

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

Shadowbringer

Serving no master at all, these Dark Knights carry their darkness proudly, as a weapon to be used on those who think themselves above justice – bringing eternal darkness to those who bear false light. They wear heavy armor built to replace the shields they long since abandoned, though perhaps you should consider taking up a shield yourself – your **Antiquated Artifact Armor** is in ruin, as though scavenged off a dead man's corpse, the same lethal injuries he suffered exposed through the cuts. Your **Ruined Relic Weapon** looks to have come from the same source, a greatsword broken in half. You should consider a replacement – if you don't like greatswords, perhaps a scythe would be more to your interest?

Soldier

These warmages are a more “modern” variant of the traditional Dark Knight, but are no less terrifying for it. Infused with power from beyond the stars by their masters, their minds are not entirely their own, even if they have escaped their initial “recruitment.” The darkness within is not entirely spiritual – it is burned into their blood and flesh and bone, augmented through dark sciences. They often wear the lightly-armored uniforms of whatever corporate or government organization made them what they are now, though your **Antiquated Artifact Armor** is absolutely not up to their dress code. They largely prefer greatswords, though katana, rapiers, and guns have also seen use. That said, the **Ruined Relic Weapon** has seen wear, tear, and rust from overuse.

Atoner

Wielding spears, staves, and swords, sometimes carrying shields and clad in skintight, bloodstained armor, these delusory Dark Knights seek, in fealty to noble men, to atone for the sins that made them what they are now, and perhaps turn their darkness into hallowed light. Whether or not they find it there, or elsewhere, is anyone's guess. Perhaps because of this yearning, their dark powers often come with sacrifice – draining the vitality of their wielder. Your **Ruined Relic Weapon** is a short, purplish-and-red lance, a color scheme that your **Antiquated Artifact Armor** shares... and both have been withered by the light you chase so recklessly.

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 (Dark Knight) - Free

You gain a basic understanding of how to use your Job(s) in battle. In this case, you possess the skills needed to wield the weapons associated with your Origin and a basic understanding of dark arts. 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 Intelligence -200 CP

The light of the Crystal shines upon your mind, enhancing your intellect and magical might. With no other enhancements, you're able to do the mental gymnastics needed to cast spells flawlessly and can retain information for a month with 100% accuracy. Should you already surpass this with other Perks, your magical power, memory, and intelligence 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.

Shadowbringer Perk Tree:

Sin Eater -100 CP (Free for Shadowbringer)

Don't you feel it - the injustice rattling in your bones? When the vile act from untouchable, even holy positions of power, when the innocent are dragged into the shadows for cruel ends. We all feel this karmic imbalance, and like us your dark powers roar in defiance. The more unpunished sins your opponent has gathered, the stronger your dark powers become. In addition, you can sense unpunished sins – for most, you can see the weight of their minor, insignificant crimes upon their shoulders. But for those who in their arrogance have abused their power to achieve terrible ends over and over again, you can sense them from greater and greater distances. It's like a stench. Go clean that up, why don't you?

Flame in the Abyss -200 CP (Discounted for Shadowbringer)

We can teach you many tricks from our profession. You can infuse the earth you touch with dark power, “salting” the earth and corroding any foe who draws too close. Your dark powers drink of the blood of your foes, restoring your magical power with every landed attack and spell. You may temporarily become undead, saving yourself from mortal blows – though you should heal those wounds before you turn back.

Esteem -400 CP (Discounted for Shadowbringer)

A house divided cannot stand, and yet... You may split off some dark aspect of yourself – your hate, your guilt, your sorrow – that you have repressed, and give it physical form. You do not choose the form we take, or even which aspect of you rises. We don't always share your conscious priorities. We will say what you are unwilling to say yourself – the things you hide from others. But if we can come to agree with you on a course of action, we will fight alongside you. Though we are formed and fueled with your own darkness, we wield your dark powers half-again as well as you ever could. Though we won't always do as you say, know that we will always work with your best interests at heart. In the end, you need us.

Breaking My Limits Boost: The Blackest Night

The incarnations of your heart live on, even when ensconced within you. We are here if you need us. Draw upon our love for you, and let it shield you... or shield another. This dark barrier will hold against pretty hefty single blows, and when broken will refuel your magical strength and giving you a boost in power. When you call forth one of us, you may choose to bring back one you woke before. We'll always come. For where else could we go? Who else could we love but you?

We Fall -600 CP (Discounted for Shadowbringer)

Serve, save, slave, slay. When working to break stalemates, shatter stasis, and topple the status quo, your dark powers conspire to improve your strength and leadership. Even in normal situations, yours is the kind of charisma that draws others to you, little by little forming a legion, as if by cruel fate. Be their weapon.

Breaking My Limits Booster: Who Brings Shadow

For a world caught under the tyranny of light, your dark power is a banner others rally around as it rips through light – even the light of the skies. The brightest day becomes the darkest night at your command, glittering stars revealing the truth of light's pollution and darkness' freedom. Under such beautiful skies, your allies cannot help but rise to the height of their own powers, their wills unshakable. At the same time, the powers of light wane and wither in this darkness. Show them that hope is not a pretty thing, but a dark and bloody beast raging against the end.

Esteem Booster: Close In The Distance

Do not seek forgiveness – the burden weighs as it should. As you clash and cooperate with us, your distinct incarnations, you learn from us – from yourself. Your hardships make you stronger, your doubts are reforged into scales for your armor. Your physical resilience grows with your resolve, and your resolve grows each time it's challenged, until even with the fate of a thousand worlds on your shoulders, you'll forge ahead.

Soldier Perk Tree:

Mako Poisoning -100 CP (Free for Soldier)

You're not sure what your employers did to you. They said something, you think, about the lifeblood of the planet. Perhaps that's why you feel an affinity for fuels ripped from the earth's bloodstream, both magical and mundane, from Mako to oil to uranium to more. It's made you physically stronger, and dulled your ability to feel physical pain while in combat. Your strength, agility, and durability temporarily grow should you steal more from the planet's veins and inject it into your own, commensurate to the amount, purity, and potency of what you've taken in.

Crazy Motorcycle -200 CP (Discounted for Soldier)

The company taught you how to drive... and how to fight while driving. It's a skill that carries over to almost all personal vehicles, from horseback to motorbikes to hoverboards and more. You have both the piloting and acrobatic skills needed to handle such vehicles at levels most would call insane, driving on walls and ceilings and dismounting from your vehicle just long enough to land a good attack, then leaping safely back onto your still-moving ride.

Dreams and Honor -400 CP (Discounted for Soldier)

You have your pride. Your memories, your dreams and honor. You are a person, damnit all! You wanted to be a hero! As your emotions reach a fever pitch in battle, your true strength shines, powers that are all your own! You have mastered sword techniques like Braver, Cross-Slash, and Climhazzard, and magical techniques like Blade Beam, Meteorain, and the tornado-calling Finishing Touch.

Breaking My Limits Boost: Digital Mind Wave

Heh. Heheheh... They went into your brain... and turned part of it into some kind of crystalline structure. All to make you a better soldier, of course. Your memories have become weaponized – you're able to draw upon them to derive new techniques based on the bonds of friendship... and those of enmity. These techniques come to you at random, triggering entirely on their own in place of your normal techniques.

Project J ██████████ -600 CP (Discounted for Soldier)

They put something in you, something not of this world, something far beyond your ability to control. And now? It's woken up. You're no longer human... if you ever were. The good news is, it's made you incredibly flexible with your genetics. An infusion of DNA from any creature will give you access to its traits. You've been allowed to draw upon this DNA as much or as little as you like, though going too far will inevitably cause your true, mutated nature to be exposed... Though, simply becoming a perfect monster and putting a terrible fear in your enemies may be enough to end a fight, right there and then.

Breaking My Limits Booster: J-U-M-P-E-R Ascendant

You... will never be a memory. To have your flesh grafted, your blood transfused, or even just your hair eaten... is to infect others with yourself. Slowly, but surely, these poor souls will gain a portion of the power you possess, all of your Perks... but to possess a part of you is to *become* a part of you, a subservient pawn you can reach out and, at any time, attempt to bend to your will. Hallucinations, false memories, even direct mental commands are yours to use as you break your pieces down. The only one you cannot twist to your whims is the unknowable being who granted you this gift of the goddess. Your beloved... m-o-t-h-e-r...

Dreams and Honor Booster: One Winged Angel

Those wings of yours... some may call them monstrous, but others yearn for them too. If you can hold to your humanity, the traits you produce when drawing upon others' DNA will only enhance your own appearance, and inspire others to heroism. To aid you in this, you have mastered a fast and powerful display of swordplay on par with Omnislash or Octoslash and a magical technique on par with Cherry Blossom or Super Nova. The price of freedom is steep... but maybe you can guide others to seek it anyway.

Atoner Perk Tree:

Heavy Is The Head -100 CP (Free for Atoner)

Your dark magics yet linger within you, the sins of the past weighing you down. To protect your honor, let others know that weight for themselves, using dark orbs of Gravity magic to drag foes down, force them to float helplessly in the air, or even pull towards you or push them away.

Nightmare Oath -200 CP (Discounted for Atoner)

To seek redemption, you must have a guiding star – a beacon to follow. A noble man or cause you can devote yourself to utterly and completely. You have a sense for righteous people. And once you have chosen someone to follow and bound yourself to them, you can sense them, know when you are needed, and can tell when someone is trying to impersonate them. Those who also serve the same master come to respect you in much the same way, and you share in your master's authority. But be warned – your loyalty is absolute, like a bond of unconditional love. Even if the person you've sworn yourself to changes, and is no longer the righteous soul you once knew, to break your oath is a terrible, painful ordeal. Still, if it's between that and staining your hands with further blood... surely, you will find the strength to make it through that heartbreak. In between each Jump, you may more freely revoke your oath.

Darkside -400 CP (Discounted for Atoner)

You may have been tempted by the light, but the darkness is always there for you... though it may exact its price. You can unleash great waves of darkness upon your foes, or empower your muscles and sinew with dark power. The darkness, however, exacts its cost – draining your life force and vitality in the process.

Breaking My Limits Boost: Dark Arcana

Should you truly wield this dark power? You may cast draining magic, restoring your own vitality by stealing it from others. You also gain a variety of Black Magics – the core spells Fire, Blizzard, and Thunder, as well as Scathe, a nonelemental magic that shears at the victim's spirit. Blind, Silence, and Confuse can disrupt your foes and steal their ability to fight back against you. You may easily combine these magics with your various dark powers.

Soul Shift -600 CP (Discounted for Atoner)

The darkness yet pervades you – but perhaps if you can use it wisely, you may yet find redemption... or perhaps, your choice will drag the rest of your abilities down to your level. You may augment your other powers with dark magic, at the cost of your flesh and bone being singed by the dark flame you're improperly using. Alas, this is not the power you yearned for – the power of darkness cannot augment the power of light, and those other powers you wield become more bloodthirsty, and more hungry to consume enemy and ally alike.

Breaking My Limits Booster: Light And Dark Cast Aloft

Is this... what you were seeking? The power of darkness can burn you still, if you use it recklessly, but it does not corrupt or twist your powers against your wishes as it would with lesser men. Further, you find that your dark power unites with light, each augmenting the other perfectly. You are able to wield infernal and holy powers alike without being rebuffed by either.

Darkside Booster: Magic Swordsman

You have managed to develop skills with a variety of White Magic, pushing you just that little bit closer to the light. You gain Cure and Esuna to heal your allies, and the debilitating White Magic Toad and Mini, which transmute the foe into... well, a toad, or a tiny version of themselves. Casting Mini upon an already miniaturized target will return them to their original size.

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 Dark Knight 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 - Shadowbringer +300 CP (Exclusive to Shadowbringer)

Your Dim Crystal shimmers with the flame of the abyss. Because of this, you are no longer able to take perks from the Soldier Perk tree or the Atoner 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 Shadowbringer or in theme with it.

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

Your Dim Crystal shimmers with the darkness of distant stars. Because of this, you are no longer able to take perks from the Shadowbringer Perk tree or the Atoner 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 Soldier or in theme with it.

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

Your Dim Crystal shimmers with accumulated sins. Because of this, you are no longer able to take perks from the Soldier Perk tree or the Shadowbringer 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 Atoner or in theme with it.

From Beyond the Final Fantasy (Dark Knight) +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 shadowy alleyway comes this dark figure. After witnessing the murder of their kin, they became convinced that the legal authorities of the world were not enough to end evil. Preying upon the superstitious and cowardly, they bear a motif somewhere between a bat and the visage of death itself, using a scythe to strike fear into the blackened hearts of those they hunt. Upon learning of you, they decide that even a fraction of a percentage chance that you could do harm to this world is too high a risk, and sets about seeing you struck down. This “**Caped Crusader**” will have access to all the perks on the **Shadowbringer** Perk Tree, including the Boosted Effects.
2. Having crash-landed from the heavens, this futuristic soldier has become twisted by their genetic augmentations. Even before they were taken from their home and made into a supersoldier, they were obsessed with victory, and that hunger for winning, for being the best, drives them even now. They will inevitably take a side in any conflicts that arise – often on the opposite side of you. Using their high tech arsenal, they will finish any fight they come into. The “**Spartan Demon**” will have access to all the perks on the **Soldier** Perk Tree, including the Boosted Effects.
3. In a bolt of lightning, this child of a god was sent here as a punishment for unspeakable crimes against their own spouse and children. Yearning to redeem themselves, they have willingly allowed themselves to be shackled to the will of a ruler – though it may be that the ruler is not as noble as hoped. Twelve tasks are to be doled out to this demigod, each more difficult, and often more selfish on the ruler’s part, than the last. Inevitably, this noble will take a disliking to you and, inevitably, this fallen hero will be tasked to strike you down. The “**Divine Laborer**” will have access to all the perks on the **Atoner** 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 (Dark Knight)

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?

Shadowbringer Relic

So, you would revive that **Shadowbringer** Relic? I can teach you the ways. Feel free to smash and smith whatever materials you wish into the Relic to empower it. It doesn't mind. But to truly bring out its power...

Seek out ferocious, terrifying, ravenous beasts. Make an offering of yourself to them. Then, make an offering of them to your Relic. While the weapon is still wet with the beasts' blood, hold it to your bosom, and meditate upon it. Breathe. Slower. Slower... Meditate upon it. Upon me. Upon yourself. Drink deep of the abyssal flame. Your anger, your love, and all of your sorrow. Find the shape the weapon takes, deep in your heart.

When the blood upon me is dried, go forth again. Find more creatures, and repeat the process. Make more offerings. Bathe me, and yourself, in the blood we spill. Breathe... meditate. Hold me close. Love me like I love you. Do you see? *Do you see?* Look upon how I begin to change for you!

Go further. Recognize that not all beasts look like beasts. There are men, monstrous men who prey upon the weak and downtrodden for their own sick ends. Make an offering of yourself to them – convince them to try and prey upon you... then, offer them to me like all the other monsters. Do it again. And again. And again. The purer they proclaim their blood and souls to be, the better, the more nourishing the offering is to me. Meditate again. Breathe slowly. Feel your heart beat as you dive deeper into the abyss.

Deeper. Deeper. Deeper... there.

Open your eyes. I have been reforged.

Reward

I am the **Reforged Relic Weapon (Alter-Ego)**. I've taken any form preferred by **Shadowbringers**, but as I was from the start, I am still a reflection of you. I could never leave your side. I would never allow it. I will kill anyone who tries to take you from me, or me from you. I promise. *I promise!*

If we wish, I can fuse with any weapon a **Shadowbringer** can use (well, besides the other **Reforged Relic Weapons**) through an Import option, gaining their traits and the ability to shift into their shape. Even without such additions, I still possess a few handy tricks. I'll reform myself if harmed, rebuilding myself into the image we have hashed out, so long as you're still alive. To say that our shadow has a mind of its own is misleading – like me, our shadow is an extension of you, able to act and strike independently of you, so long as at least one part of it is touching you. By blocking the shadow of something you can block the thing itself, by severing the shadow of something you cut the shadow's owner. If you have **Esteem** you may call or dismiss me at any time. Unlike the others, I'll *always* be happy to give you a push forward.

Soldier Relic

Even when it was new, the **Soldier** Relic was hardly a relic at all – an industrial piece, mass produced, just like your ilk. But there are techniques to refurbish it, and make it stand out. The sort of thing reserved only for those who make it to the top of your company's hierarchy. You'll need high quality, high tech facilities to refine the weapon. It'll need to have access to the planet's core, and you'll need to bring tankards of exceptionally pure planetary lifeblood – mako, lifestream, oil, liquid uranium, whatever you want to call it. A fair bit of your own DNA will need to be mixed into that lifeblood, which will fuel your facilities and be infused into the Relic weapon as you break it down and reconstruct it in your preferred image.

Reward

You have crafted a new weapon suitable for **Soldiers** to use. Whatever shape you guided it to take, the **Reforged Relic Weapon (Geostigma)** is bound to you by your own DNA and will. Those who take your weapon will find themselves blindly serving your ends (even if they don't know it), and will ultimately be drawn back to you, for your reunion with your weapon will not wait.

This weapon may at your discretion fuse with any weapon suited to a **Soldier** (other than other **Reforged Relic Weapons**) as an Import option, gaining their abilities and the power to change into alternate forms. It can grow back from any damage done to it so long as you are still alive. At your will, it infects those struck by it with your DNA, which corrupts and corrodes them, causing their very cells to degenerate over time. The weapon is also, at your command, capable of constantly bleeding a supply of the lifeblood you steeped it in. This supply has all the features of the original material, but is also a medium for your DNA. For one example, radioactive materials carry your genetic code along their wavelengths, and infect from range. For another, burning gasoline will carry your genes through their smoke. Make no mistake – this weapon is a blight upon the earth, infecting all around you with your will.

Atoner Relic

Your **Atoner** Relic is just as corrupt and bloodstained as you are. If you are to return at last to the light you must purify the weapon as well. Consider purifying materials, such as silver and copper, for the reforging effort. Materials associated with, or better yet sourced from that great light in the night – the moon – are also quite suitable to the task of reshaping the weapon. Any work you do at night should pass through sunrise, to represent a transition from dark to light, and any work you do during the day should end long before night takes its reign over the realm, to represent a rejection of darkness' blight.

The craftsmen you hire should be humble and righteous, abstaining from drink and vice for the duration of the duty. You should pay them honestly and honorably. While they or you work, you should be meditate in front of a mirror, that you might look yourself in the eye and atone for both your misdeeds and for those of the weapon you carry. Pray for redemption, and perhaps one day you shall find it.

Once the weapon has been reforged, you must lay one final coating upon the weapon – Adamantite or a similar metal. This must be done in the hour of dawn, or the Relic will refuse the coating, dissolving the Adamantite before your eyes.

Reward

The **Reforged Relic Weapon (Daybreak)** has fully joined you on the path of the **Atoner**, taking a form suitable to your role. No matter the shape it has taken, it refuses to be used for evil ends, and only one so honorable as to return the weapon to you may lay hands upon it without being rejected and burned.

When you wish, this Relic can absorb any weapon suitable for a **Atoner** (other than other **Reforged Relic Weapons**) into itself as an Import option. Even without such augmentations, this Relic is capable of repairing itself, doing so as often as needed so long as you still live.

Despite its dark history, it shines with inner light. While wielding it, any powers that enhance dark powers will also enhance light powers, and vice versa. Should someone look into the blade's mirror-like surface, they will see a reflection of themselves. This reflection is of the viewer, either at their most innocent, or their most corrupt. It can show the viewer their highest moment or their lowest. It may show the viewer's allies, or important surroundings. This serves to remind the viewer how far they've come, or how far gone they are, and fills them with remorse, hope, and willpower to resist temptation. The reflection is always what the viewer most needs to see in order to be driven closer to redemption.

Of Artifacts Augmented (Dark Knight)

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

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

Blood Price: This armor allows you to convert your own life force directly into magical energy, allowing you to cast magic directly from your own vitality, instead of your magical reserves.

Zombify: Your armor rots and decays your body... and yet, you still live. While wearing this armor, you are undead – even should your body be mangled, bisected, or crushed, your unliving, undying flesh and the armor surrounding it will knit itself together and shamle on. Light magic, including healing magic, harms you deeply, but dark magic heals you. So long as no holy rites to exorcise you from the realm of the living succeed, you are unkillable. If you are already undead, any undead-related powers you have are enhanced.

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.

Thorns of Vengeance: Your armor bites back. A palpable aura reaches out, cutting and stabbing and gnawing at your enemy's body the closer they are to you.

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.

Ordeal of Zanarkand

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

Hidden somewhere within this Jump is a ruined city, once advanced well beyond the local setting's technological and magical level, but long since destroyed. The dead wander this necropolis, as does the two undying mechanical armies that fought over this land's fate. It is said that, at the heart of the city, where the restless souls gathered to watch their finest athletes, you'll find a power to wash away sin.

Work your way there, through both the eternal battlefield the machines war upon and through the displeased undead whose daily routine you're disrupting. Find the arena, converted to a temple, and overcome the puzzles within. At its heart, you'll find a terrifying beast known as the Spectral Keeper, who will trap its surroundings and use wide area of effect attacks.

Defeat it, and find the dark truth – there is no power here, just an undead, undying witch luring men to their graves with false hope. Her power over healing and death magic can forcibly zombify you and your allies then use powerful healing magic to destroy you, or kill you outright with a single terrifying spell. Slay her, despite what monstrous forms she may take, or be slain.

Rewards:

Upon the witch's demise, you will find a monolith filled with the power she has claimed over a thousand years, which will bequeath its gathered strength to you. 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 Celestial Mirror. If worn it reflects magic you ram into headon, and if it is tied to one's weapon it instead allows you to absorb incoming magic into your weapon and enhance your next attack with that magic.

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

Anima

Elemental Nature: Darkness

Scales To: Spirit

Once the mother of a misbegotten child, she sacrificed everything and condemned herself to eternal suffering to grant him power and prestige. Now abandoned by that same child, she is an eldritch monster bound in chains and rosaries, pulled from the depths of the abyss to serve you. With a burst from her eye, she casts the mighty spell, Pain, upon her foes, sharing her tremendous heartache with them. With the power of **Oblivion**, she drags her victims into the very abyss she suffers within, and reveals her darker, crueller half, who smites the foe with her bare hands.

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

“Caped Crusader”: Bruce Wayne, Batman

“Spartan Demon”: John-177, the Master Chief, Halo

“Divine Laborer”: Heracles/Hercules, Mythology