

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

Bushi

Warrior-priests who draw out the latent powers resting within their weapons through prayer and meditation. They wear heavier plate armor of iron and leather, with intimidating helmets of the same material. Your **Antiquated Artifact Armor** is worn and torn, its plates starting to fall apart, recovered from a long-forgotten battlefield. Bushi primarily use the katana as their main means of fighting... but have also been seen carrying bows. Your **Ruined Relic Weapon** is a katana whose sheath is worn and ruined, whose kami is long dead.

Guardian

Warrior-monks have a tendency to become old masters and mentors, and some Samurai choose to embody this regardless of their own age. Guardians are often said to have already finished their journey, and are largely focused on guiding and protecting others as they write their own tales. They tend to wear heavier armor underneath flowing haori, and tend to carry a jug of alcohol on their person. Your **Antiquated Artifact Armor** is, unfortunately, stained not by battle but by alcohol, and the smells it produces are... interesting. Guardians prefer two-handed swords, as well as katanas. Your **Ruined Relic Weapon** is a massive one-edged blade rusted from too long away from battle.

Ronin

Traveling, masterless warriors who fight for whatever cause suits them, Ronin prioritize sheer, undiluted speed over all else. Their Iai Strikes are known to flash through foes and rend them in twain. Though perhaps lacking in more esoteric techniques, their mastery of the katana itself is unmatched, and it is the only weapon they care to wield. It's a shame your **Ruined Relic Weapon** is dull and notched from overuse, unlikely to rend men the way it once did. Your **Antiquated Artifact Armor** is likewise tattered from your travels – the haori that once blurred and streaked in brilliant colors across the battlefield now brown and rust-red from the mud and blood its former owner waded through.

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 (Samurai) - 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. 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 Strength -200 CP

The light of the Crystal shines upon your body, enhancing your physical might. With no other enhancements, you can lift heavy weapons with ease, and perform at an olympic level at most athletic events. Should you already surpass this with other Perks, your physical strength 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.

Bushi Perk Tree:

Zeninage -100 CP (Free for Bushi)

Wealth is power, or so they say. You have taken this literally, with a technique that involves simply... throwing money away. You can throw coins and other hard currencies (such as Zelda's Rupees) by the handful with exceptional speed and power. Not only do these strike as hard as any thrown weapon might in your hands, but they also have an additional power, drawing out the desperate and greedy alike, those who need or merely want wealth. They cannot resist your abandoned treasure, and so crowd around the fallen wealth, and will fight literally anything to defend it, if not you, with their lives. You may choose to exclude either the desperate or the greedy from your Thrown Gil's alluring effect, chosen when you throw it.

Mineuchi -200 CP (Discounted for Bushi)

You now possess the skill to seamlessly strike foes with the dull side of any sharp weapon, dazing and distracting them with each hit, opening them to your slashes and other strikes. You are not much weaker for this shift in fighting style – your blows can break bones if used in the right place and right time. You can also “blunt” your normal blows in a strange way that ensures that no physical attack you unleash can kill or maim your target. A valuable means to train, perhaps?

Iaido -400 CP (Discounted for Bushi)

By gripping an undrawn weapon and concentrating on the kami sleeping within, you may draw out mystical properties attached to any sheathed weapon. The exact power released varies based on the nature of the weapon, but may range from conjuring a second, unseen sword to strike a foe unawares to cutting away at a person's magical reserves, to letting the spirit within weep upon you to heal your wounds, and so many more. However, this power comes at a cost. The kami are temperamental once wakened this way, and so you're likely to break their vessels. The stronger the weapon you use, the stronger the attack, but are you willing to risk your best arms for a chance at an easier victory?

Breaking My Limits Boost: Kami

You can commune with the kami and other spirits bound to items without drawing out their power. In so doing, you may learn secrets related to the weapon in your hands, or communicate with spirits long-forgotten. This also means you may perform Iaido with items other than weapons, though once more, this risks the integrity of the item itself.

Shirahadori -600 CP (Discounted for Bushi)

You possess the honed talent to grip a swung weapon barehanded, catching enemy attacks more easily while unarmed. It matters not how sharp the weapon is – your technique can catch a blade by its sides without attempting to grasp the edge. Your reflexes grow as your wounds do, and you are best able to use this technique when you are already on the verge of defeat.

Breaking My Limits Booster: Hayate

You have mastered the art of making your blood rush through you, speeding you up and improving your reflexes even further. Physical techniques that require you to tighten your focus, draw in power, or otherwise charge or prepare now do so twice as fast.

Iaido Booster: Bushido

You have mastered the secret ways to appease and guide the kami back to sleep, retaining your weapons and avoiding losing them. This requires a time of prayer before drawing out the weapon's power. The stronger the kami, the longer you'll need to pray to it, but in exchange the attack is stronger and the kami unlikely to break the weapon it's housed in.

Guardian Perk Tree:

Dragon Fang -100 CP (Free for Guardian)

You possess crushing skills that break wills and armor, and a glance from you can make weaker foes falter. Your skin is honed into iron from a long journey, making it difficult for enemies to knock you down – and you have the reflexes to put yourself between a charging foe and your charges. You won't lose anyone else.

Banishing Blade -200 CP (Discounted for Guardian)

By spraying a mix of your own saliva and an alcoholic drink onto your weapon, you grant it mystical properties. The spirits of the dead join with the spirits you sprayed to empower your weapon with properties that crush even the mightiest defenses, and with a wound up swing you can launch some foes over the horizon. By throwing your already-empowered weapon alongside a copious amount of spirits, the scrape of wind against metal ignites the alcohol, crafting a massive burning tornado that draws in and engulfs your foes. As a bonus, any alcohol you ingest while performing these techniques only enhances your skills.

This Is Your Story -400 CP (Discounted for Guardian)

Never forget – you are not the hero of this tale. To be a Guardian is to play the supporting role to perfection. To protect and, sometimes, to guide. You have a sense of when those around you need advice, and are a surprisingly good listener. When you deign to offer wisdom, those you advise will take your words to heart, even if they don't fully understand or don't immediately believe.

Breaking My Limits Boost: This Is My Story

Your advice is now far more likely to be of use. You almost have a precognitive sense in this way, being able to tell exactly what someone needs to hear now, because later is too late. Those you guard can also be inspired by tales of your journeys before you took them under your wing, finding nuggets of wisdom and growing in ways related to the lessons you've learned long ago. Finally, your strength grows if you find yourself facing a foe not related to your current main goal, but insisting on barring your path. This is your story... and they're not part of it.

Undying Duty -600 CP (Discounted for Guardian)

You look pale as a sheet... but you've not given up yet. You have the will in you to hold yourself together even with fatal wounds, lasting up to five days without treatment, so long as you have a goal in mind. After this time runs out, if you are still so gravely wounded, you will die... but, once per Jump, or once per decade, you may return as an undead, still bound by the duty you held onto for those five days.

Breaking My Limits Booster: This Is For The Fallen

You are stronger, now, than you were before, when you failed. The more of your comrades a foe has truly slain, the more powerful you are when facing them, granting a 50% boost for each friend killed by this fiend. This, of course, includes yourself.

This Is Your Story Booster: This Is Your World Now

Every story must have an ending... and sometimes, you must end yours before those you've safeguarded. But now, your will shall go with them, even if you cannot. You may bow out of a party you've safeguarded for a significant time, safely entrusting any remaining tasks you shared with them. This has two benefits – one, far from dismaying your teammates your trust massively improves their morale and drive, and fate itself begins to guide and ensure that they'll finish alone what you started together. Secondly, you yourself may simply fade into obscurity. So long as you don't butt your head back into the story you left or otherwise cause trouble, your enemies will be more likely to forget or cease to care about you, leaving you free to take on other tasks, or start new stories. If you have returned from death via Undying Duty, and you have gathered and guarded a party that completed the task that ended you, you may use this Perk to depart the Jump, as if you completed your time there, without suffering the usual Jump or Chain Failure that comes with ending a Jump while dead.

Ronin Perk Tree:

Zanshin -100 CP (Discounted for Ronin)

Your blade's soul extends. It cuts as if made of the same steel. Your foe falls. Your blade can still cut from up to thrice its normal length away. This ephemeral extension cannot clash with or fend off physical matter for more than a split second, but if your blade is sharp enough, it may cut *through*. You are incredibly fast as a swordsman as well, capable of cutting five times where the average man could only cut once.

Meikyo Shisui -200 CP (Free for Ronin)

You clear your mind. Banish your fatigue. You rise anew. Twice an hour, you may banish mental weariness, ignore physical weariness, and for half a minute fight as if fresh. Once that half minute is over, your body begins to reassert its limitations, and you begin tiring as normal once more. Any injuries you've taken before or during Meikyo Shisui are ignored while you are in that state, but not healed. This process also banishes unnatural mental effects – mind control, illusions, and the like. Only effects which are more powerful than you may keep their grip and reassert themselves after your second wind ends, but even they cannot affect you whilst Meikyo Shisui is still active.

Shingan -400 CP (Discounted for Ronin)

Your third eye opens. All is made clear. Naught can touch you. For a single minute once every ten minutes, your awareness is expanded – you have perfect awareness of everything within 5 meters of you. Any other sensory abilities you possess double in range and clarity. Within your space of perfect awareness, your reflexes become instantaneous, your movements become fast enough that you could deflect bullets with your blade, or simply step out of the way.

Breaking My Limits Boost: Yaegasumi

Your foe swings. Their blade touches nothing. Your blade sings. While using Shingan, your focus grows with every dodged or blocked attack, and your blade grows sharper in turn, until there is nothing you cannot cut.

Setsu, Getsu, Ka -600 CP (Discounted for Ronin)

You draw. The blade bites. You sheathe. To break your enemies with the opening move – this is the way of the Ronin. Drawing your blade from its sheath, striking, then sheathing comes so easily to you that some will say you are more dangerous with your weapon in its sheath than in your hands. The real masterwork of your techniques is what you can do with the cut as you unleash it. Your blade can leave cuts that bleed profusely with Higanbana, dooming your foe to a slow death. Tenka Goken whirls about and cuts all nearby. Midare Setsugekka is a single perfect motion, cold and clear as ice, brilliant and blinding as the moon, and graceful and ephemeral as sakura petals on the wind, that could cut a foe several times in a blink of an eye, severing them from their lives.

Breaking My Limits Booster: Hissatsu

You draw. The blade bites. The blade bites *harder*. You have mastered the secret Hissatsu techniques of the Ronin. They can cut through multiple foes simultaneously, temporarily turn your sheath into a second sword, just as sharp as the blade it carries, and carry you from foe to foe in a blur of motion and blood that you may continue your dance of death.

Shingan Booster: Tsubame-gaeshi

Your blade sings. A foe falls. You demand an encore. Immediately after landing a powerful melee attack that cuts down an enemy, you may gracefully transition into a second strike that looks like one is rewinding your own attack. This smooth motion is just as fast, and in the same motion you've ensured that your blade's sharpest end is positioned to do the most damage in this inverted strike. Once you have finished this deadly inverted blow, you may then repeat the original blow one more time, without spending any time winding it up or any energy, mystic or otherwise, re-empowering it.

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 Samurai 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 – Bushi +300 CP (Exclusive to Bushi)

Your Dim Crystal shimmers with channeled strength. Because of this, you are no longer able to take perks from the Guardian Perk tree or the Ronin 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 Bushi or in theme with it.

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

Your Dim Crystal shimmers with experience and willpower. Because of this, you are no longer able to take perks from the Bushi Perk tree or the Ronin 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 Guardian or in theme with it.

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

Your Dim Crystal shimmers with peerless sharpness. Because of this, you are no longer able to take perks from the Guardian Perk tree or the Bushi 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 Ronin or in theme with it.

From Beyond the Final Fantasy (Samurai) +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. From out of a mysterious shrine emerges this warrior. Wielding an endless series of blades forged by an undying madman, this warrior travels the world, seeking to purify each and every blade. Before arriving here they served a divine shaman, and would do anything to finish their duty and return to them. They will come to believe that defeating you and claiming your soul would grant them what they need to finally silence the cursed swordsmith they keep in a lantern on their hip. The "**Demon Bladekeeper**" will have access to all the perks on the **Bushi** Perk Tree, including the Boosted Effects.
2. In a crackle of lightning and the clap of thunder, an endlessly reviving warlord of a ruined future appears. Bearing a blade of searing sunfire, they seek but one thing. To push you to your limits... and beyond. If you are disintegrated a few times in the process...well that's just good showmanship. Oh, can you not come back to life endlessly? Well, we all make mistakes. They will find a place to call their own, and train it's defenders to take on all comers. Including you. Should you make it through those, you will still have to face them as they take the field. If you want war? They will give you War. The "**Traveler's Warlord**" will have access to all the perks on the **Guardian** Perk Tree, including the Boosted Effects.
3. Emerging from... a random bathroom, somewhere in the world... this assassin struts out into a brand new world. They're something of a supernerd, but overtaking even that is their taste for blood and ambition to make a place for themselves. They're in possession of a laser sword or five powered by batteries that recharge through being shaken, and is fairly good at using them. They'll kill whoever they have to, whoever they are *paid* to, to see themselves in a mansion, playing their games, some years down the road... and of course, that includes you. The "**Never-Hero**" will have access to all the perks on the **Ronin** 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 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, +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 (Samurai)

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?

Bushi Relic

To reach its full potential, the **Bushi** Relic must be intertwined with your soul. You'll need materials that can easily attune to spiritual energies. You will need to quench any metals with a mixture of soul-related liquids, with a 10% mixture of your own blood.

This work must be done in a pure, untainted place. A temple to the spirits of the world, for instance. Priests, shamans, and the like should help you in sanctifying this place, and in purifying the original weapon, the materials you'll use to upgrade it, and your own body and spirit.

Effort should be made to ensure that the weapon does not develop its own kami – a difficult task, considering the beautiful vessel you are attempting to build. Find a way to block such spirits' path. Should one inhabit the weapon, shatter it, and start again.

When the weapon is in readiness, it will be time for you to complete the weapon. To this end, you must offer it your lifeblood, from a deep wound. Let your soul touch the weapon even as your lifeblood spills upon it. Do this as the sun sets, and as the moon rises. Should you succeed, you will survive even without immortality or healing powers – for your soul no longer requires your body to be perfectly in tact.

Reward

Your weapon has been rebuilt into any form preferred by **Bushi**. This **Reforged Relic Weapon (Murakumo)**, is an extension of you – and thus inseparable.

This weapon can, at any time, fuse with any weapon a **Bushi** 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 breathe and have a corporeal form, this weapon can regenerate from any damage done to it.

You are the kami of this weapon – and thus you may call upon its powers with Iaido without breaking the weapon. While this of course grants you access to the Iaido techniques of weapons fused to it via Importing, you can also draw upon it to wield a power that is uniquely yours – a powerful technique that emulates and exceeds a combination of Perks you've picked up on your journey, perhaps, or a phantasmal combo of blades that represents the trials you've overcome.

As the kami of this weapon, you can also choose to hide within the blade, shedding your corporeal form entirely. This can be done to escape death, as well – should your body fail you, you may, instead of perishing, place yourself within this blade without suffering a Jump Failure, until such a time that your body can be repaired or until you can gain a new vessel. While within your blade, you may influence those who carry you. This influence can be as overt or as subtle as you like – speak with your wielder directly to try and sway them to your goals, or slowly mold their subconscious to your liking without them ever knowing you were there.

Guardian Relic

The **Guardian** Relic is meant to be as much a shield as it is a sword – to guard your allies as easily as it cuts down your foes, but has long since lost its purpose. Even as you reforge it, you must put it back to work.

Gather mighty, dense metals to serve as the core of your blade, with metals that keep their edge well as the front of your weapon. As you forge and reforge, quench your weapon in ink, of all things. Let it rest upon parchment. Repeat this cycle, and the metal will slowly darken.

Use the weapon, even incomplete. Serve others. Aid stories in being written. When the weapon fails you, when it cracks and chips, use silver to fill those cracks. The silver will shine bright even as the weapon darkens, forming a distinct web that tells the story of your efforts. Of your successes, and your failures.

Eventually, it will never fail again. Baptize it in the finest beer your can find, and celebrate your weapon's rebirth.

Reward

Your weapon has been rebuilt into any form preferred by **Guardians**. This **Reforged Relic Weapon (Masamune)** is your story, and none can take it from you. Simply remembering the path you took to reforge it calls it back to you.

This weapon can, at any time, fuse with any weapon a **Guardian** can use (other than other **Reforged Relic Weapons**) as an Import option, gaining their traits and the ability to shift between shapes. Even if something should overcome its mighty defenses, it will recover from the damage over time, so long as you are still there to continue your story.

The weapon is wise, and can guide the hands that hold it to guard against even attacks that its wielder is unaware of. Even held completely still, it can cut objects that draw near – but only those things that threaten the wielder or those they call ally, master, subordinate, or friend.

At your command, ink “sweats” out of the weapon, and trails behind it as you swing it, and you can form that ink into words that linger in the air. The ink conducts any magic you might possess, as well, and can be controlled by any hydrokinesis or similar powers you might possess. This ink can also be any kind of ink you've encountered before, though it more readily produces ink that was used in its creation.

It can, of course, also produce the very same alcohol that was used to celebrate its completion, with much the same rules as the ink it produces. Use both as you will.

Ronin Relic

The **Ronin** Relic may be dulled by its many years of use, but it shall be remade. The scars upon its blade shall be repaired, and it shall cut again, and again, and again.

And how many scars are upon it – a thousand, all told, even before entering your possession. One for every foe it had felled, a number that will grow as it continues to be used in battle.

For each of these lives taken, you must fold the metal. You will need to feed the blade carbon as you fold it, carefully balancing between letting the blade have too much carbon and making the steel unworkable and giving it too little carbon, making it too soft and not as durable. Combine this with any metals you choose to alloy into the steel, to empower the blade further.

Should you use this blade to kill, while having not finished reforging the weapon, you must add another fold to the steel for each life taken. And yet, kill you must. To rehone the blade. To teach it what it must be. To cleanse imperfections. So go. Kill. Fold. Kill. Fold. Again. Again. Again.

When you have finished the process – when you have folded a thousand times, plus many more times as you taught the weapon to bite – the weapon will be complete.

Reward

Your weapon has been rebuilt into any form preferred by **Ronin**. This **Reforged Relic Weapon (Kiku-ichimonji)** is said to be bound to you by the souls you separated from their bodies using it. Rumor has it that those that steal it from you shall return to you as a ghost, carrying the blade, not even drawn from its sheath, and weeping in awe at the sight of it. The truth of this is perhaps hard to verify, as the blade simply floats back to you in a strange, jittering way some time after it goes missing.

This weapon can, at any time, fuse with any weapon a **Ronin** can use (other than other **Reforged Relic Weapons**) as an Import option, gaining their traits and the ability to shift between shapes. It will not break again, so long as it has you to wield it.

It is a beautiful, terrible thing. To look upon it in motion is to view an artist in action. To be made speechless and awestruck by it as it flows through the air. To be struck down by it is to be made into paint upon the artist's canvas, and there can be no higher honor. There can be no recourse for such victims except to weep with joy and applaud the one who struck them down. In this way, this weapon ensures that those killed by it will not hold grudges upon the weapon's wielder – there will be no haunting, no attack by a recently revived foe previously struck down by your hand. There will only be admiration.

This of course extends to those you do not slay, but merely incapacitate. Should you claim a man's arm with this, they will remember the incident itself with transcendent euphoria, thankful for the opportunity to see such a beautiful sight, though they may still lament the loss of the body part.

The blade is mono-molecularly sharp, capable of cutting almost anything in the right hands.

Of Artifacts Augmented (Samurai)

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

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

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.

Unscarred: Your armor massively empowers you, but only so long as you have taken no damage.

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.

Concentrate: This armor allows you to purge your thoughts and focus on a single thing, ignoring all else, even matters such as physical pain or cognitive hazards. Upon deactivating this effect, everything you ignored will quickly return to your memory.

Monkey Grip: Your armor assists in the wielding of truly massive weapons, such that you can swing impracticably large and heavy weapons with a single hand exactly as well as you would have with two hands.

Ordeal of the Cavern of the Stolen Fayth

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

Hidden somewhere in this Jump is an otherworldly sunken cave. This place has become the home of a powerful warrior-spirit, his shrine stolen away from its original home and hidden away here. Horrific monsters wander these caves, and many a petitioner for the spirit's aid has been slain and turned into additional threats to those who would make pilgrimage. Gather your allies, and begin your own delve.

Tonberries, drakes, coeurls, deadly living plants, and all manner of undead plague this path. Cut your way through. At the furthest depths of this place, you will face an undead Summoner and her youthful, doll-carrying Black Mage guardian. Despite their death, they continued their trek deep into the cavern, and successfully received the service of the warrior spirit... and yet, in this world, so far from their own, their journey cannot continue. With nowhere to go, they lost their will, and now stand mindlessly as the final obstacle between you and your own petition. You will have to defeat both women and their powerful new Summon to make your way past.

Once you are through, you will need to make your petition for the warrior-spirit's blessing... but it seems the being does not simply offer his services to all who walk through the front door. You will need to pay him for his blessing – a sizable sacrifice, about equal in price to 250 thousand of the local currency's highest denomination. Pay this amount, or impress him with canny haggling to lower the price, and the warrior-spirit will give you his blessing...

Rewards:

... and 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 **Teleport Sphere**, a small round stone which seems to constantly teleport millimeters in random directions – ultimately going nowhere if not moved by something else. If worn it allows you to teleport a few meters every ten seconds, and if it is tied to one's weapon it instead forcibly teleports those struck by the weapon's attacks to a random location a few meters away.

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 Yojimbo** for themselves. Their stats are as follows:

Yojimbo

Elemental Nature: Physical

Scales To: Agility

A consummate merchant of death, this mighty warrior serves based on how much money you're willing to pay him. He could certainly just have his dog strike your foes for him, but if you pay him well he'll deign to take the field himself with his blade. A king's ransom, however, might be enough to see him perform the almighty **Zanmato** – a devastating blow that is said to be able to slay anything.

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

“Demon Bladekeeper”: Kisuke, from Muramasa: The Demon Blade

“Warlord of the City”: Shaxx, from Destiny

“Never-Hero”: Travis Touchdown, from No More Heroes