit, so if someone figures out how to get in, it is not merely your stuff that is in danger. Your very Heart is imperiled.

Guard these paths well.

## Dive Points

Step into the Light... and let it guide you away to another world.

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.

Be warned, however – if shown the path even once, 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 even show others the way themselves.

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, in the Station of Awakening, where you started your journey, if you used the Dive to the Heart Opening Scenario. 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). The first time you use this one, it will place you in the connected Jump's fated place for your background or origin. Sometimes, this is a place without a Dive Point of its own.
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 Point Trait, Free)
Outside of your Dive to the Heart, Dive Points are usually situated near places of rest and respite, or at important locales. 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 Point Trait, -20WP)
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. You can make additional purchases to extend the range at which the Dive Point begins playing music.

## Party Swap

(Dive Point Trait, -200WP)
With this upgrade, you may swap which of your Companions are in your Party while standing in any Dive Point. This effect does not apply until all affected Companions are out of immediate danger.

## My Heart's Descent

(Dive Point Trait, -50CP)
When using a Dive Point to enter your Dive to the Heart, you may choose to arrive at the Platform of Origin at the Station of Awakening, instead of at your Jump's Platform of Passage.

## My Heart's Descent+

(Dive Point Trait -50CP)
When using a Dive Point to enter your Dive to the Heart, you may choose to arrive at any Dive Point within your Dive to the Heart.

## My Heart's Ascent

(Dive Point Trait, -600CP)
You and your allies may freely travel between any of the current Jump's Dive Points you've been to. Simply let your heart guide you. Your allies' lists of available Dive Points is separate from your own.

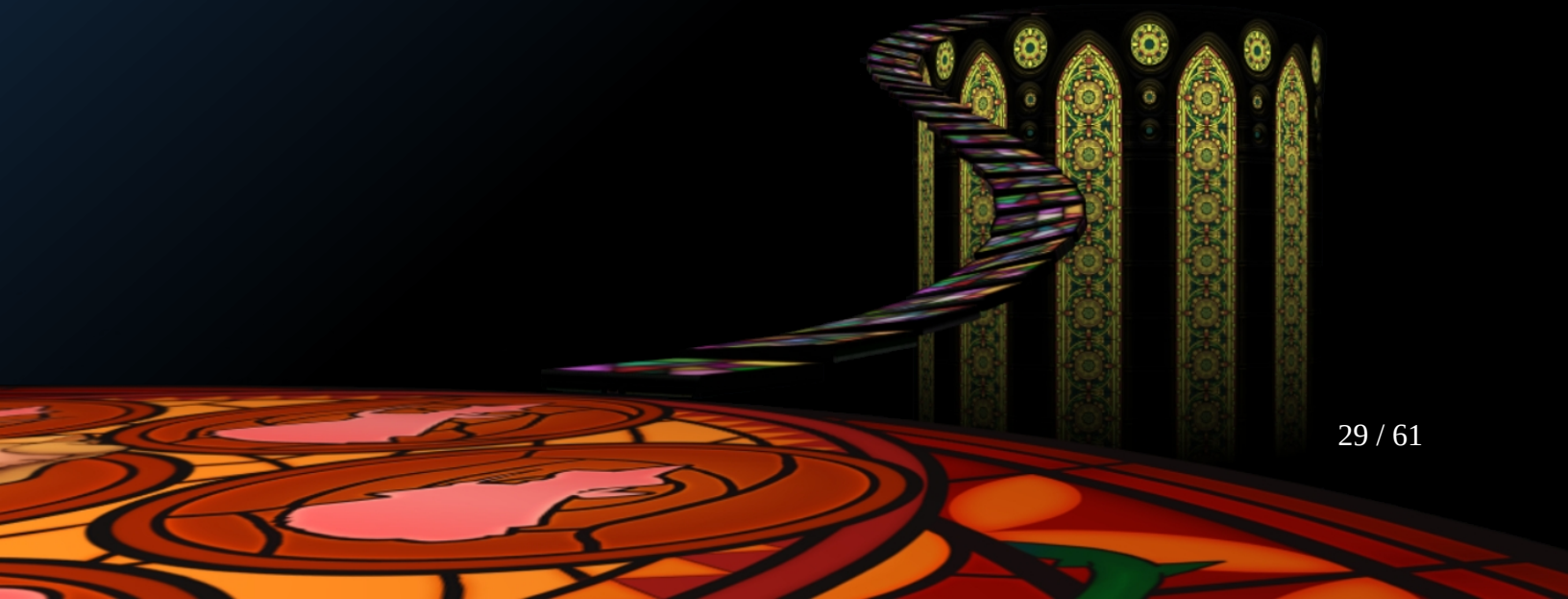
## Bridges

It's only natural that a place within your heart is full of connections. So go forth, Jumper. Keep walking onwards...

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.

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, or common patterns used in their artwork.

Often, encouraging words are carved or inlaid into the non-glass parts of the bridge, in the language of those who lived there. While these words, too, are usually phrases and passages from stories that touched the hearts of the Jumps' inhabitants, the phrase, "May Your Heart be Your Guiding Key" is a common refrain found in every Station.



## White Doors

*The name refers not to the color of the door itself, but the brilliance within. 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 pick it up, in which case it will shrink enough to fit in your pocket until you're ready to set it down. You can 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 a chain of White Doors.

Like Bridges, White Doors change their appearance accordingly with the local aesthetics, always roughly aligning with the Station they're in... though just like Bridges, stained glass tends to make an appearance in the design.

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.

By default, you'll start with a total of three White Doors – the two connecting your homeworld's Station, the Station of Awakening, to your first Jump's Station, and another pair connecting that Station to your Benefactor's Station, the Station of Guidance.



## Attached White Door

(White Door Trait, Free)
If you should happen to own any Properties that state they have a persistent door to your Warehouse, that door can be linked to any White Door you have.

## Additional White Doors

(White Door Addition, -20WP)
If you need more White Doors than your new Stations offer, you can purchase an 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. You may also bring these doors out into the Jump. Be wary of leaving one outside and one inside. If a Door is left in a Jump at the Jump's ending, it will end up moved to that Jump's Platform of Passage.

## Transient Passage

(White Door Trait, -200WP)
If you have a Keyblade or Dive Key, you temporarily convert any door with a lock in the Jump you're in into a White Door that leads to another White Door in the Station the Jump's Platform of Passage is situated in. Simply point the Keyblade at the lock, or insert your Dive Key into the door's lock, and the door will transform accordingly. Strangely, these Doors persist in their transformed state until everyone who has passed through them to enter your Dive to the Heart has returned to the Jump... and until the Dive Key has been retrieved from the door, in its case.

## White Web

(White Door Trait, -200WP)
You may now adjust how White Doors link to each other. 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 or a Dive Key. Remember that there must always be some means to get from your Station of Awakening to any other Station by walking.

# Link Portals

*Draw close, gaze into the orb, and see a place beyond your reach. A dream? A reality? Perhaps the truth is somewhere in between. With Key in hand, open the orb wide... and reach the unreachable.*

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.

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.

If you don't have a Keyblade, a Dive Key can be used in its place. Simply press it against the Link Portal's surface.

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 or Dive Keys. You *have* been only handing those to people you trust, right?

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 or Dive Key) 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 Trait)
Twice a day, you may place an unattuned Link Portal anywhere within 10 meters 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 up to 50 meters from its twin, placing it up to 50 meters away from you. There is no size limit for the summoned object.

Link Portals that cannot be accessed (for example, a Link Portal whose twin is in a Jump that you've completed, or all Link Portals to those without a Keyblade or Dive Key) appear gray and dull, their spikes missing, and the inside of the sphere is too foggy to make anything out...

## Attractionflow+

(-200WP, Requires Reality Shift, Link Portal Trait)
(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.

## Gazing Portal

(-100WP, Link Portal Trait)
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 Trait)
You may now use your Link Portals like video phones - others 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 Trait)
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 Trait)
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.

# Stations and Platforms

## The Station of Awakening

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.

## The Stations of Jumps

Platforms manifest within these Stations under certain conditions, and net you WP upon their appearance. They generally each have their own purposes and uses. In general, they manifest as massive, circular stained glass pedestals, lovingly depicting their subject matter. Light shines from within each Platform, lighting up the otherwise dark Dive to the Heart.

Below are the basic Platforms you'll acquire along your Jumpchain, and their most basic upgrades.

### Platform of Passage

Condition: Start a new Jump
WP Yield: 100WP
Platforms of Passage represent your connection to an entire World – or rather, a Jump. They're usually the central hub or "town square" of the Stations they're in, and it's usually from here that you'll travel from your Dive to the Heart to your Jump. It's fully possible for multiple Platforms of Passage to coexist in the same Station. When this happens, the Platforms merge into one, larger Platform.

## Platform of Connection

Condition: Recruiting a Companion
WP Yield: 50% of the undiscounted CP Cost for recruitment, minimum 100WP
Platforms of Connection represent your connection to a single, close ally – a Companion (see their section in The Power of Friendship). These Platforms serve as the Companion's personal home, and often provides them a workshop or other place for them to do their job.

These Platforms sometimes merge with those of people they've developed strong relationships with – don't be surprised if you recruit a group of Companions who were close friends and family before you came along, and instead of multiple Platforms of Connection they instead got a single large one.

## Platform of Fellowship

Condition: Recruiting Followers
WP Yield: 10% of the undiscounted CP Cost for recruitment, minimum 50WP
Platforms of Fellowship represent your connection to less intelligent beings such as pets, or to large groups of less-distinguished allies, usually those who join you due to purchases such as armies, organizations, buildings, or the like. These Platforms often serve as homes for these beings, and as places to travel directly to their primary responsibility, should they have one.

## 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 Awakening and the 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 or acquired in-Jump.

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 the center of a new, more usual Station of Jumps.

## The Station of Ascension

(+0WP)

This Station is truly special - it only appears should you achieve that final goal of all Jumpers - acquiring a Spark. The White Door here leads back to your Station of Awakening, by default.

The air here is suffused with power, as it should be...

## Platform of Glory

(+1000WP)

... after all, this is where you keep your Spark... or Sparks, should you continue your Jumpchain and complete more End Jumps.

Each time you acquire a Spark, a Platform of Glory arises in this place, filling your entire Dive to the Heart with power. Upon each Platform, lovingly etched in stained glass, is the moment you completed your End Jump.

Above it is a literal spark of power, floating freely for you (and only you) to access - the embodiment of the strength you've earned. It shines brilliantly, bright enough to pierce the veil and be seen from other Stations, becoming a lighthouse that allows travel between Stations without the use of White Doors, should you wish it.

It is also here that you may create new Stations and Platforms of Passage, opening paths to other Jumps under your own power.

If you wish, you may cause your Spark to fall dormant, so that you may continue your journey with your Benefactor. Perhaps you feel there is more fun to be had, exploring the multiverse under their rules. Or perhaps nigh-on godhood simply isn't your thing?

# The Power of Friendship

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.

If a Follower stands out from the crowd, you may upgrade them into a Traveling Companion, in which case their Platform of Fellowship becomes a Platform of Connection, with WP adjusting accordingly, and the Companion gaining 700CP to spend on Perks from their original home Jump.

If the Follower-turned-Companion was part of a larger group of Followers (for example, a notable captain in your army), then the Platform splits accordingly, meaning you have both the Platform of Fellowship (for the remaining Followers) and the Platform of Connection (for the separating Companion).

# 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 a 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. As such, they become Traveling Companions.

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.

## Traveling Companions

Companions that you acquired in previous Jumps are subject to special rules – their power, previously made functional by the laws of their universe, may find themselves in places where the laws of physics or magic are no longer compatible with the universe they're now in. In such cases, their power is now bound to you, and otherwise won't function correctly.

However, you cannot fiat-back your allies endlessly. Instead, you will build and maintain a ***Party***. This Party consists of, by default, up to 8 Companions of your choice. You may freely swap your Party around while within your Dive to the Heart.

Even while not in your Party, your Companions aren't completely powerless – they're still stronger than your Followers, due to their stronger connection to you and the abilities they've had Backed. To use Kingdom Hearts comparisons, while a group of Followers might hold their own against common Shadows, Soldiers, and similar low-level Heartless, a Companion outside of your Party is plenty capable of fighting Neoshadows, Invisibles, Darkballs, and similarly powerful Heartless.

If you should pick up a Perk that increases the number of Companions you can "Import" into a Jump according to usual Jumpchain rules, your Party Size will grow by a similar amount. If a Jump should allow you to Import a larger number of Companions than normal, the number of Imports you purchase is also the temporary size of your Party.

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

Speaking of Importing, most Jump Docs have an option to Import previous Companions. You may utilize these options to grant your Companions any CP benefits that are included.

Even if you do not Import a Companion, your Companions will get at least a basic layer of protection – they are allowed any one free Origin from each Jump, as well as the Free Perks and Items that are obtained in that Jump Document. If this grants them an alternate species, (such as being turned into a vampire, or a non-human character receiving an Origin from a humans-only setting), they gain that species as an Alt-Form and are locked into it while outside the Dive to the Heart. If this comes with a built-in stipend to customize the species further, they get a quarter of the points usually afforded.

## Companion Parties

Under certain circumstances, Companions may form into their own unique Companion Parties, counting as a single Companion for the purposes of your own Party's size limits and for Importing to gain CP. If Imported to gain CP, each member of the Companion Party gets their own CP Stipend.

## Companion Roles and Role Points

Companions can play useful support roles both within the Jump and within the Dive to the Heart. Throughout this Jump Document, you'll find upgrades that call out for specific kinds of Companions. Farmers, Prophets, Jailors, etc. Generally speaking, a Companion that seems like they'd match well with the role, then they are that role. A Companion can gain roles by simply gaining 3 Perks or a single Origin that help them play that Role.

You obtain Role Points through the following methods:

- When you or a Companion obtain three Perks that align with or assist in performing one of the below Roles, you obtain 1 Role Point.
- When you or a Companion obtain an Origin that aligns with or assists in performing one of the below Roles, you obtain 1 Role Point.
- When you obtain a Companion who exemplifies a Role (for example, Phoenix Wright as a Defense Attorney exemplifies the Jailor Role), you obtain 3 Role Points.
- When you obtain Followers who exemplify a Role (for example, obtaining a school whose staff become Followers ensures you have Teachers), you obtain 2 Role Points.

If you use the Dive to the Heart Opening Scenario's Body Mod, certain Perks immediately grant their bearer one of these Companion Roles, and thus a Role Point. If you can find a way to grant your Companions the Body Mod, such as through certain Dive to the Heart Supporters, you can easily acquire Role Points.

At the same time, some Supporters from the Dive to the Heart Supporters and Scenarios benefit from certain Role Points.

Below is a list of Companion Roles and examples of the kinds of people that fit into them. There may be some overlap in places, but that just means your Companion is versatile!

Botanist: Outdoorsmen, farmers, gardeners, and the like.
Craftsman: Smithies, bricklayers, chefs, weavers, and the like.
Designer: Painters, sculpters, weavers, composers, and the like.
Jailor: Guards, lawyers, judges, military, police, and the like.
Mage: Sages, magicians, witches, clergy, and the like.
Mechanic: Repairmen, plumbers, pilots, inventors, and the like.
Medic: Doctors, scientists, witch-doctors, and the like.
Merchant: Shopkeepers, caravans, appraisers, coinkeepers, and the like.
Musician: Singers, guitarists, composers, and the like.
Prophet: Oracles, counselors, archeologists, clergy, scientists, and the like.
Prospector: Miners, archeologists, spelunkers, appraisers, and the like.
Teacher: School staff, mentors, coaches, sempais, and the like.
Thug: Punks, gangsters, crooks, thieves, gamblers, bullies, and the like.

## Friendship Perks

The following are a set of Perks you may purchase with CP at any time along your Jumpchain.

### 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)
You may select two Companions who have been with you for more than 3 Jumps. The strength of their bonds will tie the three of you together, making them a Companion Party. Your teamwork Perks are twice as effective when it involves working with them, and any team combination attacks you or they purchase that involve you or them are especially powerful. Perks with similar effects across the Trinity act as half-power boosters to their comrades' similar abilities (for example, fire magic from one member may boost psychic pyrokinesis in another member). Their Platforms of Connections will merge to represent this strengthened bond. You may only take this Perk once per 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 that have been with you for more than 3 Jumps, and induct them into the Companion Party built in Classic Trinity. They have all the same benefits as the Classic Trinity. You may only take this Perk once across your Jumpchain.

### Seven Hearts to Save the World

(400CP, Requires Tres Quintet, Perk)
It is said that 7 lights and 13 darknesses will someday clash. Will the two Companions you're reaching out to fill out your Guardians of Light? Pick two Companions who have been with you for more than 3 Jumps, and induct them into the Companion Party formed in Classic Trinity and expanded in Tres Quintet, gaining all the same benefits. 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, The Gullwings, AVALANCHE, 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 merging together. 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 in your Party by default) 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 Slots.

# THE STATION OF GUIDANCE

This Station, and its 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

*While you're here, perhaps you're in the market for some special privilages over the course of your Jumpchain. With a pittance of WP, I can apply certain modifiers to your future Jumps...*

### My Summer Vacation

(-100WP, Perk, Repeatable)
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.

You may purchase this multiple times to increase the time between Jumps.

### 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.

### 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)**
I get 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 of Fellowship.**

**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.**

## Power Restriction 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.*

*I understand. That's why I've prepared the following options for you.*

*First, let's focus on Drawbacks that cripple your ability to use your various powers...*

### 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 (say, something worth writing 1000 words about?), capping at 100% of your power coming back.

(Combining Drawbacks that fully remove your Perks, including those from other Jumps and Gauntlet Conditions, causes this Drawback's effects to spread to your Body Mod's Perks.)

* Adjust Responsibly depending on the Body Mod. This is scaled for the 1000BP you acquire in the Dive to the Heart Opening Scenario. For some other examples: the Quicksilver Body Mod uses 600BP for the Body Mod, and so you'd gain 60BP for this Drawback. For the Essential Body Mod's starting 100EP, this Drawback grants 10EP.

### 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.

### Key Repossession

(Requires Just the Delivery Boy, adds 300CP and 200WP to its reward)

There is no time to dawdle. Your Jump will end on schedule, and any Keyblades you leave in the hands of others will be lost to you forever.

Take back what's yours.

## What's Yours is Mine

(Requires Just the Delivery Boy, doubles its effects)
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. Meanwhile, you've been reduced to a fraction of your strength – half power if you only have one Keyblade, one third of your power if you had two, one fourth if you had three Keyblades, and so on. Can you even hope to play at being a hero like this?

If you take Key Repossession, the points it offers are doubled as well... but any keys you leave unclaimed take your power with them. Be careful!

(Combining Drawbacks that fully remove your Perks, including those from other Jumps and Gauntlet Conditions, causes this Drawback's effects to spread to your Body Mod's Perks.)

## Anti-Form

(+100CP, can only be taken once you can trigger its effects)
For the duration of this run, your ability to transform is... unstable.

Every time you attempt a Formchange, try to swap to another Alt-Form, swap your clothing out with magic or a Perk, attempt to become a Magical Girl, or otherwise transform or be transformed, there is a chance that you'll instead become wreathed in darkness and enter "Anti-Form."

While in this form, you are covered completely in inky black, with your eyes glowing yellow. You're only partially in control of this form, which will run wild and act according to the slightest impulse or whim. Repressed desires or emotions will be expressed through violent pantomime, attacks will come out with no regard for any allies who might be nearby, and you can't even explain what is happening, because you have no mouth and cannot scream. Thankfully, this beast prefers melee combat, swiping out with whatever appendages you might have, which have been sharpened to a razor edge.

You'll remain in this form for about five minutes, before reverting to the form you were in before the transformation attempt, having spent any resources you'd spent attempting to transform. You revert faster the more damage you do while within Anti-Form.

The odds of the transformation happening start at 1%, then go up to 5% the first time you transform, then go up by 5% each time. Once you've entered Anti-Form, the odds revert to their starting position. If you take this Drawback multiple times, the odds start at a boosted state as though you'd already transformed (Two purchases start your odds at 5%, three purchases at 10%, three at 15%, and so on and so forth).

## Party Affecting Drawbacks

*These Drawbacks make it harder to utilize your Companions. Be careful with these - some would say that your friends are your power...*

### 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.

### You Know Jumper's Completely Hopeless Without Us!

(+200/400CP, requires If You Want Someone Beat Right...!)

Oh that's just uncalled for! Though they do care for you, your friends and allies seem to have gotten the impression that you're... not all that bright. Or strong. Or impressive, at all. You'll receive no respect at best, and often be the butt of your party's well-meaning jokes... which, often, will be accidentally laser-targeted to exploit your insecurities and chip away at your confidence. Sadly, you won't remember taking this Drawback, and so won't understand why they've started thinking of you this way.

For twice as many points, you find yourself starting to believe their careless words. Your friends are your power... and without them, you're nothing.

## Missing You

(+500CP, permanently taken at Jumpchain Start)
This is a lonely road, Jumper. With this Drawback, you cannot bring along any Followers or Traveling Companions on your Jumpchain. You will leave behind any Local Companions or Followers at the end of each Jump, though their Platforms of Connection and Fellowship will remain within the Dive, a permanent mark upon your heart. Followers who are obtained as part of an item purchase are eventually replaced with new, similar Followers in each new Jump, who take up the mantle of their predecessors over the course of your time there, only to once again be left behind.

Interestingly, if you should visit a Jump that features expies or alternative universe versions of a character you've made into a Companion this way, your heart resonates with theirs, allowing you to befriend them more easily, and grant any Perks their counterparts had to them, should they prove willing.

For example: encountering Homura Akemi in Madoka Magica after having recruited her in the 358/2 Days Gauntlet, the girl recognizes you... but, no she doesn't. Her heart knows you through your heart knowing another her. This makes her more trusting of you, at least at first. Should you foster that into a true friendship, you may grant her ***Magic Panels***, a ***Gearless Weapon*** with a ***Chrono Gear***, ***The Power of The Void (Time)***, and the same small charm her other self held in reserve, which functioned like the ***Replica Enhancement Devices***.

As a final bonus for taking this, Companions other than "Create/Import" and "Canon Recruitment" are a quarter of their normal price – free, if this pushes the price down to less than a tenth of the Jump's starting budget.

## Dive Drawbacks

*These Drawbacks all affect your Dive to the Heart specifically. Considering that this warehouse is, you know. Your heart. The usual Warehouse drawbacks might be a bit more icky than usual...*

### 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, they'll stick around into the next Jump, and you cannot take this Drawback again until you've finished playing exterminator.

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.

# Difficulty Drawbacks

*These Drawbacks modify the baseline difficulty of working through the incoming Jump. Would you like all of your enemies to be scaling enemies, or perhaps you'd rather see a world where the bad guys won?*

## 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. This notably only seems to apply when you, your Followers, or your Traveling Companions are fighting them – they for some reason remain at their ☆-level power levels when opposing your Local Companions, or normal enemies.

At ☆☆ you will find that enemies are at bare minimum as powerful as you were... about half your Jumpchain ago. At ☆☆☆ you find that power floor rising to the point where they could challenge you as you were about five Jumps ago. For ☆☆☆☆, ☆☆☆☆☆, ☆☆☆☆☆☆, and ☆☆☆☆☆☆☆ you find them catching up from four jumps prior to being able to match you as you were in your previous Jump. At ☆☆☆☆☆☆☆☆ they will keep at about your power level at minimum throughout the Jump. At Battle LV ☆☆☆☆☆☆☆☆☆? Your foes will, at minimum, be 10% stronger than you, gaining an additional 10% for each star from there. Hope you have strong friends!

Any Scaling Enemies you take via Drawbacks stack with your Battle LV, starting at effectively Battle LV ☆☆☆☆☆☆☆ and adding your stars on from there (including the 0WP one). As a bonus, however, these kinds of Drawbacks give out 50 more points in-Jump for each ☆ you take.

## Darkness Prevails, Light Expires

(Normal: 200CP, Proud: 400CP, Critical: 600CP)
This world has been connected – tied to the darkness. You will find that in the upcoming Jump, 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: 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: 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: 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.

# Event Drawbacks

*These Drawbacks inflict some kind of event. Tread warily, fulfill any conditions, and make it out of the other side of this Jump triumphant!*

## That our Hearts will Blend

(+500CP, Taken at Jumpchain Start, No Drop-In, Permanently Applied)
(Mutually Exclusive with "Breaking the Jump Order")

Your heart carries forward. You are born into each Jump - and cannot be a Drop-In - with no memory of your previous adventures, nor any powers.

Your memories and Body Mod Perks and Items will return to you over the course of your childhood until you reach 14, at which point you will obtain the Keyblade you obtained during the Opening Scenario, if you have one.

Your in-Jump Perks and Items will find their way to you at natural points throughout the time leading up to the standard starting point for your Jump, at which point your Dive to the Heart will become accessible, alongside your out-of-Jump Perks and Items... unless, of course, you've taken a Drawback restricting your access to those.

This Drawback does not end there. You are barred from taking time extension Drawbacks... because you will be living out an entire lifetime in each Jump. You must survive at least 30% of your race's normal lifespan from the moment you reclaim your previous memories, and must not perish from non-age-related causes. After 50% of your race's lifespan, you are allowed to die from non-natural causes, such as being struck down in battle. After 200% of your race's natural lifespan, when you are ready, you are allowed to simply... vanish, your heart melting into your next life. If your race's default lifespan is eternal, this defaults to 30 years, 50 years, and 200 years respectively.



## Dropping the Distance

(+500CP, Taken at Jumpchain Start, Drop-In Only, Permanently Applied)

You are truly and visibly from beyond the Jumps you travel across, and cannot take Origins that aren't Drop-In.

Each Jump, you will start by falling through a strange vertical tunnel. The tunnel features obstacles based on the upcoming Jump, possibly including some kind of dreamlike version of the Jump's major enemies.

Once you've broken through this dreamlike veil, you'll appear in-Jump... about eighty-five kilometers above your Starting Location, falling at meteoric speed. Somehow, the impact won't so much as injure you - if possible, you'll land safely in a body of water, otherwise you'll make impact without injury and produce a small, heart-shaped crater about four meters by four meters. However, this fall is highly visible. Be lively - it's likely that potential friends and enemies alike will be drawn to your location.



## Breaking the Jump Order

(+200CP, Taken at Jumpchain Start, Permanently Applied)
(Mutually Exclusive with "That Our Hearts Will Blend," Time Extension Drawbacks, and Drawbacks that rely on you departing a Jump for good)

It seems the Jumps in this corner of infinity are more closely connected than usual.

At the start of your Chain, you will find 1d6 Platforms of Passage – each leading to a different Jump. You receive the Docs for each Jump, as well as any CP earned from Drawbacks, but not receive the starting 1000CP the Jump normally gives you.

In each Jump, you must seek out a Keyhole, which will generally appear upon completing whatever the main story of the setting is, or completing some similar objective. Once you have used a Keyblade to seal this Keyhole, you'll receive the Jump's starting CP budget.

Once you have done this for all Platforms of Passage, you receive 1d6 more Platforms of Passage, and continue onwards.

You may freely depart from and return to each Jump at will, even after finding their Keyhole, but from the moment you first pass through to a Jump, time starts marching forward in all Jumps, and time within Jumps does not freeze even after you've found a Jump's Keyhole.

Further, it seems that friends and foes from these Jumps occasionally find ways to traverse Jumps themselves, gaining CP of their own to support their travels. This becomes more common as you progress in your own Chain, and as you make Companions and reveal the secrets of Jumpchain to others.

Your first set of Platforms of Passage will always include a Kingdom Hearts Jump, but the Jump's boundaries will be restricted to *one* of the series-exclusive worlds that appeared in that game – think the likes of Destiny Islands, Traverse Town, Castle Oblivion, and the Keyblade Graveyard. You may take additional instances of KH Jumps, so long as there is a suitable world for you to visit through it. Further, you will be required to have a Keyblade either bought from your first Kingdom Hearts Jump or obtained from the Dive to the Heart Opening Scenario.

## 101 Dalmatians

(Normal: 100WP, Proud: 100WP & CP,  Critical: 300 WP & CP)
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 or Dive Key. 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.

Proud: Your Jump will end at its normal time. Find and return the puppies all safely to your Dive to the Heart before your time here is up, or else.

Critical: 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)

*"M... may your... *hic* may your he... *hic* yer liver... be ye... gui... bllllrrrghghhghhh..."*

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.

Words on the right can only be selected within Kingdom hearts Jumps. 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)
Dream Eater(s)
Key(s) (or "Chi")
Master(s)
Keyblade(s) (or χ-Blade)
Friend(s)
Organization
Seven
Thirteen
Memory
Dream
Nightmare
Role
Hurt
Data
Ingredients
Gawrsh (or "Gosh" or any other variant)
Ice Cream
May Your Heart be Your Guiding Key
Lucky Emblem
Kingdom Hearts
Birth By Sleep
Unchained Chi
Union Cross
Dark Road
Missing Link
Terra, Aqua, Ven(tus) (in that order)
Sora, Donald, Goofy (in that order)
Xehanort
Ansem
Master of Masters
My Friends Are My Power
Friends in my Heart (and variants)
Got it memorized (and "Commit it to memory")

# NOTES AND CREDITS

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

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

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

***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.*

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

*Thanks to khnyctophiliac at KH-Stock on Tumblr for Portal Art!*

*Thanks to FieryExplosion for their Bonus Message Sprites!*

*Thanks to Spriter's Resource for a wide variety of other Icons.*

*Thanks to KH13 and KHWiki for images of White Doors and Save Points*

*Thanks to Televo and their Kingdom Hearts Re:Collection for their major source of images and other valuable resources for making this look as good as possible!*

*Thanks to ortolaza91 for their model of the KH1 Stone Pedestal for use as a reference image.*

*Thanks to Arkum42 for the initial ideas for The Hermit as a Supporter.*

*Thanks to Gamebrain, Miss Princess, Midas Destiny, and Serdnack for proofreading, ideas, and revisions.*