

Out of Context: FF Thief 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 **Thief 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 Thief 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 Thief of Light – but may choose to invert that, being a Thief of Darkness, in which case invert any other mentions within this document of Thieves of Light or Thieves 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.

Rogue

Also known as the bandit or hooligan, this is the archetypical thief. A cut above the common thugs you'll find in your nearest alleyway or the urchins that'll try to pull a fast one on you, these walletpinchers are both sneaky enough to not get noticed and skilled enough that if they are noticed they can fight their way out. They prefer loose leather and cloth garbs and bandannas over the tops of their heads... though your **Antiquated Artifact Armor** certainly looks a bit more ragamuffin than rough and tough. These agile fighters are proficient in swords, rapiers, knives, throwing weapons, and claws. Your **Ruined Relic Weapon** is a rusty knife with a fair few cracks in the iron. Maybe you should steal yourself a new one!

Ninja

Also known as Assassins, these shadowy figures are known for their talents in spycraft, stealth, and combat. They often do shadowy work as mercenaries, though they are just as often loyal to some higher cause... if they're not actually just out for themselves. They prefer exceptionally light armor to assist in moving silently and freely, though perhaps your **Antiquated Artifact Armor** is a bit too threadbare. Proficient in throwing weapons, katana, nunchaku, and scythes, they are also known for their exceptional skill at wielding a weapon in both hands. That said, your **Ruined Relic Weapon** is a boomerang with warped wood and chipped and rusty edges, whose magical sutras have long since worn beyond legibility.

Viper

These hunters are known for their unique weapons, which they use to disorient and overwhelm their prey. The slithering nature of their attacks has led to some few finding success in banditry instead of in hunting, and so they sometimes have a bad reputation. Still, theirs is a proud tradition centered around bringing down the biggest monsters in the world and seeking greater challenges wherever they go. They prefer heavy leather coats and hoods, though your **Antiquated Artifact Armor** has perhaps seen too much battle damage to properly guard you against the marks you hunt. They are proficient in swords, shortstaves, and axes, always in perfectly twinned pairs... though your **Ruined Relic Weapon's** bone-made blades have become distinct from each other because of all the chipping and staining, the damage done putting them just barely out of sync with one another.

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 (Thief) - Free

You gain a basic understanding of how to use your Job(s) in battle. In this case, the basics of wielding the weapon your Job Origin uses, and using two weapons at once. 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 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%.

Augment Agility -200 CP

The light of the Crystal shines upon your body, enhancing your swiftness and reflexes. With no other enhancements, you have the flexibility and balance of an olympic gymnast. Should you already surpass this with other Perks, your agility 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.

Rogue Perk Tree:

Thievery -100 CP (Free for Rogue)

Someone needs something nicked, you're the cove called in. You can pick locks with the best of 'em, and yer a dab hand at pickpocketing – even and especially in the heat of battle. You can Steal even from folks who don't have pockets to pick. Not sure how you stroll up to a flan or wolf or bear, lay a hand on 'em, and filch back a potion, or some fancy weapon, or some armor... but it makes you a bloody good thief.

Find Passages -200 CP (Discounted for Rogue)

A right proper map is what you are. Yer capable of casing buildings for later burglary with ease, slapping together somethin' akin to the official layout of the building just by lookin' at it from the outside. Once yer actually inside, though, you 'ave a knack for noticing secret passages or hidden loot what wouldn't have been written on any map. And that talent for pathfinding means yer also incredibly good at Scramming from battle, being able to lose folks around turns and in crowds with such ease some'll call you a right ghost.

Vigilance -400 CP (Discounted for Rogue)

Y'know the sayin': "What's yers is mine, and what's mine is mine." And ye've got the wits to keep to it. You can tell when someone wants a shot at you, and especially when they want to steal or break something on yer person. Makes it real 'ard to sneak up on you, and gives you more opportunities to ambush their ambush. You're good at Hiding, both in general and hiding stuff from your enemy's grubby hands or blades. All in the sleight of hand.

Breaking My Limits Boost: Flimflam

Yer so good at theft that you can steal things what ain't there. Borrowed Time lets you freeze a foe with a mere touch, and with a little more luck you can snatch a rook's senses or their gumption, driving 'em mad or making 'em terrified of their own shadow. Steal their voice by scratchin' that itch on their jugular. You can even Steal Heart, pilferin' a poor sod's feelins' for another and redirectin' them to yerself. These sorts o' things don't hold for long, but maybe they'll serve as an opening fer something more permanent...

Mug -600 CP (Discounted for Rogue)

Yer quite good with them slicers, ain't ya? Yer so good in fact that in a single motion you can scratch up a rook with 'em even as you hook 'em around yer real prize. Yer mark won't even notice aught's missing 'til you flash the swag, ha ha ha!

Breaking My Limits Booster: Mirage Dive

Yer a bloody flash, you are. Your footwork gets a little faster with every bruise and cut upon your form, 'til you reach three times yer untouched speed. Even when yer clean as a whistle, you tend to leave echoes of yerself around while yer darting all over the place. These mirages ain't hurting anyone, but they're distracting, and any upright rogue knows the value of a good distraction.

Vigilance Booster: Larceny

Yer talent with thievery has poked into the magical, it has. Ya'know them ephemeral things people call "buffs?" "Powerups?" That sort of thing. You can steal those, too. Oy, see that there "Super Saiyan" transformation glowin' like a firefly? Snatch it, make it yers. Well, yers to borrow – it won't last long, so use it or lose it.

Ninja Perk Tree:

Throw -100 CP (Free for Ninja)

The base teachings every Ninja should know. Though sometimes given the unimpressive name of “Throw,” the ninja art of throwing weapons at a foe is infamous – most weapons a Ninja can Throw strike the foe so hard that they shatter on impact, only for the shards to keep the weapon’s forward momentum and pierce the foe as so much shrapnel. Weapons that are built to be thrown, such as the ubiquitous shuriken, withstand this force and pierce through your foes, in some cases even returning to you.

Ninjutsu -200 CP (Discounted for Ninja)

A skilled shinobi also knows the means of drawing elemental power from specially crafted handseals and applying the elemental forces of fire, lightning, wind, water, earth, and ice to their thrown weapons. This requires a set of premade scrolls, which are consumed when you activate them, and which you now possess the skill and knowledge to craft. You may also “unveil” these Scrolls to release a massive explosion of their element, throwing them on their own to keep them out of your reach.

Bunshin -400 CP (Discounted for Ninja)

A potent ninjutsu. By consuming some of your magical energy, you enter a state of duality. In this state, when you attack, you split into two, a phantom copy of you lagging just behind you, striking a mere second after your own attack. The copy vanishes after the attack, disorienting your foe as to what is reality and what is mere fantasy. By constantly attacking in this state, you make it hard for your foe to tell where they should be attacking, and thus your attack becomes the best defense you can muster.

Breaking My Limits Boost: Doppelganger

Your copies and afterimages are no longer mere phantoms, lasting up to twelve seconds after their creation or until struck. They’ll have a minor sense of free will, diverging from your own motions, wielding any and all of your abilities, covering the real you to the best of your own ability. You can also “stock” Bunshin’s copies through several seconds of sustained chanting and mudras – the more power you pour into this ninjutsu and the longer you meditate for, the more of these copies will appear at once when you begin your assault.

Blindside -600 CP (Discounted for Ninja)

You now possess a variety of dangerous techniques – the height of the ninja arts. Shadowbind allows you to pin a victim in place by impaling their shadow with any sharp weapon. Release a gas that causes sleeping foes to suffer terrible, damaging nightmares. Vanish allows you to become utterly invisible. In addition, you now have a sixth sense that tells you if you are within the gaze of another being.

Breaking My Limits Booster: Last Breath

Your talent for assassination has been pushed to mythical heights. You are utterly silent in motion, and you gain a power boost to all of your attacks for each of the following senses your target can’t currently detect you by: sight, sound, smell, and touch. If your foe has any extra senses, such as detection via telepathy, you’re utterly invisible to those senses, as well.

Bunshin Booster: Blink

You may now instantly swap places with your own afterimages, copies, and other beings identical to you. This requires but a thought and an amount of magical energy that scales with the distance between you and your copy.

Viper Perk Tree:

Synthesis Blade -100 CP (Free for Viper)

There's a reason Vipers use twinned weapons – using specialized techniques passed down through your predecessors, weapons that are identical to one another can be temporarily merged into “synthesized” forms, their hilts meeting and locking together. A pair of shortstaves becomes a full quarterstaff, while two bladed weapons become a united double-ended weapon. You are proficient in both variants of your weapons, recognizing the best times for your dual-wielding stance's quick strikes and your united stance's extra force. Careful use of both united and split forms allows you to shift the tempo of battle to keep your foe off guard.

Coil, Uncoil -200 CP (Discounted for Viper)

Like the snakes that inspired this fighting style, you can pause, take a moment to coil your muscles and charge them with lightning... and pounce. This pouncing maneuver enhances your acrobatics and speed in short bursts, and with an application of energy can be used to launch yourself while in the air.

Trick -400 CP (Discounted for Viper)

Both monsters and humans alike will fall for the dumbest things. You know just how to trick a foe into looking the wrong way with a sudden exclamation, or say something to get under their skin. You're also incredibly resistant to such trickery yourself.

Breaking My Limits Boost: Free Energy

But there are more serious techniques to wield – the Dyne. With Tidal Flame, pour your magical energy into your blades as you pierce the ground to conjure a ring of flames that chases your foe. With Scoop Art you can send smaller, faster lasers that move in disorienting patterns as they track your foe. Cause lightning and water to mix explosively with Shift Break. With Stellar Circle 5, release your magic as a whirlwind of magnetic energy that pulls foes closer.

Trance -600 CP (Discounted for Viper)

Awaken your inner power with this secret art of the Vipers. Within you lies a feral soul – a spirit animal of sorts that you may manifest the traits of. The scaly skin of a snake, or perhaps the thick fur of an monkey. This comes with a feral boost of power that allows you to generate significantly more magical energy – such that most spells and techniques will only barely drain your new reserves.

Breaking My Limits Booster: World Swallower

You can draw upon the strength of your ancestors and predecessors, their blood and experience flowing through your veins and from your blades. You enhance your speed to extraordinary heights, entering an awakened state in which your mana wraps around your blades, turning them blue as you continue to lash out, slipping through your foe's guard with every strike.

Trick Booster: Reverse Gaia

The secret Dyne techniques of the Viper are yours, accessible only while within Trance due to their prohibitive cost. Launch a storm of lightning glyphs with Solution 9. Throw your blades forward and have them shoot intersecting lasers with Meo Twister. And roar towards your foe as a raging drill of whirling lasers with Grand Lethal.

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. Until it has been restored with the Scenario **Of Relics Reforged (Thief)**, this weapon cannot be Imported into other weapons, nor can it be the recipient of weapon imports.

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. Until it has been restored with the Scenario **Of Artifacts Augmented (Thief)**, this weapon cannot be Imported into other weapons, nor can it be the recipient of weapon imports.

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 Thief 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 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 - Rogue +300 CP (Exclusive to Rogue)

Your Dim Crystal shimmers with dashing kleptomania. Because of this, you are no longer able to take perks from the Ninja Perk tree or the Viper 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 Rogue or in theme with it.

Job Lock - Ninja +300 CP (Exclusive to Ninja)

Your Dim Crystal shimmers with shadowy focus. Because of this, you are no longer able to take perks from the Rogue Perk tree or the Viper 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 Ninja or in theme with it.

Job Lock - Viper +300 CP (Exclusive to Viper)

Your Dim Crystal shimmers with the thrill of the hunt. Because of this, you are no longer able to take perks from the Ninja Perk tree or the Rogue 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 Viper or in theme with it.

From Beyond the Final Fantasy (Thief) +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. Dropped off by a giant eagle of all things, this short burglar has arrived, desperately seeking something stolen from him – a treasure supposedly worth his life. Crafty and paranoid to the extreme, he is prone to taking what he needs, rather than asking for aid, for fear that his quarry's nature would draw unwanted competition if it were widely known. In his more lucid moments, one might share a friendly smoke with him, but otherwise his gentlemanly facade has cracked and crumbled after the loss of his most precious thing – a loss that he seems to blame entirely on you. This "**Ring-Hunter**" will have access to all the perks on the **Rogue** Perk Tree, including the Boosted effects.
2. Appearing in a puff of smoke, this orange-clad brawler is hungry and desperate. They fled their home out of guilt and shame for some kind of major theft, and found their way here after messing with something they shouldn't have. Convinced they can never go home again, that their honor is forever tarnished, and that it is only a matter of time before their countrymen find and slaughter them for a traitor, they have decided to live without honor. To this end they have begun doing whatever will get them ahead in the short term. They often find work as a mercenary, and these jobs usually make you their enemy. This "**Orange Deserter**" will have access to all the perks on the **Ninja** Perk Tree, including the Boosted effects.
3. Appearing in a strangely pixelated flash of blue light, this hunter seems dismissive yet impressed by the world around them. They are convinced that this is a game of some sort – though not a fun one, as they are trapped inside it, and they cannot get home until they defeat the "Final Boss" of the game. Everyone else is an NPC, meant to distract them or strike them down, and so there is no guilt or remorse when they feel the need to steal or kill to make their way in the world. You stand out to this swordsman, as a likely tool of the "Developer," meant to send them to their final game over. This "**Black Cat**" will have access to all the perks on the **Viper** 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)

Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

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.

AU Continuity +1000 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.

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 here. 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 and often attack you.

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 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 fine 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)

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.

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. 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. Failure to find them within a year will count as a jump failure.

Boss Rush (+600 CP)

Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

Scenarios

Of Relics Reforged (Thief)

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?

Rogue Relic

The **Rogue** Relic doesn't need to be too opulent – you'd just be drawing attention to yerself carrying somethin' that fancy. But at the same time, it wouldn't do to not indulge, would it? Give it a little splash o' glamour. When yer melting yer stabber down to forge it into its new form, maybe put a bit of gold dust, or some properly powdered gemstones into the mix. Make sure it's from the treasure trove you've filched from your foes, o' course. No self-lovin' thief would put honorably-attained or fiat-backed gold into their favorite tool, after all. In fact, that's probably somethin' to keep in mind with every part of the weapon – from the leather around the handle to whatever harness you use to sheath the tool, you should ensure that every part you use to reforge and house this weapon was ill-gotten – let it be a testament to yer skills. Better still if the materials used are themselves illegal in the polity you happen to be craftin' in. Course, you might want to make sure your craftsman is an accomplice, the trustable sort of exactly the kind of ill repute that won't mind you bringing contraband into their workplace.

Reward:

Yer stabber's been remade into a little somethin' proper for a proper **Rogue**. No matter the skeleton you shaped for it, yer **Reforged Relic Weapon (Swordbreaker)** is a crafty thing, and surprisingly rather sticky to you, or perhaps it's just honor among thieves? It only allows itself to be taken from you if you let it, and even then serves as a beacon in the darkmans – allowing you to track it no matter where it goes, and returning to your hands the proper moment you want it back.

Whenever you wish, this bugger will absorb any weapon suitable for a **Rogue** (exceptin' those other **Ruined** or **Reforged Relic Weapons**) as an Import option, letting you mix their tricks and transformations. Even without that, it's a damn fine thing. It yinks back what's been lost from it, restoring itself from being turned into splinters and dust no matter how many times it breaks, so long as yer still kickin'. It has a tendency to catch attacks thrown at it, and make em' their own. You're easily able to parry and counter, stealing yer foe's power and using it for yerself. Thrown fireballs are absorbed into the weapon and turned into burning trails that even harm the foe regardless of their resistances to their own attack, while weapons swung down on you usually end up caught on this weapon, which shortly and sweetly sends the offender's arms flying into the air, where you may well be in position to make it yours. Y'can even shatter weapons caught on yer tool's nooks and crannies to temporarily steal the power associated with the weapon for yourself. This is harder to do with exceptional weapons, but never impossible.

Ninja Relic

The **Ninja** Relic is a weapon of shadow and mystery. The wood of the old weapon can be burnt in the forge as an offering to the new weapon. But know, throughout all of this, you must find a means to defy light and sight itself in your forging – Your craftsmen must be able to make masterworks even without sight – to behold this weapon in its moments of weakness is to ruin its growth, and force you to start again. You, too, must work blindly, and the finishing touches will require your absolute precision – to scribe into the wood and metal a sutra – your precepts and principles, which guide you in the dark.

Your choice of metals must be dark as night, and from the moment you begin to refine the ores until the final product is set in place, it must not be touched by light – not even the light of the forge's flames. You must quench your weapon's steel and suffuse its wood in the blood of men you have slain, be they for principle or for coin. Infuse these materials with your own internal energies, through meditation and mudra, ere you pass them on to your craftsmen.

Reward:

You have converted this boomerang's worn wood and rusted iron into a weapon suitable for a **Ninja**. Your **Reforged Relic Weapon (Oborozuki)** is bound to you by precepts and by blood – an extension of your own shadow. If stolen from you, your very shadow will depart from you to claim it back, killing the would-be thief if possible.

Should you have or acquire other weapons suitable for a **Ninja**, you may fuse them with this weapon as an Import option, to gain their form and abilities. Of such weapons, only other **Ruined** or **Reforged Relic Weapons** are beyond this weapon's ability to fuse with. Even should you only have this weapon, however, you will find it a valuable tool – one that will regenerate itself as long as you're alive. Magical energy is drawn to the weapon – holding it aloft will serve as a lightningrod for other mystical energy attacks. Once absorbed this way, you may launch the absorbed spell or energy back through the sword, through your shadow... or through any shadow that touches your own. Likewise, your own shadow will be able to Throw your Relic and any other weapons you carry, or perform any mystic arts you wield, the projectiles teleporting to and emerging from the ground the moment their shadow leaves your shadow's hand.

Viper Relic

The fangs of a **Viper** must always be in perfect symmetry, and for a Relic, that means each weapon must perfectly match the other, at every step of the reforging process. For each kind of crafting needed, you will need two craftsmen of equal skill, who understand one another and can work in perfect sync. Each hammer blow upon metal, each scratch of a knife to shape and sharpen bone, each stitch of thread, must be done simultaneously for each weapon. In the final stages of the crafting, your workers must unite as the fangs are meant to unite, working in parallel to ensure the weapons' ends fit perfectly into each other – the point where they meet becoming not its weakest link but its most impregnable wall.

The materials are best claimed from monsters you've slain, the stronger the better. Only a legendary beast is fit to be turned into a legendary weapon. Mix your blood with venom from the most poisonous snake you can find, and whenever you must quench or soak a weapon, let both weapons rest within the mixture, together. In doing so, infuse the strength of your ancestors and the might of the serpent's essence into the heated steel or carved bone.

Reward:

You have crafted a pair of weapons that can rightfully be called your **Viper's** fangs. Your **Reforged Relic Weapons (Sargatanas)** are extensions of your own limbs. To try and claim them from you is like pulling razor teeth from the jaw of a ruinous serpent – only like to see the perpetrator sliced open, poison leaking into the wound.

Any weapons suited to a **Viper** that you acquire or possess may be fused with your fangs, except other **Ruined** or **Reforged Relic Weapons**. Even as is, these weapons are trustworthy allies, able to heal themselves so long as you yet live. In addition, when you slay something with them, the slain foe is instantly processed into valuable loot – meat, bones, leather, chitin, metals if it were some kind of robot or something, that sort of thing. If they had some valuable doohickey inside them, it will always be drawn out, intact and unharmed, no matter how much damage you did to the creature while it lived. When drawn, the weapons drip poison that is harmless to you, but likely deadly to your foes – after all, it is the same legendary venom that you used in the crafting of the Relic.

Of Artifacts Augmented (Thief)

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 (Thief)**. 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 Thief Origin's themes and abilities being further enhanced. While worn, it enhances your **Augment Accuracy** and **Augment Agility** Perks, doubling their effects.

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

Return Fire: Your armor provides you the reflexes and senses to catch physical projectiles such as arrows, bullets, and thrown weapons with your bare hands. If you possess a suitable weapon it also allows you to smoothly load any projectiles you catch and fire them back.

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.

Bonecrusher: Your armor reacts to physical blows for you, with overwhelming force. If you are struck with a fist or sword or other physical attack, you reflexively throw your own attack back, one that will always be stronger than the provoking blow.

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.

Untrappable: Your armor has an unusual property that causes tripwires, pressure plates, and other static traps to fail to detect you. Your armor alerts you should you "trip" such defenses, but the pressure plates don't push down, the wires don't snap, and the traps simply don't go off unless you willfully activate them.

Ordeal of the Phoenix Cave

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

Hidden somewhere in this Jump is a star-shaped mountain range. It is said that once upon a time, a power that could revive the dead rested here, and a daring treasure hunter plumbed its depths for the sake of love. You must follow his path. Gather your Companions, and seek the light of the Phoenix.

The cave itself is well hidden – you will need means to fly in order to find it. But once inside you will find that the cavern is filled with traps and puzzles – many times you will realize that only by pressing certain switches at the same time, from distant tunnels, will you find a means to proceed deeper into the cavern's network. You will thus need to work with others to open these doors... or prove your value as a thief by coming up with your own means of opening these passages.

A great dragon of liquid flame calls this place its home, and hides within the great pools of magma found throughout the cave – should it catch you, you will risk being burned to death.

Beyond that, you will find what you seek – the Phoenix. It shines with extraordinary power... and tests your own. Fight well, strike it down that it may rise again, and again, and again. Six times you will smite this shining bird, and at last it will relent, unslain but not undefeated. Its brilliant flames will wash over you, and in their warmth you will find your reward.

Rewards:

The fires of the Phoenix race through you, and you find the power of 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 will also be granted the **Phoenix Magicite**, a crystal charm that flickers with healing flame inside. If worn, it can fully revive the wielder and their allies a single time per Jump – it always waits until the party's lowest point, then activates, restoring the party and averting a Jump Failure. When tied to a weapon it instead allows your weapons to heal allies struck by the weapon, while burning your enemies with holy flame.

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 Phoenix** for themselves. Her stats are as follows:

Phoenix

Elemental Nature: Fire, Healing

Scales To: Spirit

A bird made entirely of fire, filled with rejuvenating magics. Come to your allies' aid with sacred fire that burns your enemies and heals your allies. The **Flames of Rebirth** also have a small chance of being conjured should your entire party be defeated in conflict.

(If you have not yet acquired a Summoner Origin from the Out of Context FF Job series, the power of **Summon Phoenix** 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...

“Ring-Hunter”: Bilbo Baggins, The Hobbit/Lord of the Rings

“Orange Deserter”: Uzumaki Naruto, Naruto

“Black Cat”: Kirito, Sword Art Online