Out of Context: FF Gambler Supplement

V1

By James the Fox

The Omniverse is shrouded in darkness. Seas stagnate, winds falter, the earth grows barren.
Heroes fall, and villains rise. Entire civilizations cry out and perish.
But a prophecy rings out across reality, as distant Jumps yearn for champions to fulfill it:

"When darkness veils the world, a Jumper of Light shall come."

And now, after a long journey, or perhaps at the start of one, you and your comrades have appeared. And in each of your hands… is a dim crystal etched with the wisdom of the past, sheltering the light of hope…

You stand upon a hill overlooking... a city of consequence where good and evil collide. A small and humble town where a hero is meant to be born. A village with a small problem that will cascade into a worldwide disaster. Or perhaps, something else entirely?

Cross the bridge, hero of light. Cross the bridge and bring hope to all.

This is one of several Supplements that focus on the Job System of the Final Fantasy multiverse, each focused on its own core Job. This document can be used as a supplement in any Jump to grant the Jumper and their allies the otherworldly abilities of the document's Job.

By taking this Supplement you have chosen to be a **Gambler of Light**, and unlocked an additional **Starting Location** for this and future Jumps: As a **Drop-In** Origin, you may choose to enter the setting by mysteriously appearing at sunrise, outside of the Jump's main city, bearing a small dim Crystal (or Orb?) engraved with the teachings of your Job.

Your role as a Gambler of Light need not influence your Race – you may appear as whatever species you already are, or whatever species is given to you by the main Jump. By default you are a Gambler of Light – but may choose to invert that, being a Gambler of Darkness, in which case invert any other mentions within this document of Gamblers of Light or Gamblers of Darkness.

+1000 CP

If this Supplement is instead taken as a standalone Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump. You may also treat this as a **Generic Final Fantasy Jump**.

Origin:

You may choose a single Job to focus in on – a variant of the main Job given above.

Lady Luck
More at home in casinos and parlor houses than the battlefield, these gambling aficionados love to leave their fates to chance. You'll seem them wearing flashy, flamboyant, and sometimes revealing garb, with colors to blend in or stand out from the brilliant and dazzling colors of their home field. That said, very few reputable casinos would let someone wearing your **Antiquated Artifact Armor** in – it's in desperate need of repairs. While they prefer wielding thrown weapons, including stranger weapons like cards and darts, they're also deft with a knife. Your **Ruined Relic Weapon** is… a set of ordinary playing cards? Ill luck, though perhaps you can manage a paper cut...

Corsair
Often seen in the company of pirates and privateers, these ill-mannered gamblers are like as not to lie and cheat their way to victory. Corsairs prefer guns to other kinds of weapons, but can handle a knife or sword fairly well. Your **Ruined Relic Weapon** is made of tarnished and battered bronze and silver, barely capable of firing correctly. Your **Antiquated Artifact Armor** isn't much better – the worn and seedy-looking seafaring garb easily tipping off your untrustable nature.

Astrologian
Envoys of fate, these card-wielding sorcerers heed the movements of the stars and the revelations of their tarot decks, guiding others to their proper place. They often carry starglobes in their duties, but staves, books, mirrors, and crystal balls are valuable backups. Your **Ruined Relic Weapon** is an old and rusted starglobe. They tend to wear flowing robes, massive hats, and opaque veils, giving them all the mystique a seer of their repute deserves… but your **Antiquated Artifact Armor** gives you the looks of a common, back-alley fortune teller.

Perks:

Crystal-Bearing Origin - Free (Cannot be activated with “Chosen By The Crystal”)
This is an Out of Context Origin Perk. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were using one of the Out of Context FF Job Supplements, appearing on a hill outside the main or starting settlement of the setting. You may only acquire this Out of Context Origin Perk once, for the purposes of Dynamic Entry.

Dynamic Entry - Free (Requires 3 “Out of Context Origin Perks” from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping Into a Jump.

The Battle (Gambler) - Free
You gain a basic understanding of how to use your Job in battle. In this case, the basics of wielding the weapon your Job Origin uses. Any skill-gifting Perks that align with your Jobs are likewise boosted by 10%.

Freelancer -200 CP
You’re surprisingly versatile. You can adapt your fighting techniques and magic to a wide variety of weapons, loosening the requirements for specific abilities. For example, a spell that requires a specific wand may now be cast with any old wand, while spells that require you to use a category of magical foci can be used with any other foci, while spells that simply require magical foci may be channeled through some other non-magical tool like a bow or sword or axe. You can move down several orders of requirement, in exchange for making the ability cost more to use while being weaker overall each time.

Augment Spirit -200 CP
The light of the Crystal shines upon your soul, enhancing your concentration and mystical resistance. With no other enhancements, you are able to shake off low doses of fire magic with only mild burns and maintain focused on a task despite extreme pain. Should you already surpass this with other Perks, your magical resistance and ability to concentrate grows by 5%.

Augment Accuracy -200 CP
The light of the Crystal shines upon your body, enhancing your hand-eye coordination. With no other enhancements, your hands are steady and dexterous, and your eyesight is exceptionally sharp. You could reliably hit a bullseye from 100 meters without a scope. Should you already surpass this with other Perks, your accuracy grows by 5%.

Active Time Battle -400 CP
You have an improved sense for the flow of battle, including the length of any cooldowns and remaining resources you possess. If you have an overwhelming number of options at your disposal, you can even halt time for everyone and everything except your own mind to mull over your choices, giving you an effective extra thirty seconds to plan your next move.

Temporary Terrain Tearing -400 CP
It doesn’t matter if you send a crashing wave down an alleyway, strike the earth hard enough cause bits of the earth to spike up through the asphalt, set a cyclone of fire through a forest, freeze over an entire lake, or even drop a meteor on an unsuspecting city. Neither your allies, incidental victims (such as the fish in a frozen lake), nor the environment will take permanent damage from your powers unless you want them to. Specifically, damage done to inanimate objects you didn’t want to damage will simply… reverse itself, a few seconds after your absolutely ridiculous attack rips it all apart.

Job Change -400 CP
You possess the ability to tighten your focus, the scope of your knowledge and skill, into a single point – restricting yourself to the Perks and powers which match the essence of a Job (for instance, becoming a Paladin restricts you to just any swordplay and holy magics you possess), becoming a paragon of that Job in truth. In doing so, your remaining powers grow in potency commensurate with the abilities you're giving up. Outside of battle, with a minutes-long meditation, you may activate or deactivate this power, or shift from one Job to another. Jobs, Classes, and similar from other Jumps are compatible with this Perk.
Breaking My Limits Booster: Jobshift
You have become exceptional at changing Jobs on the fly, and can perform a Job Change over the course of seconds instead of over the course of minutes. Further, you'll find that weapons and armor that align with your accumulated Jobs can hide within your Dim Crystal, leaping from within to garb you and arm you appropriately for whatever Job you've taken on.

Breaking My Limits -800 CP
Many a hero has felt it – the moment when everything hung in the balance, but everything they had been before was not enough to make the difference. It is in these moments that a true Warrior of Light shows their colors and their will. This Perk allows you to draw out that full strength. Once a Jump, you may call upon your Crystal's light with fervent prayer and unyielding hope, and defy a different Perk or Item's once-per-year-or-longer cooldown. Doing so will leave you winded, and if you used an Item it will be visibly damaged and incapable of performing its other features for a full year. This Perk may only ever be taken once, even if you encounter it in other Jumpchain Documents or Supplements, and even if other Perks would allow it. Notably, it serves as a Capstone Booster for several Perks across the Out of Context FF Job Supplements.

Lady Luck Perk Tree:

Gamblin' Reels -100 CP (Free for Lady Luck)
A set of reel slots begin to spin in your head. These two mental slot machines will produce a variety of effects based on their results. The Attack Reels conjure different weapons you've encountered, allowing you to throw the weapon at your foe for impressive damage. The Magic Reels likewise pull from magic you've seen. Should you get an absolutely terrible result, however, the reels will backfire, causing gravity to increase upon your body for extreme harm.
Breaking My Limits Boost: Item and Fantasy Reels
Item Reels create simulacrums of medicines, bombs, and other handheld items you've encountered on your Jumpchain, for you to throw or consume. Fantasy Reels pull from a variety of effects, ranging from prismatic beams, falling icicles, producing toy soldiers to fight for you, turning you into a giant, calling random Summons, and even causing the enemies around you to voluntarily yield or be destroyed.

Bribe -200 CP (Discounted for Lady Luck)
Sometimes, it'd be more of a pain to actually fight. You're skilled in finding ways to bribe your foes into… well, looking the other way. You're an excellent negotiator, and can tease out exactly what your foe wants in their heart of hearts. If you can provide it to them, they'll be more inclined to accept a trade. This is even more effective when all you're asking in return is for them to leave you be – they'll often do just that, and if you go above and beyond they'll even leave you a few useful items in their possession.

My Life Is A Chip In Your Pile -400 CP (Discounted for Lady Luck)
For one who lives and dies by chance, fate sure likes to turn a blind eye to you. By drawing the curtains of chance around yourself, you can render yourself… well, not quite invisible to fate. Those who try to scry your future or predict you will see only possibilities – millions of them, with no means to tell which is what will actually happen. Prophecies fail to latch onto you, becoming so vague as to be useless. Interestingly, by devoting yourself to another person's cause, you can extend this veil to them, as well.

Tantalize -600 CP (Discounted for Lady Luck)
Fortune favors the flashy. You've got both the physical looks and the understanding of your own body language to be extraordinarily alluring. And while flirting and flaunting what this Perk gives you, you'll find your own luck grows in proportion to how many nearby people are enamored with you. Make yourself the center of attention, and you'll find yourself rolling doubles and triples, drawing royal flushes, and landing lucky hits with ease.
Breaking My Limits Booster: So Close, Yet So Far
"Oh, so close, dear! Won't you try again?" Even on the battlefield, you are an expert at teasing and taunting your foes, and your boldness rewards you with dodges that look easy (or even exceptionally lucky). The closer you let your foe get to landing a blow, and the more you tease them, the more difficult it becomes for that foe to actually seal the deal. Letting your foes get tantalizingly close to actually hurting you, only to stay *just* out of reach, will slowly build a feedback loop where your foe gets closer and closer to you, but further and further from victory. You're also very good at getting people to commit to a sunk cost.
My Life Is a Chip In Your Pile Booster: Time To Ante Up
Your sheer luck grows as the stakes rise, and fate turns a blind eye to you, especially when you're leaving your future all up to luck. While this will never boost the odds to 100% in your favor, it can bring it very close. Notably, this Perk also doubles the effects of any luck-related Perk you possess, and when you share your ability to elude fate with others, they benefit from any and all luck-related Perks you possess as well.

Corsair Perk Tree:

Phantom Roll -100 CP (Free for Corsair)
A pair of mystical six-sided dice appear in your hand, and you roll them whilst thinking of an ally or a Job. The roll grants you and your nearby allies a boost related to the subject's most notable trait – for example, thinking of a Warrior will boost the party's strength, or thinking of your friend The Flash boosts your party's speed. The boost depends on your roll result, ranging from 20% to 100% for rolls of 2-10. A roll of 11 outright doubles the associated stat. However, a roll of 12 causes you to "bust," reducing the associated stat by half.

Saboteur -200 CP (Discounted for Corsair)
How unfair of them, putting up barriers and enhancing their strength and speed. Time to turn the tables. Your attacks are capable of breaking boons and buffs, one at a time, at the cost of the attack doing less actual harm to the person hit. Better yet, breaking these effects inflicts a temporary status condition that is the opposite of the original effect.
Breaking My Limits Boost: Jinx
When it rains, it pours. When you inflict any kind of negative status condition, you'll find that others already in effect will refresh themselves, resetting any durations they may be subject to and reverting themselves to the state they were in when the effect first started up.

Fold -400 CP (Discounted for Corsair)
Sometimes, you just gotta know when to quit while you're ahead. If you've inflicted yourself with some form of negative status effect, you may cancel it at will, recouping half of any damage these effects did to you. This of course costs you whatever good came with the bad – you'd deactivate Kaioken or Eight Gates if you chose to Fold their harmful effects – but sometimes that's just the cost of doing business!

Quick Draw -600 CP (Discounted for Corsair)
You're an exceptionally fast draw – both with your gun, and with a card. Your dexterity is twice as high when drawing a weapon or handling cards at all. Interestingly, you can combine your talents – drawing a card from a deck within reach and infusing it into your gun or other weapon. This converts the card into a bullet (or empowers the bullet already within, or empowers the weapon if it's a melee weapon) that has an unusual attribute, based on the nature of the card infused. A card from the spade suite may grant improved piercing power based on the card's rank, while a card of hearts may heal the one hit by it. This goes beyond a simple 52-card deck – any deck of cards you happen upon, from children's card games to the tarot, may provide unusual effects. Just beware – this process destroys the card used. Perhaps using a fiat-backed deck that can regenerate itself would be wise.
Breaking My Limits Booster: Winning Streak
When you hit a foe with an attack empowered by your Quick Draw that is especially effective against that foe (such as a water attack against a fire enemy), there's a chance that your gun will immediately be reloaded with a copy of the bullet that did that damage (or your weapon will be immediately recharged), allowing you to immediately strike the foe again. This effect starts at 10% odds, and goes up by 5% each time it activates in a row, capping at 90% odds.
Fold Booster: Crooked Cards
Only a fool gambles without messing with the odds a little. You're supernaturally skilled at cheating with cards without being caught, and when working with a deck you know the contents of, you can effectively draw whatever card you want with a quick shuffle. In addition, whenever you use magic or powers that rely on your luck or a random effect, you are made aware of the result of the random effect before it is revealed to anyone else, and you may choose to "Reroll" the effect a single time if you dislike it.

Astrologian Perk Tree:

Astral Magic -100 CP (Free for Astrologian)
By calling to the stars, you are capable of not only reading the fates of others, but shifting others' fates around as well. You know all the basic methods of fortune-telling (including methods native to the Jumps you visit), and your methods, backed by the movement of the heavens, are fully functional. You can manipulate others' fates through two spells – Benefic, which spontaneously heals injuries by convincing fate they didn't happen, and Malefic, which spontaneously causes injuries by convincing karma that they missed something. Despite distance or light pollution or other factors, you can always see the stars above.

Horoscope -200 CP (Discounted for Astrologian)
All life is tied to the stars – even if they don't know or accept that. You can sense the constellations others were born under with a glance, and the closer those stars are to being over them again, the stronger your powers are when used upon them – should the stars be perfectly aligned, such as if they were in their birthplace during their birthday, your powers would be twelve times as powerful when used upon them.

Time Magic -400 CP (Discounted for Astrologian)
You are possessed of a rare and powerful magic, the arts of the Time Mage. Haste allows you to speed up one person by slowing down the flow of time around them, while Slow does the opposite. You may Aspect your Benefic or Malefic spells, if you have them, to apply their effects over time, doing more harm or healing over a period of time than their normal versions would do all at once. You may also cause yourself or an ally to float in the air for a short time.
Breaking My Limits Boost: Space Magic
You may cast the spells Gravity and Anti-Gravity, adjusting the effect of gravity within the reach of the spell. Vanish allows you to make yourself or an ally invisible. You're also able to cast the powerful Stop spell, freezing a single foe in time.

Stellar Arcana -600 CP (Discounted for Astrologian)
You gain a small deck of magical cards, akin to the Tarot. At the same time, constellations matching the cards join the night sky in each Jump you travel to. Each card, when drawn from the deck, connects you to their constellation, and allows you to bestow their blessing on your allies. The Balance strengthens, the Bole reinforces, the Arrow hastens, the Spear hones accuracy, the Ewer regenerates, and the Spire refuels. These effects last one minute.
Breaking My Limits Booster: Celestial River
Once a Jump, with an absolutely massive amount of magical energy, you wave your hands across the cosmos, no longer a servant but instead a master, and force fate to change. The more magical energy you push into this effect, the greater the scope of what you can change and the further back in time you may change it. A relatively small amount may move an attack a few seconds ago just a few inches. The entirety of the reserves a mere mortal could procure could undo the recent deaths of allies or cause a miraculous rescue to happen thirty minutes sooner than it should have. But greater reserves, extraordinary reserves, may allow one to change the very flow of history – to retroactively undo a single event, or a single aspect of an event, up to a hundred years prior. Be warned – the greater the scope of what you shift, the better of an understanding of its cause and effects you need, lest the changes you make erase things you wish to keep. For want of a nail, a horse, a battle… a war was lost.
Time Magic Booster: Celestial Stasis
By channeling a large amount of magical power, you can reach up into the heavens, and with a few gentle pinches force the guardian stars of your foes to come to a sudden halt. In doing so, your foes come to a complete and total stop, frozen in time for a single minute. You may instead prod your allies' stars, causing any beneficial effects they're under to hold for just a minute longer.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Ruined Relic Weapon - Free
A tarnished weapon associated with your main Job Origin. For now it is merely a passable example of the kind of weapon you'll need to use your Job's disciplines. Perhaps, with abundant time, rare and thematic materials, and one or two craftsmen of rarest talent, it can be restored to its full splendor, in which case it will be a weapon through which you may channel any active Perk aligned with this Job's principles.

Antiquated Artifact Armor - Free
A tarnished set of Armor associated with your main Job Origin. The aesthetics may shift slightly to carry traits of the other Job Origins if you've acquired their Perks as well. For now it is a decent set of armor well suited to the teachings of your Job. Perhaps, with abundant time, rare and thematic materials, and one or two craftsmen of rarest talent, it can be restored to its full splendor, in which case it will be armor that cause any passive Perks aligned with this Job's principles to soar in power.

Dim Crystal - Free
The crystal (or, perhaps, an orb?) that was in your hand when you arrived in this era. It is dim, but clutching it gives you a sense of connection to those who bore the title of Gambler of Light before you. Etched in stone is your Job's history, and etched in your soul is the stone's contents. If you have a destiny within a setting, the crystal grows more comfortably warm and shines brighter as you draw closer to it, especially if your destiny would see good prevail over evil. Those who attempt to gaze into your future through any means will find themselves dazzled and blinded by this crystal's resplendence.

Companions

Light Party (200 CP)
You may create or import a set of four Companions. They gain access to one Out of Context FF Job Supplement – even one that you haven't used yet – and claim a Job Origin from that Supplement alongside 800 CP. They may take Drawbacks that affect only themselves, and automatically take the Scenarios **Of Relics Reforged** and **Of Artifacts Augmented** for their Job. Other Scenarios are barred for them.

Full Party (300 CP)
This allows you the usual full roster of 8 Companions, all at once. This is otherwise the same as the Light Party option, and is mutually exclusive with it.

Drawbacks:

You may gain up to 1500 CP from Drawbacks, for use in this Supplement and this Supplement alone. You may take more Drawbacks if you wish, but they won't supply any CP.

Chosen By The Crystal +100 CP
You are no longer a Drop-In or from an alternate Reality. As such, this Drawback locks you out of the main Drop-In Option for all Jump Docs this Jump.

When taken with an Out of Context FF Job Supplement, you are instead a Local drawn to and selected by the Crystal, which itself is hidden somewhere in the setting near a location important to the story. Should the Crystal be destroyed or its light fade, you may lose your Job powers until it is restored.
+ Shattered Crystal +200 CP
The Crystal that called you has been shattered already. You must seek out its shards across the setting in order to gain your Job abilities.

Hot With Destiny +100 CP
Remember how your Dim Crystal becomes comfortably warm as you walk a destined path? With this Drawback, your Dim Crystal will become increasingly, painfully hot as you continue your path. Worse, the Dim Crystal refuses to part with you, always returning to your hand or pocket (with that priority) the moment it leaves your sight and touch. If you take an Item Lockout Drawback, the Dim Crystal becomes immune to it.

Dark Crystal Bearers +200 CP
Normally you would be the only one bearing a Crystal within this continuity, however with this drawback, there are now others. Three random characters from this setting will receive a random Job Origin and the associated Free Perks from this Out of Context FF Job Supplement, bearing a Dark Crystal which drives them to oppose you. You may take this Drawback multiple times – each time you do, a random Out of Context FF Job Supplement will grant three more characters from this setting one Job Origin each.

Job Lock – Lady Luck +300 CP (Exclusive to Lady Luck)
Your Dim Crystal shimmers with tales of flamboyant reels. Because of this, you are no longer able to take perks from the Corsair Perk tree or the Astrologian Perk tree. If you take this Drawback through "Heavy Burden" or similar Perks or means, this Drawback instead restricts your Out-of-Jump Perks to those discounted by Lady Luck or in theme with it.

Job Lock - Corsair +300 CP (Exclusive to Corsair)
Your Dim Crystal shimmers with tales of salted wealth and cursed dice. Because of this, you are no longer able to take perks from the Lady Luck Perk tree or the Astrologian Perk tree. If you take this Drawback through "Heavy Burden" or similar Perks or means, this Drawback instead restricts your Out-of-Jump Perks to those discounted by Corsair or in theme with it.

Job Lock - Astrologian +300 CP (Exclusive to Astrologian)
Your Dim Crystal shimmers with tales of twinklings stars and fated hands of cards. Because of this, you are no longer able to take perks from the Corsair Perk tree or the Lady Luck Perk tree. If you take this Drawback through "Heavy Burden" or similar Perks or means, this Drawback instead restricts your Out-of-Jump Perks to those discounted by Astrologian or in theme with it.

From Beyond the Final Fantasy (Gambler) +200 CP, Can be taken up to 3 times
With each purchase of this drawback, one of the following will appear under mysterious circumstances, guided by a power that opposes your own. If you take this Drawback in future Jumps, each enemy summoned will remember their previous appearances on your Chain, growing wiser and more dangerous as you go. Your options for each purchase are…

1. Stepping out of a crowd with a gun already trained on them, this slick figure shoots first, then slips right back out of sight with a smirk and a well-pressed suit. Quickly finding a role working for the local government, they slip into enemy lines, wielding guile and charm in equal amounts to get close and thwart schemes in service of crown and country. They may ally with you every now and again, but one misstep on your end could see them given orders to take you down. The "**Seventh Spy**" will have access to all the perks on the **Lady Luck** Perk Tree, including the Boosted Effects.

2. Arriving in a nearby port upon a rapidly sinking boat, this ne'er do well disembarks. Always pursuing their own betterment, this knave regularly finds fate blowing a tailwind their way when they need it most – though perhaps that is in part due to them stacking the cosmic deck in their favor. Expect them to butt in on any high stakes games of chance, winding their own twisted schemes and manipulating friend and foe alike as they seek their most desired treasure – freedom. It's just such a shame that you keep ending up in between them and their next goal – they might be a fun drinking buddy otherwise, long as there's rum to spare. The "**Typhoon Pearl**" will have access to all the perks on the **Corsair** Perk Tree, including the Boosted Effects.

3. From golden light and a whirl of ancient glyphs and stone tablets this mysterious figure arrives. Seeking to maintain the flow of fate, they move in mysterious ways, nudging heroes, villains, and even the most meager bystanders on their destined paths. In doing so, they often undo your own hard work, raising up those you've personally put down and bringing setbacks to those you've bolstered. The more you go against the flow of fate, the more they'll view you as an anomaly that should be prevented from ruining destiny's design. The "**Millennium Oracle**" will have access to all the perks on the **Astrologian** Perk Tree, including the Boosted Effects.

Generic Drawbacks:

Basics

Extended Stay (+100 CP)
You can Increase the duration of this jump by 10 years. You can take this a maximum of 10 times increasing it up to 110 years total.

Knowledge Lockout (+100 CP)
Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuities.
+ Chain Amnesia (+200 CP)
You have no memories of your time going through Jumpchain.
+ Full Amnesia (+300 CP)
You have forgotten everything about yourself other than what you learn in-Jump and what memories come with your in-Jump origin and background.

Plot Anchor (+100 CP)
No matter what you do, you will always be dragged into the conflicts of the setting, and made to deal with some variation of the important history of the world.

Local Scale (+200CP)/(+300 CP)/(+400 CP)/(+600 CP)/(+800 CP)
Your power, and perhaps your growth, has been restricted to align with the locals. Any Perks or Items you possess that exceed this power will be weakened if possible or otherwise made unavailable for you to use until you reacquire through normal means power roughly equal to your lost or weakened Perks and Items.
For **(+200 CP)** you start the Jump with power equal to the local protagonist.
For **(+300 CP)** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting.
For **(+400 CP)** you'll also find that your level of growth will be capped at the scale of growth of the local protagonist.
For **(+600 CP)** you'll instead be limited to 90% of the scale of growth of the local protagonist.
For **(+800 CP)** your scale of growth will be limited to 90% of that of the local protagonist… and will also constantly shift to never be enough to let you match the currently relevant local villain in a 1v1.

Not So Shiny Toys (+400 CP)
All items gained from other jumps will not be able to be imported into this jump.

Friendly problems (+400 CP)
All preexisting companions, followers, and pets are barred from this jump.

Mortal (+400 CP)
All of your perks are disabled for the duration of this jump.

Origin Modifiers

Stranded (+100 CP)
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Just A Child (+300 CP)
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Rough Childhood (+100 CP)
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it. Value doubles if you take **Just a Child** or a similar Drawback.

Self-Insert (+200 CP)
(Requires a Main Jump, Chosen By The Crystal or another "Not a Drop In" Drawback, and an appropriate level of Local Scale)
You are bound into the life of a major character from the Main Jump's story, starting your time here where they were at the Jump's start. You are locked into the Origin that best describes them, must attempt to take any Perks, Items, and Drawbacks that are based on them, and must take a level of Local Scale that lines up with the character you're replacing (the **(+200 CP)** version for the protagonist or stronger characters, or the **(+300 CP)** version for everyone else). If you Self-Insert as the protagonist and select the **(+400 CP)** or higher version of Local Scale, your growth will be compared to where the protagonist was in the setting's canon.

Absolute Fanwank Hell +500 CP
You are not in the canonical story of the Main Jump, but an alternative universe randomly created from all the FanFictions and Fan Theories. Canonical villains may become friendly champions of peace or achieve levels of depravity not seen in their source material, while canonical heroes may become monsters or ever greater paragons of righteousness. Only one thing is certain: the stakes will escalate beyond their canon levels, with commensurate boosts to the power levels of your foes.

Random Setting +1000 CP
By taking this drawback you are no longer allowed to select the setting of your Jump. Instead, open an All Jumps List, and use a digital roller to roll six dice with as many sides as there are Jumps listed there. You may choose one of these to be your Main Jump.

Setting Modifiers

X-rated (+100 CP)
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

G-rated (+100 CP)
This Jump is now a family feature… or so it seems when it comes to you. Any attempts to swear, drink alcohol, take recreational drugs, have sex, kill someone, or anything that might warrant a PG rating will be averted at the last moment – often painfully and humorously.

Low Budget (+100 CP)
Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Silent World (+100 CP)
The world seems emptier than it should be. Aside from named and essential characters (such as shopkeepers) you'll find that each city's population is only about 10% of its capacity.

Wider World (+200 CP)
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

The Good People (+200 CP)
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People (+200 CP)
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Living in Exciting Times (+300 CP)
Completely random but exciting things will nearly constantly occur around you. They will at minimum cause you annoyance and stress, but over time they will grow in danger, reaching their peak at excruciatingly exciting events that leave you wondering how you survived, only to return to their initial levels of hijinks for about a month before starting to climb once more...

Opponent Modifiers

Stalker (+100 CP)
A random ordinary human knows everything about you and has become obsessed with you. They will seek you out, geek out over you (often spilling your secrets to others), try to draw your attention, become jealous of others' interest in you, and generally distract you.
+ **Divine Stalker (+200 CP)**
Instead of a random ordinary human, your stalker is now a powerful godlike being who has decided to interfere in your time here for their own amusement. It will whisper your secrets into the ears of your allies and enemies, cause strange weather patterns that hinder your plans, drive wedges into alliances, toss you into other dimensions for a lark, and generally be a massive nuisance.

Angered Factions (+100 CP)
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new canonical group your enemy.
+ **Thugs for days (+100 CP)**
At least 10 random thugs from a single angered faction will randomly show up once a week and target you. You may take this as many times as you take Angered Factions, with each faction acting on a different day each week.

Publicity (+200 CP)
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front. It's almost like someone is trying to make you look bad.

Wanted (+100 CP)
Somewhere within the setting, you have a criminal record. Thankfully, this record doesn't follow you outside of this area, and so you'll be find so long as you don't enter the region, but if you do, expect local law enforcement to try and arrest you.
+ Dead or Alive (+200 CP)
Your criminal record is now worldwide, and such that the powers that be want you brought in dead or alive. Expect an endless array of bounty hunters and heroes of all stripes to be chasing you down.

Dark Minions (+200 CP)
If a setting has creatures of darkness or evil, they are now drawn to you en masse. If no such being exists in this setting, new ones will be created. Weirdly, no one aside from you or your Companions ever seems to see them or interact with them, meaning the monsters' focus is purely on you.

Pet Food (+200 CP)
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.
+ To Serve Jumper (+200 CP)
Scratch that, even the sentient creatures are looking at you funny. You look and smell delicious, and everyone who meets you aside from your Companions wants an actual bite. Worse, rumors spread about what a delicacy you probably are, so expect hunters to seek you out wherever you hide.

From the Depths of Hell (+400 CP/+600 CP)
A powerful foe you've faced in a previous Jump has been brought to this Jump as a Drop-In Origin, gaining 1000 CP for the Main Jump, and they want vengeance. For **(+600 CP)** they also gain power that directly scales to your own.

+ Competent Enemies (Variable)
All of your enemies will get situational intelligence whenever you face them making them twice as competent. This boosts the value of Drawbacks that provide enemies within this Jump by 50% of their baseline.

+ Double Trouble (Variable)
You will always encounter twice as many enemies in the world. For generic goons, minions, and mooks, there will simply always be twice as many as usual. But for unique, major foes, each will have an identical copy that manifests at the start of battle, who only you and your Companions can see. Despite this, the copy can cause harm. You will need to defeat both the original and the copy to win any given fight. This boosts the value of Drawbacks that provide enemies within this Jump by 50% of their baseline.

Ally Modifiers

Team Up (+100 CP)
It seems that you can't go anywhere without some random person showing up and joining you. This will often be one of your Companions, but can also be characters from the setting. Whatever their skill compared to yours, your group's successes will always be attributed to them, while your group's failures will always be attributed to you.

Friends to the Four Winds (+100 CP, +200 to all imported Companions)
Instead of arriving at your Location Choice, your Companions are now scattered randomly throughout the setting. They won't be able to enter your Warehouse until they've found either you or one of your Properties.

Always Left Behind (+100 CP)
Why do they keep leaving you behind?! You will find Companions, allies, and benefactors are always ditching you to deal with things unrelated to your current predicament.

With Friends Like These… (+200 CP, +100 CP to all Imported Companions)
Your Companions have become… well, barely useful. They can't strategize, and can only barely manage to follow the plans you make unless you simplify them a lot. Their fight-ending blows bounce off their enemies, forcing you to be the one to finish the job.
+ … Who Needs Enemies? (+200 CP)
Your comrades, even those who aren't Companions, are now subject to With Friends Like These. Worse, they're even less useful than before. Your healers will wait to heal you until after you've already healed yourself, they'll inevitably waste any resources you hand over to them, and they're always, always late.

Self Modifiers

Heroic Sayings (+100 CP)
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Silent Protagonist (+100 CP)
You are completely mute for the duration of this Jump. Hope you're good at charades.

The Weirdo (+100 CP)
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Kick the Cook (+100 CP)
You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Honorable (+100 CP)
You are honorbound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare (+100 CP)
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Sore Thumb (+200 CP)
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Scarred (+100 CP)
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Blinded (+200 CP)
You have lost your eyesight and will not regain it this jump.

Thou shalt not kill (+200 CP)
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Challenges

The Importance of Education (+400 CP)
You will be forced to attend 10% of your total time in this jump inside of an education institute. Taking classes, studying in the library, taking scheduled meals, interactions with other students or staff while within the institute or for educational purposes, working as a teacher, and reasonable commute between such tasks count towards your total time – everything else does not. Failure to do so will count as a jump failure.

Find and Seek (+400 CP)
Every year you will gain a list of 12 macguffins that will be scattered around the world. If you have taken Opponent Modifiers or similar Drawbacks, your enemies have the same list, and can attempt to claim them for themselves or destroy them. Failure to have possession of all twelve at the same time within a year will count as a jump failure. They each possess great or unusual powers, often on par with local treasures, but once you've claimed all twelve simultaneously, they vanish.

Boss Rush (+600 CP/+1000 CP)
A boss rush that approaches you at the end of the Jump. For **(+600 CP)** you will pre-commit to having a 1v1 fight against every major enemy you have faced in the jump one after another. For **(+1000 CP)**, you will be pre-committing to fighting versions of your enemies who have been scaled up to match your end-of-Jump power level, granting them new abilities and magics they couldn't possibly have had before to bridge that gap. If you are defeated, your jump will fail.

Scenarios

Of Relics Reforged (Gambler)

This Scenario is accepted alongside your **Ruined Relic Weapon**, and will follow you from Jump to Jump until it is completed.

The weapon you arrived with is battered and in disrepair, but it was once a weapon without peer, forged in legend to perfectly align with your discipline. Even diminished as it is it will serve you well… but if you can find the right materials, the right craftsmen, the right tools to restore the relic to its former glory, then you will have a powerful new weapon. But where, oh where in the multiverse are you to find such things?

Lady Luck Relic

The **Lady Luck** Relic must be a glamorous and impressive weapon. Gild your weapon in gold, shell it in silver, decorate it in all things gaudy and brilliant. But not just any treasure will do. No.

Every material you acquire for use in restoring this weapon must be earned through games of chance, or bought using riches earned from such. You must infuse each gram of material with your luck and fortune, with the thrill of the coin in midair, the dice mid-roll, the wager on your lips. Steel ripped from that ship you won in a game of dice, leather you risked and retained as the stakes in a massive chocobo racing bet, the very deck you and others played with in a game of poker – that you took along with the rest of your spoils.

Meld such treasures with your Relic, even as you reshape it as you see fit, and surely, you'll obtain your ultimate reward.

Reward

Your weapon has been rebuilt into any form preferred by **Ladies Luck**. This **Reforged Relic Weapon (Schrodinger's Serendipity)**, is both here and not – a coin constantly flipping in the air, a card yet to be drawn and observed. Only in your hands can this weapon land firmly on the "here" side of the coin – for all others, it's simply… not.

This weapon can, at any time, fuse with any weapon a **Lady Luck** can use (other than other **Reforged Relic Weapons**) as an Import option, gaining their traits and the ability to shift between shapes. So long as you yet live, the coin can keep flipping, the dice can keep rolling, and the card can be shuffled back into the deck and redrawn – all this to say that no damage done to it will last.

Each time you throw this weapon, it splits into a random number of copies, each traveling with a different trajectory. The direction of each copy is random and incalculable through precognitive means, but somehow the real weapon – or perhaps a copy of the real weapon, no one can ever be sure – always finds itself back in your hands, and shortly after coming to a rest all loosed weapons will simply… not be. The coin of existence and nonexistence continues to flip.

By sheer chance, at least one of the weapons you threw will often do damage to the battlefield in a way that makes life harder for your enemies – cutting loose a stream of barrels, knocking down a ladder, freeing a caged foe of your foe, or something else entirely. Beware, because it does not aim for something you consciously want to happen, and these little happenstances can prove dangerous to you as well, but at the very least your enemies will be the first ones put in danger by this weapon's antics.

Corsair Relic

The **Corsair** Relic should be a testament to a life of debauchery and ill-gotten goods. Acquire your riches and treasure by any and all underhanded means, and reforge your weapon using the shiniest and most glittering examples – the kind you acquired through a little luck you made yourself. Bronze and silver are the preferred materials, polished to a brilliant shine, but other metals can be used instead, so long as you acquired them through a mix of luck and nefariously-used skill.

You must do the final smithing while out at sea. Select a day and commit to working and shaping the metals, regardless of the conditions presented by the ocean's whimsy. Let the waves' caress nudge your hammerblows, creating small shifts in the weapon's shape that make it well and truly unique. Quench the metal in the ocean itself.

It is inevitable, of course, that your ill-claimed luck should run out. On the final quench, the last piece of your work will be stolen away from you by the sea. It is of no matter – pick a direction, and sail. You will eventually find a shore, and upon that shore your weapon's most critical piece will have washed up, perfectly shaped for your purpose. Finish construction of your weapon on that very shore, and take your reborn weapon with you.

Reward

Your weapon has been rebuilt into any form preferred by **Corsairs**. This **Reforged Relic Weapon (Fomalhaut)**, is a boon of the sea, and will turn into foam should it be stolen from you, only to reform at your side.

This weapon can, at any time, fuse with any weapon a **Corsair** can use (other than other **Reforged Relic Weapons**) as an Import option, gaining their traits and the ability to shift between shapes. It will reform from any damage done to it, so long as you draw breath.

The weapon roars with the power of the tide – its attacks leaving a copy of your weapon made of conjured water that, after a short delay, follows in the attack's wake, as fast, sharp, and dangerous as the original attack, and more inclined to continue beyond the inciting attack's area of effect, if only as fast-moving water. If you are in contact with a significant deal of naturally occurring water, these conjured water copies may form from anywhere connected to you by water.

You may also deploy from your weapon's tip a string of water that you can lash out at enemies with. Foes hit with this string are suddenly bound by ropes made of water, and you are able to reel them in for a close range attack or, should you have the natural strength, throw them about. These bindings will hold against most humans, but are otherwise scaled in durability and strength to your own magical might. With enough magical power, you might be able to hook a big one!

Finally, strangely enough, if you are out on the ocean, the weapon seems to glow when there is sunken treasure of some kind nearby, with the glow increasing the closer you get to being right on top of the treasure.

Astrologian Relic

The **Astrologian** Relic is meant to bind the wielder to the stars above… even diminished as it is, this weapon still has that bond, and only by following it can you hope to reforge this weapon into its true splendor.

Meditate upon the stars, find the constellation that calls to your weapon most readily, and follow it. Travel by night and night alone. Eventually, the constellation will lead you to your objective. Do as the stars command, be that harvesting some form of material, hiring the services of some craftsman or another, melding some material to your Relic, or even reducing your Relic to parts or even to ashes that it might be incorporated into the materials and parts you've already acquired.

At minimum, twelve times you will have to travel, following a different constellation each time.

Only the stars know the true nature of what you need to do – follow and trust their guidance, see what fate has in store for your Relic Weapon.

Reward

Your weapon has been rebuilt into any form preferred by **Astrologians**. This **Reforged Relic Weapon (Providence)**, is guarded by fate itself – even should it be stolen from you, fate will ensure you find it again.

This weapon can, at any time, fuse with any weapon a **Astrologian** can use (other than other **Reforged Relic Weapons**) as an Import option, gaining their traits and the ability to shift between shapes. So long as you still have a future – be it of your own making or granted by the stars above – this weapon shall repair itself from any damage done to it.

This weapon can weave the fates of two allies – including yourself – such that reality is tricked into believing they are one and the same. Good that comes to one shall come to another – should one person receive healing, a buff, or some other temporary power-up, the other may benefit from that same empowerment or healing.

You may deepen your connection to a celestial body local to the solar system you're in, but which you aren't currently standing upon, to gain a power-up related to the celestial body. Usually, these are based on the myths and legends local people share about that celestial body – Mars granting a boost related to War, for instance – but may also involve a natural, physical trait of the celestial body. A star might grant its burning might, or a planet like Earth might empower the life-giving aspects of your magic. This connection may be established once a day, and lasts twelve hours.

Of Artifacts Augmented (Gambler)

This Scenario is accepted alongside your **Antiquated Artifact Armor**, and will follow you from Jump to Jump until it is completed.

Your armor is a worn thing, not quite tailored to you, nor is it in good shape in general. You will need to replace it. Find suitable craftsmen to study your garb and make new examples for you. Thankfully this is not as involved a process as your Relic Weapon, but repairing your armor will still require resources similar to those you'd use to reforge the Relic Weapon. Once it is restored, it must be augmented – a process that requires you to fight whilst wearing it, reattuning the inner traits of the armor's original parts to you, and having them teach the armor's newer parts their role. Once you have won a hundred battles while wearing your repaired armor, this Scenario will be completed.

Rewards:

Your armor reawakens as **Augmented Artifact Armor (Gambler)**. It attunes to you, and cannot be worn by any other. So long as you yet live, the armor will repair itself over time. It can absorb into itself any similar armor you have already acquired and gain the traits thereof (save for other **Augmented Artifact Armors**), with any traits that align with your Gambler Origin's themes and abilities being further enhanced. While worn, it enhances your **Augment Spirit** and **Augment Accuracy** Perks, doubling their effects.

You may pick two of the following abilities for your Armor to possess:

Swiftcast: Your armor can, in short bursts, eliminate all verbal and somatic preparations for magic, allowing nigh-instant casting of a single spell every minute.

Juggler: Your armor assists you in tossing your weapons, tracking your airborne weapons, and timing their hang time such that you can use your hands for other tasks. You will always be capable of safely catching any weapon you set into the air so long as it is within your reach.

Stash: This armor has strange pockets that can house multiple copies of any consumable item you store within. These copies replenish themselves by one each day, to a maximum cap of five copies of an individual item.

Absorb MP: Your armor naturally absorbs magical energy from spells and energy techniques that hit you, refueling your relevant reserves by 25% of the price of the spell.

Flickering Flash: In battle, your armor glints off every light source, blinding and distracting the eyes of your enemies as you move, drawing their attention to you and making it harder for them to actually land a blow on you.

Ordeal of the Tower of Zot

(You may activate this Scenario once per Jumpchain, in any Jump, starting when you use this Supplement.)

Somewhere in this Jump is a tower sitting upon a collection of clouds. Interestingly, powers of flight deactivate should one draw too close to the tower, forcing those who approach to make landfall upon the strangely solid clouds outside of the tower's reach and approach on foot. This tower is said to have belonged to a goddess of storms and her minions. A divine blessing is said to await those who can impress the goddess at the top. Perhaps you and your allies will be the first to receive it.

The tower is mazelike, filled with slimelike monsters, puppets and their puppeteers, soldiers, and beasts of fire and ice. On the fifth floor, you will encounter a trio of the goddess' servants – Sandy, Cindy, and Mindy, collectively known as the Magus Sisters. You must prove equal to the task of defeating them.

Overcome them, and on the sixth floor you will encounter another of the goddess' most dangerous servants, a man clad in black – a previous adventurer who tried to claim her blessings, perhaps? Calling upon a dark dragon and shuffling his weaknesses while casting a variety of black magic, he will try to stop your ascent. Strike him down, proceed to the throne room, where the goddess, Barbariccia, awaits. She will challenge you to one final battle. Her control over the winds and her own hair make approaching her difficult, but she possesses one major weakness – being a goddess of the sky, she does not deign to look above her, considering attacks from that direction unthinkable. Strike her down, and the might of her winds will wash over you...

Rewards:

The winds turn out to be the goddess' blessing, and as such you feel one of your Jobs growing in strength. You and each of your Job-bearing Imported Companions will receive **600 CP** to spend on Perks from an Origin other than your chosen one, from any single Out of Context FF Job Supplement you've already taken, including this one.

You also claim the **Manusya Charm**, a purple sphere on a chain. If worn it naturally improves your luck in matters of wealth, and if it is tied to one's weapon it instead allows your attacks and magics to ignore magical barriers.

If you or a Companion have acquired an Origin from the Out of Context FF Summoner Job Supplement, your Summoners are also granted the ability to **Summon Magus Sisters** for themselves. Their stats are as follows:

Magus Sisters
Elemental Nature: Reflect, Healing, Fire, Ice, Lightning, Poison
Scales To: Intelligence
Sandy, Cindy, and Mindy, the servants of Barbariccia, now scrambling to serve you. These sisters fight in sync with a variety of weapons and attacks and magic – Sandy wields reflective and illusion magic, Cindy provides healing magic, and Mindy provides poison, ice, fire, and lightning magic. Their most devastating tool is, of course, the **Delta Attack**, which uses Sandy's reflective magic on Cindy to scatter Mindy's magic across the battlefield in unpredictable and difficult to avoid ways.

(If you have not yet acquired a Summoner Origin from the Out of Context FF Job series, the power of **Summon Magus Sisters** will stay dormant within you until such time as you can use it.)

Bonus Scenario 1: Heavy Punishment

To take this scenario you need to have taken at least 10 distinct Drawbacks from this Supplement, totaling at least 1500 CP (Drawbacks you can take multiple times only count as one altogether). In addition, any Jumps taken with this Supplement must take native Drawbacks to their local cap (or 600 if they have no listed cap).

Rewards:
You gain the Perk **Take Your Troubles With You.** You may now apply Drawbacks from any Out of Context Supplement you've already used, including this one, to any future Jump as though they were native Drawbacks. Your repertoire of ways to make things harder for yourself also expands as you take on more Out of Context Supplements.

Bonus Scenario 2: Out of Context Gauntlet

A chance to define your Jumpchain? Certainly. In order to complete this Scenario:

- This Supplement must be applied to a Jump with an existing Jump Document.
- You must take the **Plot Anchor** Drawback - you must be an active participant in the main story of the Main Jump. You must also take any Drawbacks the Main Jump has that would enforce this.
- The powers associated with this Supplement are no longer Out of Context. Their nature may or may not still be exclusive, but they now have a history that others may know or research.
- Worse, there will be a character from this Supplement's inspiration arriving in this world at the same time you do… and they will side with whichever side you would most oppose.
- The setting as a whole will be made roughly as dangerous as the inspiration behind this Supplement.
- If this is *not* your first Jump, additional rules apply:
    - This Jump will be a Gauntlet.
    - You must take and complete one of the Out of Context Scenarios.
    - The Jump you Supplement this document to must be randomly chosen. You must select your Jump via the method used in the Random Setting Drawback: open an all-Jumps list, and use a digital roller to roll six dice with as many sides as there are Jumps listed here. You may choose one of these to be your Main Jump.
        - If you are taking Chain-Drawbacks that enforce similar randomness, you may only select from the first three results.
        - If you are taking Chain-Drawbacks that force you to take multiple Jump Documents and take them together, this Supplement counts as one of those three, and the others must be rolled randomly.
    - You must take the **Boss Rush** Drawback.
    - The price of all Perks doubles.

Rewards:

For completing this task you may add this Jump's entire purchase list to your Bodymod. Yes, including the Main Jump.

If a Race Option was taken in the Main Jump, and this Supplement had its own distinct Racial Option that you bought, you may choose to either combine the two race forms or make it a secondary base form.

Companions you got here or which were gained from this Supplement may import into future jumps for free with no companion slots taken up and a stipend of 1000 CP on top of the highest amount of CP they could receive from a Companion Option in that Jump.

Scenarios taken during the course of this Jump, if completed, will also be included in the Bodymod package.

This doesn't replace the Bodymod, you may still take it or, if you took some Bodymod replacer already, this will simply add onto it.

Ending Choices:

Go Home: Return to where you started. Time will resume in all realities you've previously left frozen. Have 1000 CP to spend on this Document as a parting gift.

Stay Here: Remain in this Jump for the rest of your life. Your affairs in your home world will be set in order, and time will resume in all realities you've previously left frozen. Have 1000 CP to spend on this Document as a parting gift.

Move On: Continue your Jumpchain.

Notes:

Magic:
If you should happen to already possess specific spells of some kind, additional instances push the spell up a rank across all Out-of-Context FF Jobs. For example, if you already have Fire, a second Perk that grants Fire gives you access to Fira.

Beyond the Final Fantasy:
The details of the beings that emerge from this Drawback, such as physical sex and personality, whatever your Benefactor wishes them to be, other than what is written in their dossier. If you convince them to no longer be hostile towards you, the next time you use this Drawback an alternate universe version of them who struck you down last time will emerge.

The beings this time are based on…
"Seventh Spy": James Bond, James Bond
"Typhoon Pearl": Captain Jack Sparrow, Pirates of the Caribbean
"Millennium Oracle": Ishizu Ishtar, Yu-Gi-Oh!