DUALINK

Keyblade Master

Subclass



Kingdom Hearts Edition

Keyblade Master

Keyblade Masters are chosen wielders of a legendary weapon shaped by the heart. Their blades shift form, their strikes carry light and magic, and their combat style blends speed, precision, and supernatural control. Each swing reflects not only skill, but the strength of the wielder's heart.

Keyblade Manifest

At 3rd level, you can summon a weapon formed from your heart. As a bonus action, you can manifest your Keyblade in your hand. It counts as a martial melee weapon with the following properties:

- You are proficient with it
- It deals 1d8 slashing or radiant damage (your choice when you hit)
- It has the versatile (1d10) property
- It counts as magical for the purpose of overcoming resistance and immunity

The Keyblade disappears if it leaves your hand, and you can summon it again as a bonus action. You can use your Strength or Dexterity modifier for attack and damage rolls with this weapon.

Form Techniques

Also at 3rd level, your Keyblade can shift into different combat forms. You learn two of the following Form Techniques of your choice. You learn one additional Form Technique at levels 7, 10, and 15.

You can activate a Form Technique

as a bonus action. It lasts for 1 minute or until you activate another Form.

You can use this feature a number of times equal to your proficiency bonus, regaining all uses on a long rest.

Strike Form

Your attacks become relentless and fluid.

- Once on each of your turns, when you hit with a weapon attack, you deal extra damage equal to your proficiency bonus.
- After you take the Attack action on your turn, you can move up to 10 feet without provoking opportunity attacks.

Guard Form

You turn defense into strength.

- You gain a +2 bonus to AC.
- When a creature misses you with an attack, you can use your reaction to move up to 10 feet without provoking opportunity attacks.

Mystic Form

You channel magical power through your Keyblade. Your weapon attacks deal an extra 1d4 radiant damage.

Aerial Form

You dominate vertical space and mobility.

- Your jump distance is tripled, and your movement does not provoke opportunity attacks when you jump.
- When you hit a creature, you can force it to make a Strength saving throw (DC = 8 + your proficiency

bonus + your Strength or Dexterity modifier). On a failure, it is pushed up to 10 feet.

Twin Form

Your Keyblade splits into two weapons in a blur of light.

- Your Keyblade gains the light property.
- You can engage in two-weapon fighting using your Keyblade.

Flow Motion

At 7th level, your movement becomes fluid and supernatural. Your movement ignores difficult terrain. When you move at least 15 feet before making an attack, you gain a +1 bonus to the attack roll.

Starting at 11th level, this bonus stacks for every additional 15 feet you move before the attack.

Starting at 15th level, the bonus becomes +2 for every 15 feet moved.

Additionally, when you take the Dash action, you can move across vertical surfaces and liquids until the end of the turn without falling.

Light Infusion

At 10th level, your Keyblade channels the power of light.

- Your weapon attacks deal an additional 1d6 radiant damage.
- When you hit a creature, you can cause it to shed dim light in a 10-foot radius until the start of your next turn. Invisible creatures hit this way become visible for the duration.

Form Mastery

At 15th level, you can sustain and combine your combat styles.

- When you activate a Form Technique, you can choose to maintain the benefits of your previous Form for 1 additional turn.
- When you roll initiative and have no uses of Form Techniques remaining, you regain 1 use.

Master of the Keyblade

At 18th level, you reach the pinnacle of Keyblade mastery. As a bonus action, you enter a heightened state for 1 minute:

- You gain a flying speed equal to your walking speed
- Your weapon attacks deal an additional 1d8 radiant damage
- When you take the Attack action, you can make one additional attack

Once you use this feature, you cannot do so again until you finish a long rest.