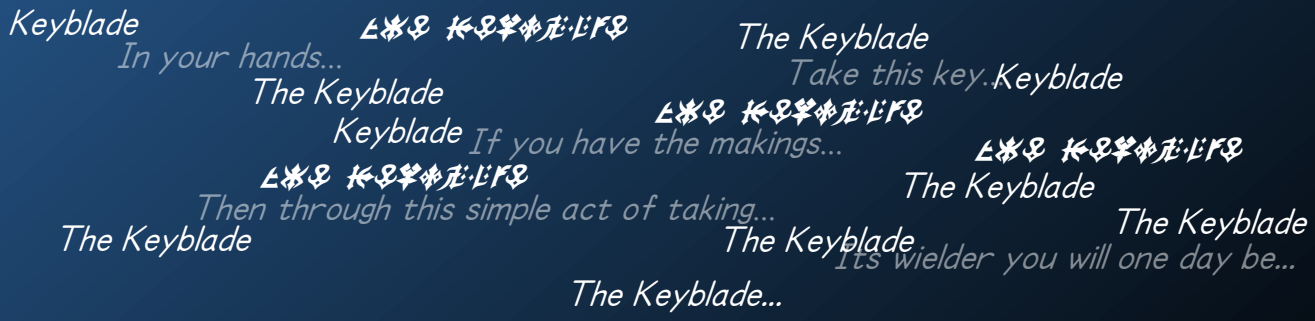


Jumpchain Keyblade Supplement

A Chainlong Keyblade Builder for KINGDOM HEARTS Themed Jumpers

By JamestheFox

INTRO



This Supplement is designed as an alternative system for defining and developing a Keyblade – the signature weapon of the Kingdom Hearts series.

Despite being connected to the Dive to the Heart series of Supplements, this may be used standalone, whenever a Keyblade makes its appearance in your Jumpchain.

OBTAINING YOUR KEYBLADE

There are many places across the endless expanse Jumpers travel where a Keyblade may be acquired.

You may choose to activate this Supplement when purchasing a "Keyblade" with a Jump Document's points (usually, Character Points, or CP) or when obtaining one via a Scenario Reward (such as from the Dive to the Heart Opening Scenario).

Some examples:

Keyblades in most Kingdom Hearts Jumps
The Keyblade in Generic Action RPG
The reward from *The Last Key* scenario in Smash Ultimate World of Light

You may also take certain Keyblade-like weapons as Keyblades, with the original weapon's shape informing the Shape of the Key as though it was an Imported Form (see below). For example, Keychain of Creation's titular weapon, the **Key of Creation**, or the same Jump's **Infernal Key of Brass and Shadows** may be taken as Keyblades this way.

The Power of the Keyblade

The Keyblade is a weapon of extraordinary potential – the first ones were crafted in imitation of the key to the multiverse, a weapon of miracles, destruction, hope and terror in equal measure. The first war between their wielders tore their world to shreds, countless smaller worlds separated from each other by oceans of darkness.

Some will tell you that this war occurred only within the confines of certain Jumps – some will speculate that a version of that war is the reason the Jumps themselves are scattered, separate realities, and that the events in the KINGDOM HEARTS Jumps are simply echoes of something so much greater.

But, is any of that for real, or not? A question, perhaps, for later.

Know that the Keyblade that will soon rest in your hands is an extension not of your body but of your very Heart – your spirit, your core.

The Keyblade has many useful traits and techniques.

First, let's focus on the traits associated with your very first Keyblade:

The Jumper's Key

(Free, Mandatory, Perk, Item)

Your first Keyblade is considered both a Perk and an Item, whenever it would benefit you. For example, to deny it to you via Drawbacks, you would have to be suffering from both a Drawback that denies you your Out Of Jump Perks *and* your Out of Jump Items, or drawbacks that specifically target your Keyblade.

As a reminder, should you acquire this Keyblade through the Dive to the Heart Opening Scenario, it is considered a part of your Body Mod, making it almost completely impossible to take from you.

Next comes basic of the traits and abilities available to all Keyblades you'll acquire across your Jumpchain:

Key To All

(Free, Keyblade Trait)

Whatever shape the Keyblade takes, it is first and foremost a key – a perfect conceptualization of a key, in fact. It can lock and unlock any keyhole or lock – be they actual, physical locks you'd use an actual key for, or conceptual and magical locks such as seals and the like.

If you are using a Warehouse that utilizes special keys, your Keyblade can be used in a similar manner. Point the Keyblade at any door with a lock, and desire to enter your Warehouse, and the Keyblade will open a gateway into your Warehouse, which cannot be closed while you are inside, unless you acquire a Warehouse Upgrade saying otherwise.

Conjured Key

(Free, Keyblade Trait)

Your Keyblade is an extension of your Heart – as such, you may conjure it to your side at will, or dismiss it away when you no longer need it.

Bequeathal

(Free, Keyblade Trait)

If you have the makings... then through this simple act of taking, its wielder you'll one day be. The Keyblade chooses its wielders, and those who would lay hands on the weapon are judged by it. Usually, those who pass this test gain the potential to wield a Keyblade for themselves, and with it may someday manifest their own Keyblade.

Your Keyblade, however, has an additional feature – it lets you be involved in the choosing process. Should someone lay hands on your Keyblade, you are informed as to whether they would pass your Keyblade's test. Then you are given the final say. Should you assent, your chosen will gain the seed of their own Keyblade, nestled in their heart.

It may take years, or even over a decade, for your chosen to receive their own Keyblade, but until then they are capable of wielding your Keyblade, or the Keyblades of other wielders, as if the Keyblade were their own... and doing so hastens the arrival of their own Keyblade.

If you have Perk-sharing Perks, or Perks that are associated with passing down Keyblades or other legacies, you may use them to enhance this process, and your chosen will receive their Keyblade far faster than they normally would.

Matched Strength

(Free, Keyblade Trait)

Your Keyblade, by default, scales in power to your innate traits in terms of physical might, durability, and mystical potential. This doesn't extend to activated powers that serve as boosts – for example, while you can use RWBY's Aura to reinforce your Keyblade like you would any weapon, the Keyblade itself won't have an Aura on its own. However, if you have the resilience of a Kryptonian, your Keyblade will be just as difficult to damage.

Shape of the Key



Not all Keyblades are perfectly alike, even before being equipped with Keychains. Three wielders wielding otherwise similar Keychains can have entirely different dimensions which suit the wielders.

By default, your Keyblade's base length, which will be adjusted by your Keychains, will be about one meter – with a 0.7 meter blade and a 0.3 meter handle surrounded by a guard. Its base weight will be about two kilograms.

Keyblades tend to shift freely between being cutting weapons and bashing weapons, depending on the situation and the will of the wielder.

You may influence your Keyblade's core traits with the following means:

Keyblade Length Adjustment



(Keyblade Shape)

The Keyblade's blade may be adjusted to any length between 0.3 meters and 1.4 meters, with minor adjustments to the handle of the weapon to match. Longer blades can reach foes from further away, but tend to be less dextrous or more fragile. Reach and flexibility... or dexterity and toughness? You must choose.

Keyblade Weight Adjustment



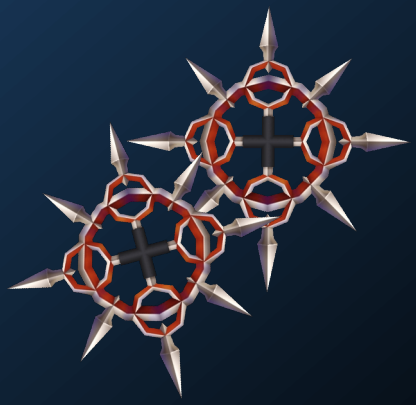
(Keyblade Shape)

The Keyblade's weight may be adjusted to any amount between 0.5 kilograms and 4 kilograms. Lighter blades are easier to swing and control, but heavier blades simply hit harder or are harder to move on impact. Speed and control vs raw power and resilience... what will you choose?

Imported Form

(Keyblade Shape, Replaces Keyblade Shape options above)

Once per Keyblade, you may permanently Import a single hand-held weapon you possess, granting your Keyblade the rough dimensions of that weapon. This can have other effects, as well. Rapiers or axes may cause your Keyblade's tip or head to be sharper than the rest of the weapon. A warhammer may make that same head drastically heavier than the average Keyblade. Weapons that have innate powers will confer those powers unto that Keyblade, influencing the traits of equipped Keychains accordingly. An imported Lightsaber may cause your Keyblade to appear as just a hilt, only to produce a laser in the shape of the rest of the weapon.





Keychains

Keychains are a critical component to your Keyblade. They give your Keyblade form and several of its abilities. They are small, handheld charms, usually based on items of importance to you or to the world you acquire them in.

You will use χP (Cross Points, Chi Points, Kye Points, however you wish to pronounce it) to purchase upgrades for your Keychain. How many you have will vary based on the nature of your Keychain.

In other Jumps, you may see the use of KP in regards to Keyblades. The conversion rate from KP to χP is 1KP:10χP.

You may purchase the following Keychains under various conditions:

Core Keychain

(Free with a new Keyblade, Keychain)



This Keychain came free with your Keyblade, representing the original form of the Keyblade itself. The Keychain tends to look like something deeply associated with you – a lucky charm, perhaps, or an symbol you associate with yourself, or a memento from your original life?

It starts with 50χP, but has a high rate of gaining more, obtaining 30χP every Jump after the first until the Keychain has passively obtained 300χP, after which the rate drops down to 10χP.

In cases where you have ways to acquire χP for your Keychains through time expenditures, such as in the facilities within the Dive to the Heart, the Core Keychain is especially receptive to this, receiving twice as much χP as normal.

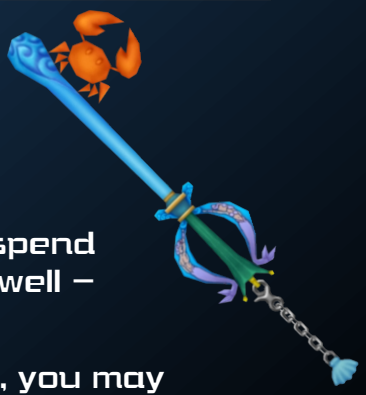
Notably, you cannot spend χP adjusting its length or weight – it perfectly matches the shape of the Keyblade it's attached to. Likewise, it cannot be attached to Keyblades other than the Keyblade it came with.

This Keychain gets the **Vehicle Transformation** for free.

When determining **World Power**, the Core Keychain that comes from the Dive to the Heart Opening Scenario treats your first Jump as the Jump it came from, but can also take on Perks that have been added to your Body Mod.

Standard Keychain

(100CP, Discounted to 50CP once per Jump, Keychain)



A Keychain generically tied to the upcoming Jump, used to shape a fairly average Keyblade.

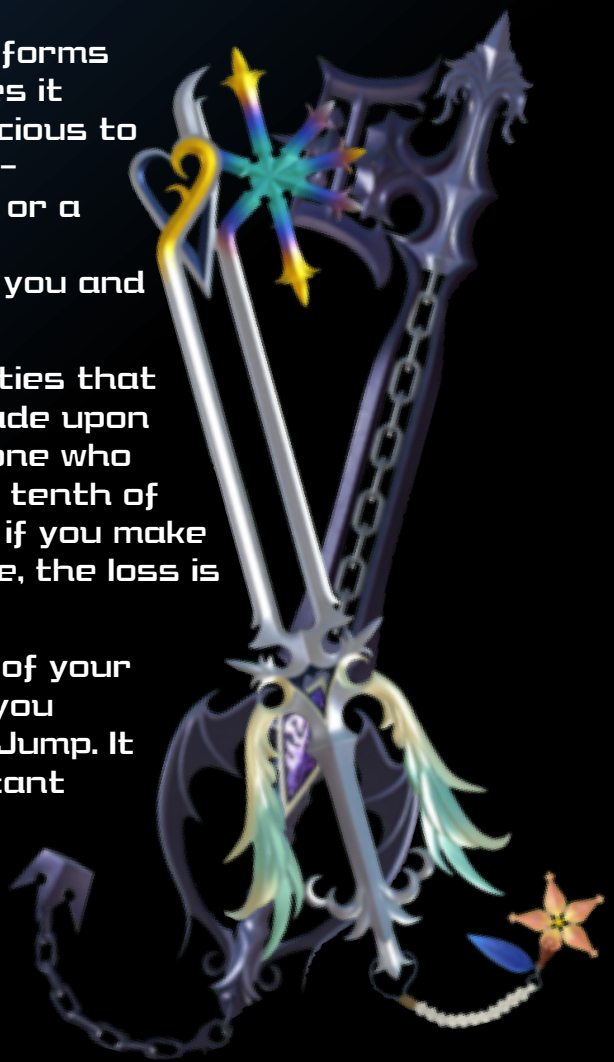
It starts with 150χP, and passively gains 10χP every Jump.

In addition, on your initial purchase of this Keychain, you may spend additional CP to obtain more starting χP for this Keychain as well – 20χP for every additional 50CP you invest into the Keychain.

If you possess a Keychain with 50 more χP than this Keychain, you may continue spending CP to obtain more χP in future Jumps, at a rate of 10χP per 50CP, until such time that this Keychain has only 50χP less than the highest-χP Keychain you possess.

Pactbinder Keychain

(Free Under Certain Conditions, Keychain)



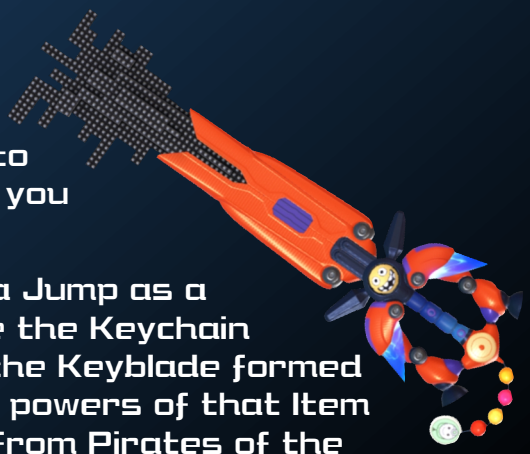
This kind of Keychain is not merely bought, but forms under very specific conditions. Namely, fate sees it handcrafted and gifted to you by someone precious to you, in conjunction with a promise of some kind – perhaps you made an oath to return someday, or a promise to find and bring a dear friend home. Sometimes, it just represents a bond between you and the person you received it from.

This Keychain represents the strength of the ties that bind. As such, should you break any promise made upon it, or shatter the bonds between you and the one who made it for you, its power is reduced to a mere tenth of its usual amount. This power can be restored... if you make amends before you depart the Jump. Otherwise, the loss is permanent.

It starts with 150χP, and gains 20χP every 10% of your Jump Time elapsed, until you depart the Jump you obtained it in, at which point it gains 10χP each Jump. It also gains 50χP each time a difficult and important promise is made on it. It starts with **5 Luck**, **Formchange**, and a **Formchange Archetype** Trait for free.

Item of Import

(XCP, Keychain)



This Keychain is a step above the kinds of Keychains that are tenuously tied to the upcoming world – it possesses a far more direct connection to the Jump, being fully derived from one of the Items you could purchase in the Jump.

You may choose to purchase any handheld item in a Jump as a Keychain, separately from a normal purchase. While the Keychain itself will not have the powers of the original Item, the Keyblade formed from this Keychain will have powers that evoke the powers of that Item in some new fashion. For example, Jack's Compass from Pirates of the Caribbean might become a Keychain whose Keyblade form can dowse for what your heart desires most, and whose attacks and magic naturally home in on those you most desire to be struck.

It also starts with χP equal to half the value of the Item imported (for example, a 400CP Item becomes a 200χP Keychain), and gets World Power at a Discount due to its deeper connection to the world it came from. Items normally purchased for free cost 100CP to become an Item of Import, but Items obtained as Scenario rewards can be obtained as an Item of Import Keychain instead of their usual form for free, with 400 starting χP.

It gains no χP each Jump, but gains triple χP from crafting methods that grant χP.

The price of the Keychain acquired this way is the same as the price of the Item you're converting, and discounts from that Jump's document apply as normal. You can also buy the original item separately from this purchase.

Advanced Keychain

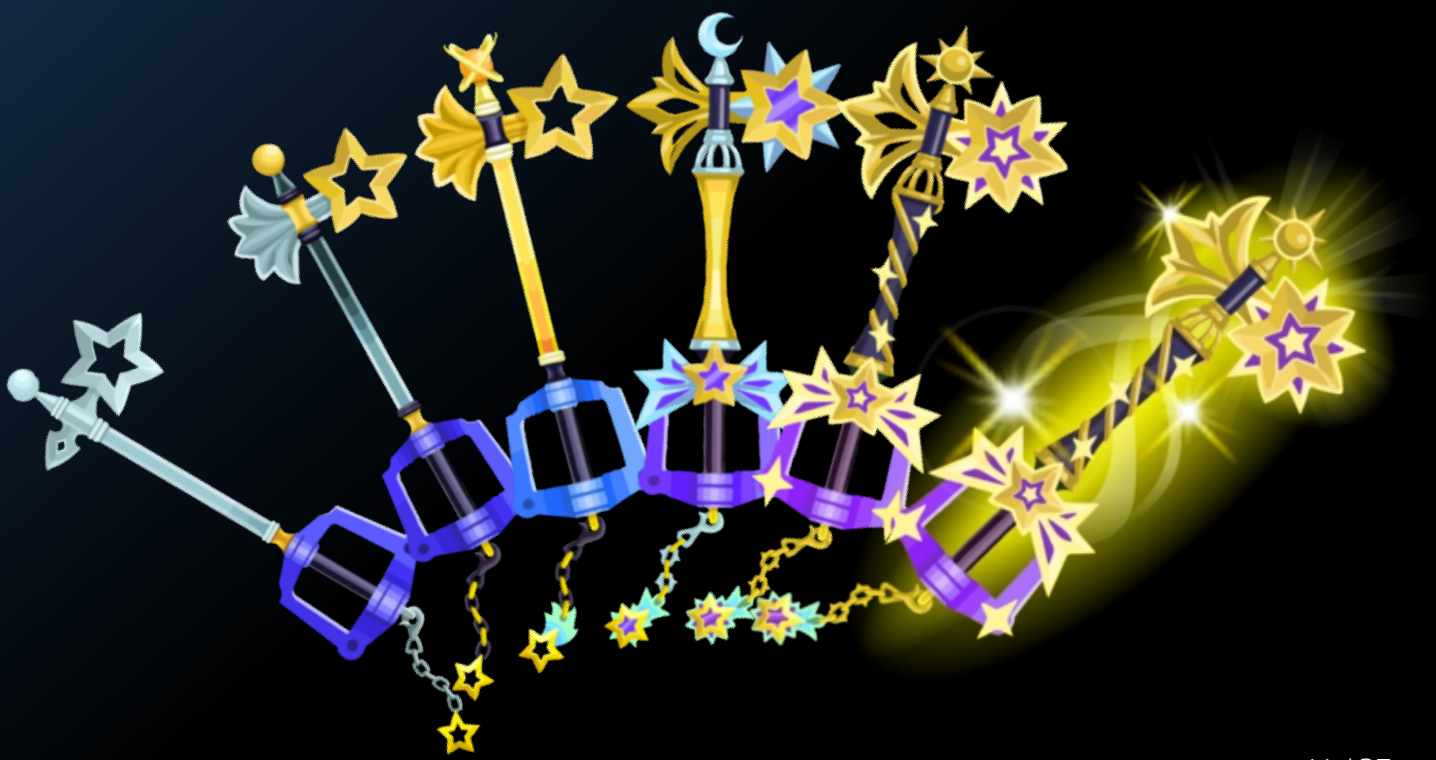
(200CP, Requires a Keychain you have held for 10 Jumps.)

This Keychain reminds you of one you already possess, and yet it has new flourishes and wrinkles. Like a matured Keychain.

It possesses all of the stats, abilities, and traits of the Keychain it's based on. In addition, the Keychain receive additional χP equal to the amount the original Keychain started with, and has an χP growth equal to the original Keychain – for example, an Advanced Keychain based on your Core Keychain would have all of the purchases from that Keychain, plus 50χP more, and would have the original 30χP per Jump growth until it had gained 300 more χP.

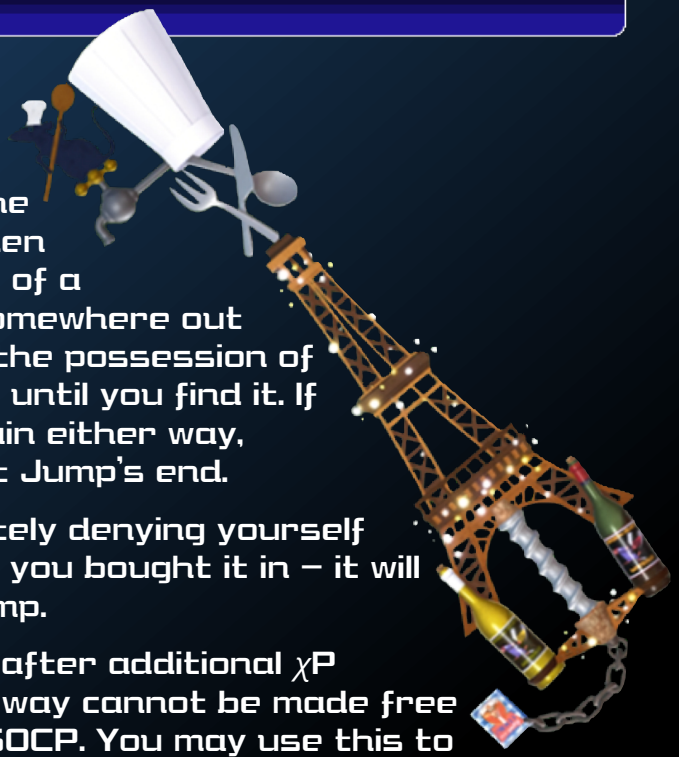
If you've used crafting methods to grant the original Keychain χP, such as through Dive to the Heart's Artificer's Artery, this Keychain is considered a brand new one, possessed of the previous one's improvements and yet ripe and ready to receive further upgrades.

Notably, Any χP the original Keychain spent adjusting the Keyblade's original size, weight, edge, or tip are refunded, and restrictions on making those adjustments (such as the Core Keychain's) are removed.



Keychain Get!

(Discount)



You may discount any Keychain you purchase by delaying when you obtain it. You discount it once by having it fall into the Jump ahead of you – placing itself in a hidden treasure chest only openable with the use of a Keyblade. This chest tends to be hidden somewhere out of the way, or inconvenient to reach, or in the possession of a powerful foe, or all three. You won't know until you find it. If you find yourself unable to find the Keychain either way, never fret - you'll obtain it automatically at Jump's end.

You may gain a second discount by completely denying yourself the Keychain for the duration of the Jump you bought it in – it will appear as a reward for completing the Jump.

Discounts apply to the price of a Keychain after additional χP purchases. Any Keychains discounted this way cannot be made free by any means – they will at minimum cost 50CP. You may use this to discount a Keyblade Purchase, sending both it and the Core Keychain attached to it out of your grasp along the same conditions.

Keychain Shape

These purchases adjust the shape of your Keyblade once the Keychain is attached. They vary from simple matters of weight and length to more esoteric effects. These may override or enhance the traits of a Keyblade's Item of Import, fine-tuning your Keyblade to a unique form.

Keyblade Length Up

(10χP, Keychain Shape, Mutually Exclusive with "Keyblade Length Down")

This Keychain lengthens the Keyblade's blade by 10%, rounding to the nearest 10th of a meter, for each time you take this. This allows the Keyblade to strike foes slightly further away from you than usual, but your Keyblade is either heavier and requires more effort to swing, or is brittle from its weight being spread out more than usual.

Keyblade Length Down

(10χP, Keychain Shape, Mutually Exclusive with "Keyblade Length Up")

This Keychain shortens the Keyblade's blade by 10%, rounding to the nearest 10th of a meter, for each time you take this. This can make it harder to land hits, but some of the weapon's weight is either compressed into a smaller package, making it hit a little harder, or lost entirely, making it faster to swing the weapon and easier to dual wield with it.

Keyblade Weight Up

(10χP, Keychain Shape, Mutually Exclusive with "Keyblade Weight Down")

This thickens your Keyblade and adds to its weight by 10%, rounding to the nearest 10th of a kilogram, each time you take this, boosting its ability to pressure foes or guard against attacks... at the cost of it being a bit harder to swing quickly.

Keyblade Weight Down

(10χP, Keychain Shape, Mutually Exclusive with "Keyblade Weight Up")

This thins out your Keyblade and lowers its weight by 10%, rounding to the nearest 10th of a kilogram, each time you take this, boosting your ability to control it dexterously and swing it quickly or in conjunction with something else... at the cost of the raw force behind its blows.

Heavy Tip

(10χP, Keychain Shape, Mutually Exclusive with "Catching Tip")

Your Keyblade's "teeth" are exceptionally heavy, adjusting the balance of this weapon accordingly. But as a result, catching your opponents with the tip of the weapon hurts far more than usual, and your Keyblade tends to crumple or pierce armor (depending on the Keyblade's edge) with sickening ease.

Catching Tip

(10χP, Keychain Shape, Mutually Exclusive with "Heavy Tip")

Your Keyblade's "teeth" tend to be better at catching and hooking onto poles, enemy attacks, and the like. It is possible to use it for climbing, swinging on various fixtures, pulling and throwing enemies and allies around, and more. You may choose not to harm whatever you're grabbing with this.

Cutting Edge

(10χP, Keychain Shape, Mutually Exclusive with other "Edge" Shapes)

This sharpens your Keyblade, making it lean towards slashing attacks more than the average Keyblade, and making it 75% more effective at cutting through things.

Crushing Edge

(10χP, Keychain Shape, Mutually Exclusive with other "Edge" Shapes)

This hardens your Keyblade, making it lean towards bashing attacks more than the average Keyblade, and making it 75% more effective at breaking through things.

Elemental Edge

(30χP, Keychain Shape, Mutually Exclusive with other "Edge" Shapes)

Your Keyblade's blade is no longer entirely material. It is now made of an elemental force, bolstering magic of that element and altering the effects of being struck by the Keyblade accordingly.

Your options are listed on the next page.

Ice, Earth: The Keyblade trends towards bashing attacks and their blows are strong against those weak to their elements. Despite their greater than usual physical presence, they can notably meld with their elements, passing through them like they're not even there. These Keyblades are heavier and sturdier than any other.



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



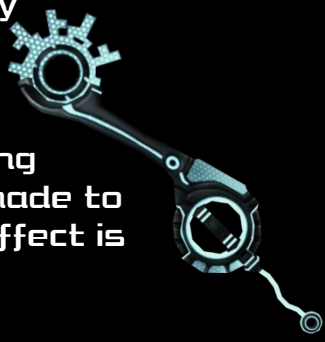
Fire, Electricity, Light, Dark: Your Keyblade is made of swirling coils of its element, making each blow it lands deal raw Elemental Damage. These ephemeral elements make the Keyblade lighter than it otherwise would be, but render it difficult to block with the blade alone. Your blows are no longer physical,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



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



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



Keychain Stats

By default, the Keyblade is about as potent as you are in its standard qualities. As strong as you, as magical as you, as resilient as you. This might shift a bit based on your choices as far as the Keyblade's shape, but you may also spend χP on direct boosts to the qualities of the Keyblade, making each Keyblade a little better than the average weapon in its wielders hands.

Strength Up

(10χP, Keychain Stat)

Boosts the attached Keyblade's Strength by 1. The Keyblade starts at 1 Strength, being able to hit 100% as hard as a mundane weapon swung by you. For every point beyond that first, your Keyblade can hit like it was swung by someone 10% stronger than you are – 2 Strength would be 110%, 3 Strength would cap the force the weapon can inflict to 120%, then 4 Strength would cap that force to 130% of its wielder's power, and so on.

Magic Up

(10χP, Keychain Stat)

Boosts the attached Keyblade's Magic by 1. The Keyblade starts at 1 Magic, proving perfectly capable of channeling spells with the full might of their wielder's awakened magical potential. Spells become 10% stronger for each additional point of Magic obtained – 5 Magic would allow the wielder to push their magic and cast spells 140% stronger than their baseline capabilities, 6 Magic would up that to 150%, and so on.

Defense Up

(10χP, Keychain Stat)

Boosts the attached Keyblade's Defense by 1. The Keyblade starts at 1 Defense, being just as durable as its wielder before they put on armor, apply magical defenses, or activate other temporary defense boosters. The Keyblade becomes 10% more resistant to damage for each additional point of Defense obtained – 7 Defense would make the Keyblade 160% harder to break than the wielder is, 8 Defense would improve that to 170%, and so on, making the Keyblade more and more capable of guarding its wielder in a direct fight.

Luck Up

(10χP, Keychain Stat)

Boosts the attached Keyblade's Luck by 1. The Keyblade starts at 1 Luck, being just as lucky as the wielder is. Additional purchases make the Keyblade 10% more lucky, improving the odds that the wielder'll land critical hits by sheer chance, or that luck-based powers the wielder possesses activate. 9 Luck would make the wielder 180% as lucky as usual when wielding the Keyblade, 10 Luck would make them 190% as lucky, and so on.

Custom Up

(10χP, Keychain Stat)

There are many esoteric abilities out there. Chakra, Ki, Spiral Power, AT Fields, hopes and dreams, and so many more. You may create your own stats and apply them to your Keychain, allowing the resulting keyblade to be just a little better at harnessing whatever specific power you've attached. This functions identically to other stats, with the initial 1 in the stat being free and unimportant. 5 Fire would make a Keyblade 140% as effective at wielding fire powers, 8 Force Powers would make a Keyblade a medium to produce Force Powers 170% as strong as those the Jedi perks the wielder possessed offered.

Keychain Abilities

Keychains can grant their Keyblades unique passive effects with varying focuses on different fighting styles and support options.

A Keychain starts with 1 Ability and gains another for free with every 100χP it has.

Air Combo Boost

Your Keyblade's physical might temporarily grows the longer you can manage to land hits without either touching the ground or utilizing a flight or hover ability to control yourself in the air. Multiple air-jumps don't break your combo.

Alive 'n' Kicking

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

Auto-Dodge

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

Berserk Charge

When you are utterly spent of your magical or other supernatural reserves, your base physical strength doubles for each reserve you've completely spent, and you become significantly more capable of landing and continuing combos.

Cheer

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

Combo Plus

You have a talent for following up on your own attacks, landing combos a fair bit easier than usual.

Damage Control

The Keyblade reinforces your body in critical moments. When you are already badly injured, your endurance and adrenaline swells, and your flesh and bone becomes twice as durable, making it harder for your foe to seal the deal.

Draw

Whilst holding this Keyblade, loose change and useful items tend to move towards your pockets on their own, within three meters of you multiplied by the number of Draw Abilities you have active. The range of your Treasure Magnet increases as well, allowing your attacks and magic to pull away the enemy's treasures even when they miss.

Drive Boost

The Keyblade allows you to charge energy reserves faster the more of your other energy sources are recharging. Refill your Chakra faster while your MP is also recharging, and even faster if your Ki or Ring Energy needs a recharge, and so on.

Drive Converter

You may feed your Keyblade with money to charge or recharge your various energy reserves. This includes building up time to spend in Formchanges.

Endless Magic

This Keyblade enhances the speed and fluidity of you swapping between different magic types, allowing you to more effectively chain them together.

Experience Boost

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

Extra Cast

This Keyblade will let you channel the last usable scraps of your magic, chakra, or other power sources into a full powered spell or ability, even if you don't have enough to perform that spell or ability. This will not drain you to death, in cases like Chakra where running out would normally kill you.

Formchange Extender

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

Guardbreaker

While wielding this Keychain, your blows are harder to guard against, knocking aside physical barriers while cracking and ultimately shattering magical ones. The stronger your blows, the more effective this trait becomes. Blunt blades are better at using this trait than sharp blades.

Harvester

Your Keyblade can be used to dowse for the bounty of the land around you. If you're looking for ingredients or other naturally occurring items, simply holding the Keyblade aloft and letting your arm become loose while thinking of the nature of the item you're after will cause the weapon to point you to a naturally abundant source of that item.

HP Converter

When you strike down an enemy with this Keyblade, you'll find strange green orbs that, when touched, seep into your body and mildly heal your wounds. The number and size of these orbs depends on the physical might of the foe you defeated. Small orbs will likely only handle small scratches and bruises at a time, while the largest can mend deep cuts and mend cracks in bone.

Hyper Healing

Your Keyblade invigorates you, waking you up more quickly if you lose consciousness.

Item Boost

Your Keyblade enhances the power of Items you use on the battlefield by 50%.

Jackpot

Your Keyblade makes payouts 10% better, be that the money your foes pay you after you've beaten them, if that's a thing, or how much money your slain opponents just happened to have on their person.

Leaf Bracer

Your Keyblade shines and produces a protective veil when you are casting healing magic, causing attacks thrown at you to simply... slide around you and your target, missing you entirely.

Lucky Lucky

Your Keyblade ensures that opportunities to obtain valuable items are never far away. Whether it's a treasure chest having just a few more goodies than usual, or the loot tables for enemies being 50% more generous, you'll never find yourself running out of useful stuff. This notably does nothing directly for your money problems, though.

Magic Galvanizer

This Keyblade enhances the potency of every mote of magic or energy you spend for a few seconds after your last use of it, growing greater the more spells and energy-using abilities you perform in a row.

Magic Lock-On

Spells or other mystical projectiles fired from this Keyblade will chase after the person you aimed at. If they would already do so, this improves their speed, maneuverability, and range.

MP Converter

When you strike down an enemy with this Keyblade, you'll find strange bubbles that, when touched, seep into your body and mildly restore your magical energies. The number and size of these bubbles depends on the magical might of the foe you defeated. The smallest bubbles will give you a small blip of magic, not enough on their own to fuel any but the most basic of cantrips. The largest can charge your reserves enough to cast a single small spell on their own.

MP Haste

Your Keyblade hastens the base recharge rate of your magical reserves, and doubles the effects of Abilities and Perks like MP Rage, Drive Boost, and others that involve the regeneration of your magical reserves.

MP Rage

Your Keyblade turns damage into magical power, recharging your reserves proportionate to the damage you take.

Offensive Dodge

While wielding this Keyblade, your evasive actions tend to position your Keyblade in a perfect position to slash through the attacker. The further your dodge attempts take you, the more effective this trait becomes. Sharp blades are better at using this trait than blunt blades.

Reaction Boost

When you counterattack foes within a few seconds of blocking or evading their attacks, or when you find yourself in quick-time events in Jumps that have those, your attacks and magic double in power.

Reload Boost

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

Share Prizes

Your Keyblade has a talent for sensing when nearby allies need support more than you do, and will let you know through an additional sense. When you activate abilities like Treasure Magnet, MP Converter, or HP Converter, the prizes can be aimed not at yourself but to your allies.

Situation Boost

You'll find that powers that require charging up, such as Formchanges, now charge up faster.

Summon Boost

Any powers you possess that involve calling or conjuring allies or minions to your location work faster, last longer, and empower your summoned allies to 125% of their normal strength.

Treasure Magnet

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

Wizard's Ruse

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

Keychain Traits

Keyblade Traits are discounted by similarly-named or similar-functioning Perks found in KH Jumps, and vice versa. Discounts for Keyblade Traits gained this way are always -10χP per qualifying Perk. These perks need not be named exactly the same - for example, Second/Limit Form may be discounted by Limit Form or Second Form from other KH Jumps, and Formchange can be discounted by Command Style from KHBBS.

If you acquire Discounts for a Keyblade Trait after purchasing it, the χP is refunded.

World Power

(x0χP, Discount for owned Perks)
You may grant your Keychain the power of a single Perk from the Jump the Keychain came from. The Perk acquired this way can only be used while wielding the Keyblade the Keychain is attached to. The Perk cannot be reliant on any other Perks or Items, unless this Keychain already has that Perk as a World Power. When wielded by you while you have the original Perk, the World Power either serves as a second instance of the Perk or doubles the effect of the Perk.

The cost of this Trait is equal to the cost of the Perk, divided by 10, and receives a Discount if you own the Perk you're imbuing into it already. The cost of this Trait is multiplied by the number of times you've taken it. For example, a 200CP Perk is 20χP for the first World Power, 40χP for the second World Power, 60χP for the third World Power... and so on.

You may only purchase this Keyblade Trait using χP beyond the initial amount the Keychain comes with.

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

Planar Key

(70χP, See description for requirements, Keychain Trait)
Your Keyblade is now a consistent conduit between local dimensions. Specifically, between the Jump's most normal plane (often referred to as the "real world" or "physical world" or whatnot) and between a plane most similar to one that featured heavily in the Jump the Keychain came from. For example, Keychains from Jumps like Digimon, Sword Art Online, Megaman EXE., etc, would be able to easily open portals to or from local digital or data-based realms in future Jumps, while those from Jumps like Hades or Dragonball will grant access to and from the local afterlife. Obviously, only Keychains from Jumps that heavily feature such places may gain this Trait.

Weapon Transformation

(20χP, Keychain Trait)
(Free for Items of Import whose original form were weapons)



Your Keyblade is capable of shifting its shape in short bursts. This shape is highly malleable, though it takes significant focus to keep them within these varied shapes for more than a few seconds.

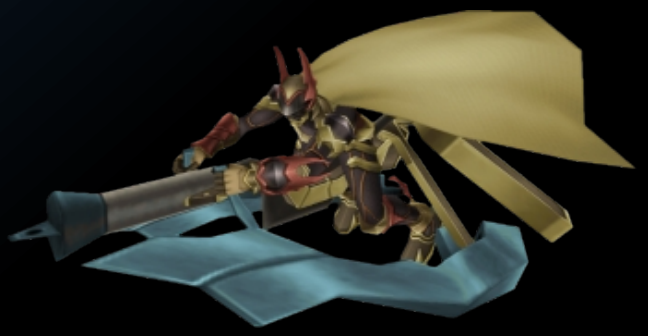
If this Keychain came from an Item of Import which was a weapon, however, there is a particular form that the Keyblade is able to maintain with greater ease, though the Keyblade reverts to its original form eventually.

While in Formchange, you may have the Keyblade take an alternate form for the duration of that Formchange.

Vehicle Transformation

(20χP, Keychain Trait)
(Free for Items of Import whose original form were vehicles)

Allows you to transform your Keyblade into a spaceworthy vehicle ridable by one to two people. If you already possess a personal-sized vehicle of any kind, which can be anything from a motorcycle to roller skates to jet skis to a hang glider to a horse and so much more, you may use that vehicle as the template this form takes, with your Vehicle Form retaining any and all traits of that vehicle.



Regardless, the vehicle mode is capable of flight, and can traverse the emptiness of space just fine and at respectable speeds – just make sure you have a way to survive out there yourself.

Command Carousel

(10χP, Keychain Trait)



In ancient times, wielders drew out power from cards, and later medals, created from a mystical book to conjure and perform attacks and spells not usually available to the wielder. These were slotted into their Keyblades both in "carousels" with five slots. In later eons, this practice has been repeated in various formats with cards, computer chips, and other such items.

This Keychain is armed with a Command Carousel (or Command Deck, roughly the same difference) that likewise can slot in similar objects to obtain special abilities based on those objects. Slot Yu-Gi-Oh cards, Tin Pin Slammer Pins, Battle Chips from Mega Man, Materia from Final Fantasy, or other objects into your carousel to gain access to suitable abilities. Note that your Carousel can only take objects that are of the same selection as each other – you couldn't, for example, combine Tin Pin Slammer Pins and Pokemon Cards, or cards from two different card games, on the same Carousel.

Elemental Chain

(10χP, Requires an elemental effect to channel, Keychain Trait)
(Free with Element-increasing Custom Stat of 5)
While wielding this Keychain, your Keyblade more easily channels the elements that have been infused into it via Elemental Edge, an element-boosting Custom Stat, or a World Power, powering up spells, bending, ki attacks, or other powers that are of the same elemental nature. This boost is roughly equivalent to the difference between a Fire Spell and a Fira Spell.

Size Desync

(30χP, Keychain Trait)
Often, a Keyblade will change size with its wielder – if the wielder is shrunk down, or turned into a giant, the Keyblade shrinks or enlarges to match. This trait takes this further. While this Keychain is attached, your Keyblade can shift in size to match other situations – for example, shifting to the size of a mecha's hand so you can wield it while piloting your giant Mech.

Sealing Redirector

(30χP, Keychain Trait)
There are many means to seal away your foes across the multiverse... and the Keyblade is already well suited to the task. It just... needs a few adjustments. With this Perk, you may channel any sealing powers you have through your Keyblade. If you succeed in sealing your foe away with this power, you may choose to, instead of sealing them where the technique would normally place them, seal them within any form of prison or containment measure you own.

Synch Blade

(40χP)
This Keychain is frankly excessively attuned to being used as an offhand weapon... or an off-offhand weapon. You may multi-wield Keyblades, so long as each Keyblade other than your primary one has Synch Blade. In order...

- For one Keyblade, you do not need Synch Blade.
- For two Keyblades, Synch Blade allows you to dual wield as easily as if you were single-wielding.
- A third, fourth, fifth, sixth, seventh, and such other Keyblade(s) with Synch Blade will float behind you, attacking according to your will. Get enough, they'll behave like wings, even if they can't actually help you fly!

Shotlock

(30χP)

Your Keyblade can lock onto foes, charge up, and fire off a powerful attack. When you start a Shotlock, your perception of time hastens, allowing you to lock on to your target in what appears to be slow motion. This tends to be draining on your stamina, and thus can only be done for 5 seconds at a time.

You may lock onto a target more than once, or multiple targets, with a maximum number of 10 lock-ons per use of Shotlock.

There are two general types of Shotlocks: Fusillade and Barrage. Their true form depends on the traits, shape, and stats of the Keychain – Transformations and Formchanges especially influence the leaning of this attack.

Fusillade: Firing off several small projectiles – 2-3 for each lock-on you achieved.

Barrage: Envelop yourself in power and launch yourself at the locked-on foes, striking them once at high speed for each lock-on you achieved.

Lock-On Cap Increase

(10χP)

Increases the number of lock-ons you can achieve per use of Shotlock by 10.

Shotlock Time Extender

(10χP)

Makes your Shotlock's Lock-On phase less tiring to use, increasing the amount of time you can remain in that state by 5 more seconds.

Full Shot

(30χP)

If you manage to get off all of your lock-ons during the lock-on phase of your Shotlock, you instead fire off a significantly stronger attack. Maybe your Fusillade becomes a single massive laser or explosive shot that cuts through the battlefield, or becomes a maelstrom of slightly larger lasers. Maybe your Barrage produces copies of you that attack your locked-on foes alongside you.

The power of this super Shotlock compared to the normal attacks of a Shotlock is proportionate to the cap on on Lock-Ons your Shotlock has. For example, with a 10-lock-on maximum, the Full Shot is 10% stronger than the combined fury of the base Shotlock, but for 20-lock-ons, the Full Shot is 20% stronger.

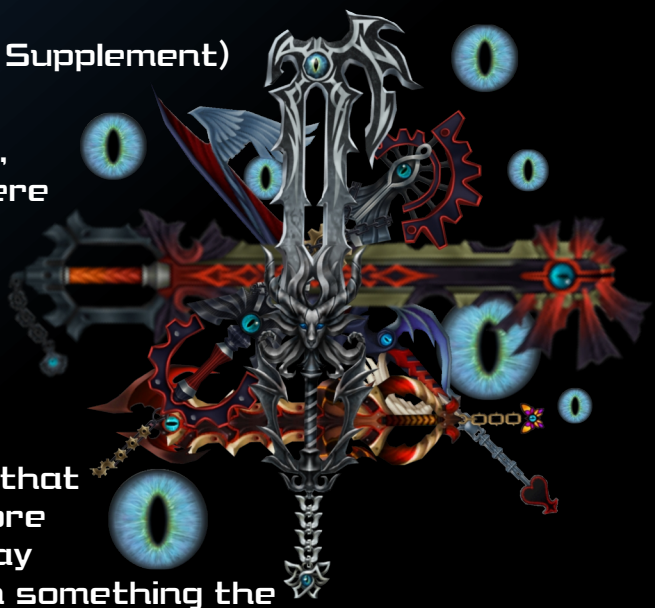
Eye of the Wielder

(30χP)
(10χP Discount upon taking the OoC Xehanort Supplement)
(10χP Discount for any World Powers that involve the user's eyes)
(Free if the Keychain is an Item of Import whose original form had a working eye)

While equipped with this Keychain, your Keyblade has an eye matching your eyes at the time you obtained the Keychain. The pupil and iris of the eye is visible on both sides of your Keyblade. You can see through both sides of this eye as if it were your own, and channel any eye-based powers you possess through it – for example, if you have the Sharingan, you may activate the Sharingan in your Keyblade's eye, or if you have heat vision you may shoot those laser beams from your Keyblade's eye instead of your own. Be warned, though, that costs incurred to the eyes due to those powers can afflict this eye, and are as permanent as the real thing (for example, the Naruto universe's Izanagi would permanently blind your Keyblade's eye as surely as it would your own).

Eye of the Master

(50χP)
(10χP Discount upon taking the OoC Xehanort Supplement)
(10χP Discount for "Eye of the Wielder")



This Keychain has been blessed – or, perhaps, cursed – with a power most ancient. Somewhere on the resulting Keyblade you will find a strange blue eye. This eye can speak to you, occasionally telling you things and you couldn't possibly know - secrets about the future or the past that will help you on your way.

The knowledge this eye gives you is limited to that which will eventually fall into your hands by more conventional means – though those means may only have been possible because you acted on something the eye told you, while the eye is watching. So go. Seek knowledge. Confirm the eye's theories. Your success is *etched* in prophecy.

Formchange

(40χP for Secondary Form, 60χP for Secondary and Tertiary Form)
(10χP Discounts: Weapon Transformation, Formchange Extender)

Your Keyblade now has a special transformation. For 40χP it has a secondary weapon form that has all of your form's bought traits plus 60χP's worth more.

For 60χP total it also has a tertiary form that has all the traits you've bought for the previous two forms, plus 100χP's worth more.

Traits below this one, marked as "Formchange Archetypes" next to their cost, are exclusive with each other, and can only be bought within the secondary forms of your Keyblade.

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

Connected Transformation

(10χP, Requires Formchange)
(Free for Keychains that were bought with Item of Import or Advanced Keychains that ultimately originate from such)
(Free for Keychains that took some sort of transformation as a World Power)

This Keychain's Formchange has been connected to an existing transformation you already possess. Perhaps you're a Magical Girl, or a Power Ranger, or something similar? As such, you may share the energy normally used for this Keychain's Formchange with the connected transformation, letting you remain in Formchange so long as you remain transformed yourself, and vice versa.

Be warned that this does put an additional drain on whichever reserves you use this with.



Connected Element

(30χP, Requires Formchange)
(10χP discounts: Elemental Chain, Element-Boosting Custom Stat of 7)
(10χP discount with Magic Merger from the Dive to the Heart Body Mod)

Select an element infused into your Keychain via Elemental Edge, an element-boosting Custom Stat, or World Power. In performing your Formchange, you draw out a latent connection between your Keychain and that elemental power. This tints your attacks and other magic – for example, with Connected Element (Ice), your Fire Magic will paradoxically shoot ice-cold flames that burn and freeze at the same time. Of course, Perks that enhance one element or the other stack together, when these magics are united.

Shifting Keychain

(20χP, Requires Formchange)

When you perform a Formchange, your Keychain reveals a whole other side of itself. You may completely change the the length, weight, edge, tip, or base Stats of your Keychain's form while in Formchange, even refunding points from the base build. This also comes with an aesthetic change. Maybe you'll switch from that clunky blunt gold and silver Key to a sharp, white and yellow blade with wing motifs?

Synch Gear

(50χP, Keychain Trait, Formchange)
(10χP Discounts: Synch Blade, Shifting Keychain)



While in your Formchange, a second, phantasmal Keyblade manifests in your free hand. The Keychain attached to this temporary Keyblade is a sibling of the Keychain that bought Synch Gear, and is either In Tune or Opposed to it. It has χP equal to half of what the original Keychain had, and gains Synch Blade for free.

If the Keychain is In Tune, it gains discounts on any Keychain Shapes, Stats, Abilities, or Traits its sibling already has, or any that are closely associated – for example, if the original Keychain has Elemental Edge (Water), the Synch Gear-created Keychain may have Elemental Edge (Ice).

If the Keychain is Opposed, it gains discounts on any Keychain Shapes, Stats, Abilities, or Traits that run counter to the original – for example, Elemental Edge (Light) and Elemental Edge (Dark), or one Keychain pushing to be longer while the other pushes to be shorter.

Second/Limit Form

(20χP, Formchange Archetype)
(10χP Discount for the Core Keychain)

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

During your Tertiary Form, if you possess any kind of "Limits," "Limit Breaks," or other super-moves (such as fighting-game Super Moves, signature techniques from shonen anime, and the like), their potency is increased by two thirds and their costs are reduced by two thirds while in this Formchange.

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

Guardian/Master Form

(40χP, Formchange Archetype)
(10χP Discount for Guardian Choice during Prologue Scenario)
(10χP Discount for Importing a Defensive Perk with World Power)
(10χP Discount for Items of Import that were defensive gear)

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

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

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

Strike/Valor Form

(40χP, Formchange Archetype)
(10χP Discount with Warrior Choice during Prologue Scenario)
(10χP Discount for Importing a Strength Perk with World Power)
(10χP Discount for Items of Import that were melee weapons)

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

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

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

Element/Wisdom Form

(40χP, Formchange Archetype)
(10χP Discount with Mystic Choice during Prologue Scenario)
(10χP Discount for Importing a Magic Perk with World Power)
(10χP Discount for Items of Import that were projectile weapons)

While in your Secondary and Tertiary Formchange, your clothing turns sapphire blue, you gain the ability to slide freely across the ground according to your will, and your Magical Perks and this Keyblade's magical traits are enhanced. If this Keychain has **Shotlock**, the duration of your Lock-On time is doubled. If your Keychain has **Weapon Transformation**, you'll find greater success turning your Keyblade into a projectile-shooting weapon, such as a gun, magic staff, bow, or similar.

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

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

Rush/Blitz Form

(40χP, Formchange Archetype)
(10χP Discount for Importing a Movement Perk with World Power)
(10χP Discount for Items of Import that were wearable weapons)

While in your Secondary and Tertiary Formchange, your clothing turns emerald green, and your speed-based and movement Perks and this Keyblade's physically offensive traits are greatly enhanced. If your Keychain does not already have the **Weapon Transformation** trait, it receives it for free in this Formchange. If it does, its shapeshifting abilities are improved, changing faster and with greater extremes. It still has a preference - it tends to enjoy taking on wearable forms.

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

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

Ace/Pilot Form

(40χP, Formchange Archetype)
(10χP Discount with Vehicle Transformation)

While in your Secondary and Tertiary Formchange, your clothing turns a brilliant amethyst purple. Your keyblade enters its vehicle-like form, or simply allows you to ride it as if it were a hoverboard. While riding it, you are faster and stronger than usual, and ramming attacks simply hit harder. Any weapons or powers associated with the vehicle are enhanced as well, and can serve as conduits for your magic.

In your Tertiary Formchange, if your Keychain didn't have Vehicle Transformation, it gains it. In addition, if you possess Perks that boost your ability to pilot or command vehicles, especially vehicles of the type your Keyblade has transformed into, they serve as similar-behaving boosters to all of your physical and magical prowess as well as their usual functions. Your Keyblade can meld with whatever vehicle you're driving, bolstering it accordingly.

While wielding these forms, your vehicular mastery Perks and any Imported vehicle's weapons temporarily scale up to whatever challenge you're facing, at the cost of draining your Form's stored time twice as fast when fighting foes stronger than you.

Medic/Miracle Form

(40χP, Formchange Archetype)
(10χP Discount for Importing a Healing Perk with World Power)
(10χP Discount for Items of Import that were healing items)

While in your Secondary and Tertiary Formchange, your clothing turns a peridot green. Your ability to recover from injuries goes into overdrive, healing wounds faster over time. Your magic becomes a means to channel your healing powers - allies caught in the area of effect of a fire spell find their wounds seeming to catch fire... only to flicker away with the flames. If the Keychain has Weapon Transformation, it is best suited to taking the shape of medical equipment, from healing staves to hypodermic needles and the like.

In your Tertiary Formchange, your self-regeneration is even faster, and simply being near you heals and invigorates your allies. Any Perks you possess that boost your regeneration apply to nearby allies as well. Any morale-boosting Perks you have also become stronger.

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

Stealth/Stranger Form

(40χP, Formchange Archetype)
(10χP Discount for Importing a Stealth Perk with World Power)
(10χP Discount for Items of Import that were small weapons)

While in your Secondary and Tertiary Formchange, your clothing turns a topaz grey. Your stealth-focused Perks power up, and even when battle starts, even when your foes know you're there, slipping out of view for a second is enough to reactivate any such Perks that deactivated. If your Keychain has Weapon Transformation, it finds it easier to take small, easily concealed weapon-shapes.

In your Tertiary Formchange, you become a ghost of the battlefield. People's eyes slip away from you almost like clockwork, and from their point of view you seem to teleport from one location to the next.

While wielding these forms, your stealth Perks temporarily scale up to whatever challenge you're facing, at the cost of draining your Form's stored time twice as fast when sneaking around or fighting foes stronger than you.

Appeal/Grace Form

(40χP, Formchange Archetype)
(10χP Discount for Importing an Appearance Perk with World Power)
(10χP Discount for Importing a Musical Perk with World Power)
(10χP Discount for Importing a Dancing Perk with World Power)
(10χP Discount for Items of Import that were poles or lashing weapons)

While in your Secondary and Tertiary Formchange, your clothing turns a pearlescent pink. Your talents with dance and song become weaponized, enhancing your magical and physical capabilities. Drum the earth to create quakes, spit fire with your fire lyrics, or bring whirlwinds with every pirouette. With Weapon Transformation, this Keychain finds it easier to take similarly graceful forms, such as whips and ribbons, or long poles.

In your Tertiary Formchange, your tempo rises, and your speed grows alongside your abilities. See if your foes can keep with your rhythm. Further, your opponents cannot help but turn their gaze to you, finding it harder to focus on anything else. This compulsion becomes greater the more your appearance has been enhanced by your Perks.

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

Ultimate/Final Form

(70χP, Formchange Archetype)
While in your Secondary and Tertiary Formchange, your clothing turns silvery white with black highlights, and all of your Perks and this Keyblade's traits are greatly enhanced. You begin hovering a foot off the ground, and in addition to gliding through the air you can teleport short distances. If your Keychain does not have the Abilities Leaf Bracer, Damage Control, and Reaction Boost, it gains those abilities. If it already possesses those abilities, your curative spells wash over entire battlefields, healing and protecting your allies, and your reaction speed and durability are pushed to extremes even when you're not in critical condition.

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

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

Cross/Union Form

(70χP)
(Requires this Keychain to purchase Synch Gear, Requires Both Keychains to have a different Formchange Archetype)
With Synch Gear, you created a second Keyblade only summoned as an extension of this Keychain's power, with its own special Keychain. With Cross and Union Form, you have awakened the true potential of their connection.

In your Secondary Formchange, Cross Form, your clothing changes colors in half - each side representing the Formchange of one of the involved Keychains. Your Keyblades' unshared powers are doubled. The effects of Synch Blade are bolstered further, allowing you significantly improved telekinetic control of your offhand Keyblade.

In your Tertiary Formchange, something miraculous happens, and your Keyblades collide, fusing into a larger, more powerful weapon - a weapon built more closely in the image of the legendary weapon that inspired the Keyblades. The powers of both Keyblades become merged and tripled compared to their baselines, uniting in a way not easily done otherwise.

NOTES AND CREDITS

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

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, Save Points, and Keyblades

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 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.

Fan Images:

Nijuukoo: Seen in Connected Trnasformation
https://nijuukoo.tumblr.com/post/146668062206/finally-finished-colouring-my-designs-for