

Excommunicado Expansion 0.5

A Supplement's Supplement for KINGDOM HEARTS Jump Failures

By JamestheFox

Where You Fell

How unlucky. It looks like your Jumpchain... is over. No Benefactor. Your powers, scattered. Your friends, lost.

You... are hopeless. It would be better if you accepted it, and slept in the folds of darkness between worlds.

But it's a boring place to nap, and so you continue on.

You find yourself at your core – The Station of Awakening, in your Dive to the Heart. But... everything is different.

Rather than the endless darkness that was natural to the Dive to the Heart, the world is bright – a world of Sea and Sky.

The stained glass platform that represents all you are sits just below the surface of the endless sea. It is badly damaged – its shards float in the water, shattering the reflective illusion, forming a bridge that leads deep below the surface, beyond where you can see. If you trust yourself to the bridge, you can walk underwater, down to a door which will take you to the rest of your Dive to the Heart – a mess of shattered stained glass and broken dreams.

And yet... that it exists at all is proof that not all is lost to you...

Heart of the Excommunicated

You will be working through the Doc for the Jumpchain Challenge: Excommunicado alongside this Supplement.

The Situation

In addition to realizing whether you were Orphaned, a True Rebel, or a Lost Angel, you must also come to understand what became of your Heart, and the consenquences thereof...

You may choose for any, all, or none of these to have occurred, though beware that this Document shares EP with the main Excommuncado Document.

Stranded Beyond

(Starting Drawback, Mandatory When Not Taking "End of Innocence" from Excommunicado)

Your Station of Awakening now rests in the Final World – your very core sitting on the hazy brink between sleep and death. No means of using 1-Ups will instantly revive you – instead, at the time they would normally bring you back, you will instead be returned to this place... with all that you are scattered across the sea. You will need to go back and reclaim each and every part of you in order to depart for the Station of Awakening back to the rest of your Dive to the Heart, and back to the Jump you were in.

How long this takes depends on how many Perks you've acquired – each Perk is split into 1 phantom in your image for every 100CP they originally cost, and while the phantoms largely wander aimlessly, they are surprisingly capable of evading you, taking anywhere between 30 minutes and an hour to recapture. This dramatically increases how long it can take for you to get back to action.

Start at Dusk

(Starting Drawback, Mandatory When Taking "End of Innocence" from Excommunicado)

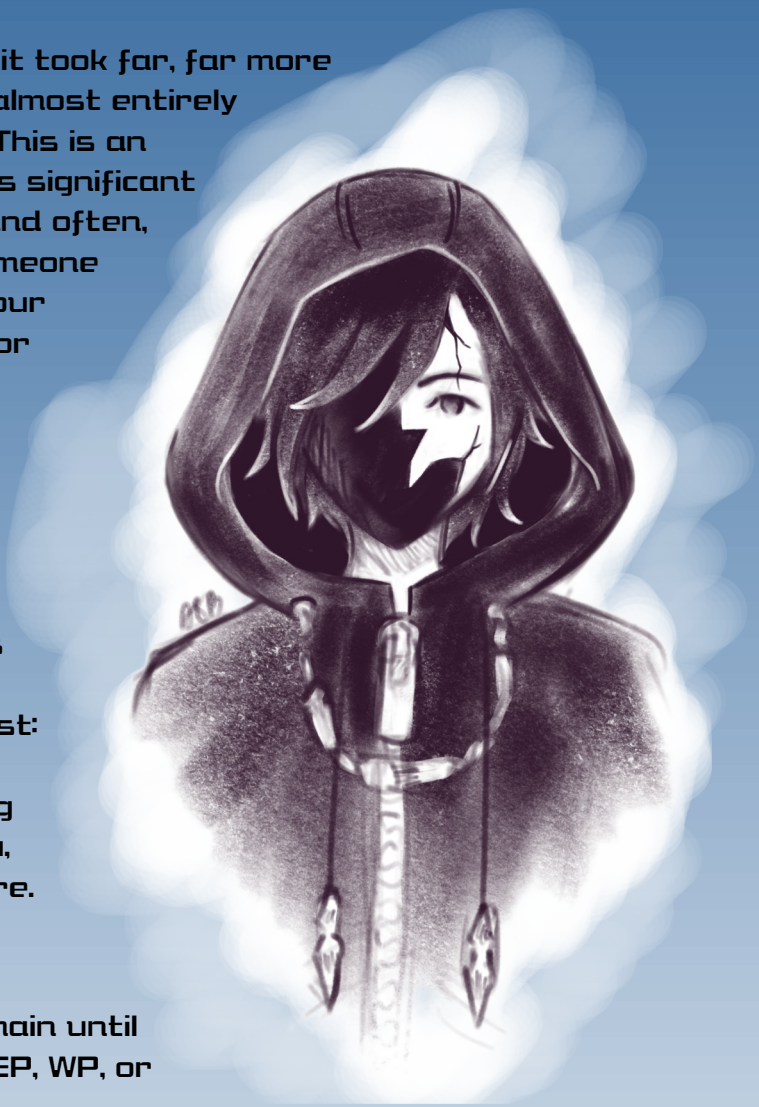
Your Station of Awakening is... surprisingly normal. And yet... there is nobody here to guide you.

The last thing you recall... was the end of your home. You've been stranded here. But... where is "here?" You'll need to depart your Dive to the Heart to figure out exactly where you've ended up.

You take the Dive to the Heart Opening Scenario... but there is no Benefactor to guide you. Just your instincts and wits.

Memory Construct

(Starting Drawback, +300EP)



Whatever happened to make you like this, it took far, far more than you'd like. As a result, you are made almost entirely of the memories of who you were before. This is an exceptionally fragile existence, and it takes significant effort to maintain a recognizable form – and often, that form isn't even yours, but that of someone your viewer associates with you (one of your friends, or someone you remind them of, for example). And if you lose that focus, you start appearing entirely different to each person that perceives you.

You can and must take the Perk that is Discounted both for Memory Construct and your Excommunicado Origin, which will be free. Even if you attempt to not use its active abilities, it will often activate on its own, and using active powers invokes a cost: it puts pressure on and erodes the memories of people who know you, starting with those who are most distant from you, causing them to slowly forget who you were. Worst of all, if you're ever completely forgotten, you'll simply vanish, forever.

This inconsistent and fragile state will remain until you can repair your Heart with combined EP, WP, or CP equaling 3000 total.

Empty Heart

(Starting Drawback, +300EP)
Your Heart has lost much of its luster. You find it hard to feel emotions, and your eyes are constantly dim, giving you a puppet-like appearance to others that can creep them out.

You can and must take the Perk that is Discounted both for Empty Heart and your Excommunicado Origin, which will be free. You will develop a habit of using this Perk, but using that power reminds you of what you don't have, and intensifies the ache in your hollow Heart. If the weight gets too heavy, of course, you can – and *will* – lie down and give up like the shell you are, marking the true and final end of your existence.

This constant, aching emptiness will not fade until you repair your Heart with EP, WP, or CP equaling 3000 total.



Shorn of Flesh

(Starting Drawback, +300EP)
You have been stripped of your physical form, and reduced to an existence of only the Heart – a broken heart, at that. Outside of your Dive to the Heart, you cannot exist without a suitable vessel.

You can and must take the Perk that is Discounted both for those Shorn of Flesh and your Excommunicado Origin, which will be free. After all, without such a thing you can't exist outside of your Dive to the Heart. If your chosen vessel dies, so too do you, once and for all.

You will need EP, WP, or CP equaling 3000 total to repair your Heart and reconstruct a new body for yourself.



YOUR WAREHOUSE

You must take the Dive to the Heart Warehouse Supplement, and cannot take others.

If you took the Dive to the Heart Warehouse Supplement prior to becoming Excommunicado, your Dive to the Heart is in the approximate shape that it had... but is badly damaged. Buildings and Terrain have been ravaged, liquids have fallen away, stained glass floats freely in the air as the platforms and bridges they were once attached to have been shattered. And yet... you can restore them. You continue to gain WP in all the ways you normally would, and can spend WP to restore any and all Platforms, Facilities, and the like. The amount of WP needed to restore anything is identical to the value of that Platform – a Platform of Connection that previously yielded 200WP to you will need 200WP to be restored, and any Passage Plazas you had will need to be rebought, as examples.

Be warned that restoring the Platforms of Passage can draw the attention of those who were watching your original Jumpchain – for better or for worse. One or two won't be enough to be noticable, but too many will make it all too conspicuous. At the same time, restoring those Platforms also allows you to return to those Jumps, allowing you the chance to rebuild your bonds with your previous Companions and Followers.

The Station of Guidance is the most damaged... but still somewhat usable. You can't select any of the Perks or Drawbacks that had been offered here (those were handled by your Benefactor), but you can still decide where you're going... though your range is significantly limited.

If you have taken "Fallen, But Not Beaten" you have a discount on restoring any lost traits, upgrades, facilities, means of passage, and properties that were previously in your Dive to the Heart.

Gone... but, maybe not? Their Platforms of Connection and Fellowship are still *here*. Badly damaged, but definitely still here. If you only restore their Platform of Passage, you can at least return to their world, allowing you to try and rebuild your friendship the hard way, slowly restoring the Platform. By spending WP equal to the amount of WP the Platform originally gifted you, however, you can instantly restore their Platform of Connection or Fellowship, you will be able to call the associated Companion (Party, or Followers) back to your side, exactly as they were before.

The same, of course, goes for your Supporters. If you have completed the Scenario for The Dropout, he and his friends will come to you quickly, ready to help his pal out. For everyone else... Re-achieving the requirements to gain a lost Supporter simply restores them and what they gave you, exactly as they were when you lost them.

The Blade

... Ah, you mean your Keyblade, right? Yes, the means by which you can travel across the worlds. If you already had one, you've managed to hold onto a single Keyblade, and it seems in your desperation to save yourself, the weapon changed, depending on your circumstances. The Core Keychain has reverted to a new baseline, however, and you seem to have lost all your other Keychains, so you'll need to start from scratch.

If you didn't have a Keyblade, you seem to have acquired one – be sure to construct it and the Core Keychain it uses, using the Keyblade Builder.

Your Keyblade possesses the traits of either Possibility, Hunger, or Perseverance, as per the Excommunicado Challenge. Rather than Cutting Power, it has...

Guiding Key

Your Keyblade can tap into the broken Platform of Guidance – the symbol of the shattered bond between you and your former Benefactor – and create new Platforms of Passage. This tends to draw attention, however, so be careful...

Being a Keyblade and still having all the traits thereof, it effectively has the 200EP version of Bound to You for free. When stored inside your Heart, the Keyblade's anomalous energies are hidden away, helping you stay under the radar, as per Import Alt-Form.

When building Keychains, the Orphaned gain a 10χP discount on World Power. True Rebels gain a 10χP discount on Eye of the Master. Lost Angels gain a discount on 10χP Planar Key.

You have lost your Body Mod (unless, of course, you took Fallen, But Not Beaten). A shame. If you can make contact with certain Supporters, you may be able to restore it, however.

Alternatively, by fully paying all Situation Drawbacks you took, you may take any Body Mod you wish, from scratch.

Other than that, you'll use the same EP you acquired in the Excommunicado Challenge to buy Perks from this list. If you suffered one of the three optional Drawbacks from The Situation above, you'll be given one of these for free, and be tasked with spending a significant amount of EP, WP, and/or CP to undo the damage done.

Adjusted Excommunicado Perks

Fallen, But Not Beaten

(600EP)
(Discounts: Lost Angel)
You are not beaten yet. Through some kind of miracle, or maybe just sheer bullheaded will you have managed to regain access to your Body Mod, although it is at Base level. As for your many allies, you have a permanent discount to restoring Platforms of Connection and Fellowship. In addition, the strength of your Heart has already jumpstarted the process – you immediately regain any number of such Platforms whose combined value is equal to or less than 1200WP.

You also become more trustworthy and less likely to come under scrutiny by parties uninvolved with your... Incident. They will be more amicable towards you as long as the benefactors are not hostile to them, and even hostile entities of the cosmos will be lenient in their treatment of you, albeit in their own twisted, Eldritch way.

More "human" gods, though? They will be quite friendly with you as long as you don't insult or openly defy them and will give you preferential treatment reserved for demigods and heroes. Don't abuse this trust, though.

New Perks

Only A Shadow

(400EP)
(Discounts: Orphaned, Memory Construct)

You were always meant to fade, to be forgettable. Each time you activate this, you may choose a single Jump you've been to, which causes anyone within that Jump – from the smallest mouse to even a Benefactor – to completely forget you, and for all traces of your essence there to fade away. This should help keep certain figures from following your trail, if you use it well. Just be wary of targeting the Jump you're currently in – it'd be somewhat annoying to have to repeatedly explain your whole deal to your allies...

Memory Absorption

(400EP)
(Discounts: True Rebel, Memory Construct)

Grip the chains of memory that bind us all, and hoard them for yourself. By drawing close to and "building bonds" with others, you can drain their memories, and their powers with them. You can let this happen slowly and passively, or actively use this power to yank away chunks of a person's memories, incorporating them into yourself.

If you successfully steal all of a person's memories, those who have memories of your victim will come to believe you to be the one they spent all that time with. You also obtain 100WP each time you successfully achieve this, which first and foremost must be spent towards any 3000 point debts you need to repay to reclaim your original form.

In Someone's Memory, I can Live Forever

(400EP)
(Discounts: Lost Angel, Memory Construct)

You have a talent for being memorable. You can push your will into your first impressions, making hard for those you meet to forget you, for better or worse. The people you befriend will fight, tooth and nail, to hold onto you, even in the face of your complete erasure, and your enemies will curse you to their last breath, even long after you're gone. These first impressions are hard to shift, as well – those you've met won't be easily convinced by information that contradicts the impression you made on them.

Better yet, the more people who remember you, the stronger you and your Perks become, and the brighter a beacon you can shine in the darkness of infinity to those you hope to reunite with.

Nobody's Home

(400EP)
(Discounts: True Rebel, Empty Heart)

Even if you can't feel emotions, you can remember what it was like... and imitate the results. You can actively falsify your emotions, and your falsifications prove nearly impossible to distinguish from how you really feel.

Even when you're not trying to present a false front, you have a perfect poker face, which would be nice if you cared about that. More usefully, mind reading and empathy attempts simply find... nothing.

No One Will Miss Me

(400EP)
(Discounts: Orphaned, Empty Heart)

You have learned that sometimes, your friends aren't your power. They're a liability. You can suppress the bonds between you and another with an application of your willpower. While these bonds are suppressed, the people you call "friends" will have no hard feelings (nor any feelings at all) over your departure from their lives. To them it will be a simple fact not worth fretting about. You can at a later time free their hearts from your suppression, allowing them to slowly begin to think of you as normal.

Jumps where you acquire no Companions grant you 300WP, which must first be spent towards any 3000 point debts you need to repay to reclaim your original form.

Empathetic Emptiness

(400EP)
(Discounts: Lost Angel, Empty Heart)

Your broken heart has proven quick to pick up the pieces. Those you meet will teach you how – you'll quickly adopt the pieces of them that remind you of you. Even as the shards of your own heart dig into one another like glass into flesh, they help you understand those around you, connecting to them and figuring out how to help them with surprising ease.

You make friends easily, and Companions grant you twice as many WP as usual. WP beyond what you would normally acquire must first and foremost be spent towards any 3000 point debts you need to repay to reclaim your original form.

Can I Stay Here, With You?

(400EP)
(Discounts: Lost Angel, Shorn of Flesh)

Rather than enter the Jump as yourself, your wounded heart finds shelter in another – the Heart of someone in-Jump who would be willing to host a complete stranger in their home. As a result, for the duration of the Jump, your Hearts temporarily become one.

Though you are in the back seat, your Heart influences your host, proportionate to the amount of CP you spent gaining powers from the Jump, compared to 1000CP.

In addition, if you spend less than 1000CP, over the course of the Jump you will passively gain WP from your host, with a value equal to the difference between 1000 and the amount of CP you spent (so, if you bought 300CP of Perks and nothing else, you'd receive 700WP over the course of the Jump). This WP must first and foremost be spent towards any 3000 point debts you need to repay to reclaim your original form.

Your host may wield your Perks and Powers as if they were the original user, but cannot access your Dive to the Heart.

Lingering Will

(400EP)
(Discounts: Orphaned, Shorn of Flesh)

You may manifest in the Jump as a vessel associated with you. This temporary vessel can't travel very far from where it appeared, and always appears in strange, out of the way places not necessarily important to the Jump's story at the moment. This of course means you will be unlikely to influence events within the Jump, or make friends, or much of anything except... wait. Wait for the most daring figures in the Jump to be drawn to your location.

This place you've found yourself in – your prison – serves as a battleground for you to fight them as you were – before you were excommunicated. Those who defeat you gain a trinket in commemoration of their strength, which will have some echo of your original strength.

You, on the other hand, gain 100WP from sending such foes packing in defeat. This WP must first and foremost be spent towards any 3000 point debts you need to repay to reclaim your original form.

Can You Spare A Heart?

(400EP)
(Discounts: True Rebel, Shorn of Flesh)

With the power of Darkness, you may form a shape for yourself. A weak shape, to be sure – a toddler-sized imp of darkness, or a mess of shadows held together by burlap hewn into a robe. Though you are weak and easily dispersed in this state, your lack of a true form affords you the ability to traverse where others cannot – even allowing you some degree of time travel. And you needn't fret, you can still grow stronger... You just need... to claim the Hearts of others.

You may lodge yourself inside someone like a parasite, and manipulate their movements, tempt them with your power, and ultimately leave them a prisoner in their own body, giving you a stronger vessel, or you may go the more direct way and steal away their Heart, consuming it for yourself.

Doing either of these grants you 100WP, which first and foremost must be spent towards any 3000 point debts you need to repay to reclaim your original form. If you successfully parasitize someone and claim their body completely, their shape becomes an Alt-Form for you.

NOTES AND CREDITS

Memory Construct Illustration:
https://www.tumblr.com/teleport-warning/798880340123009024/day-30-vacant

Empty Heart Illustration:
https://x.com/snoozaga/status/1670883483990781970

Shorn of Flesh Illustration:
https://x.com/aozrnst/status/1941141660316180736

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

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