

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

Highwind

Masters of the sky, these Dragoons prioritize the art of fighting foes in the sky and bringing them back down to earth. They fear no elevation and care little about silly things like the high ground. Their armor tends to be matters of chainmail and thin titanium plates, relatively light and easy to move in, but your **Antiquated Artifact Armor** is perhaps a bit too light, with entire plates missing. They prefer lances, but can also carry daggers or one-handed swords. Your **Ruined Relic Weapon** is a spear that was most certainly not designed to take impacts from great heights.

Wyvernrider

Infused with the blood of dragons, these Dragoons have learned to tap into their heritage, and can perform extraordinary magical arts. They tend to wear armor that feels like a second skin, made of mystically light materials. Like all Dragoons, they tend to specialize in lances, but can also take up staves and greatswords. The weapons and armor they carry is often made from materials from dragonkind, either donated in order to further a cause of vengeance or stolen as part of an ongoing conflict between man and wyrm. Both your **Antiquated Artifact Armor** and your **Ruined Relic Weapon**, a lance, seem to be in need of either or – they are worn and tired, the draconic power once within them long since drained.

Uhlán

Prideful of their mastery of the spear above all else, these soldiers focus on punching through enemy armor and tearing through enemy ranks, wading through the battlefield in heavy armor – making their leaping attacks truly impactful. They carry spears, of course, but can also take up axes and sabers. Your **Ruined Relic Weapon** was once a mighty polearm, but it has slowly but surely been battered into uselessness by years of combat. Your **Antiquated Artifact Armor** is not much better – the price of staying so firmly in the frontline.

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 (Dragoon) - Free

You gain a basic understanding of how to use your Job(s) in battle. In this case, the basics of wielding the weapon your Job Origin uses, and the mighty **Jump** ability – an attack in which you launch into the air, and descend at high speed to strike a single foe. 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 Agility -200 CP

The light of the Crystal shines upon your body, enhancing your swiftness and reflexes. With no other enhancements, you have the flexibility and balance of an olympic gymnast. Should you already surpass this with other Perks, your agility grows by 5%.

Augment Stamina -200 CP

The light of the Crystal shines upon your body, enhancing your endurance. With no other enhancements, you can take part in a full 10k meter run event at full speed without being winded. Should you already surpass this with other Perks, your stamina 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.

Highwind Perk Tree:

Ignore Elevation -100 CP (Free for Highwind)

The first thing any Highwind must learn is the ability to defy gravity. With this first step, you have perfect balance, and may effortlessly climb and descend any surface, no matter how sheer or how few handholds there are. You can balance effortlessly and perfectly, even upon a single point smaller than your thumb. With this alone, fall damage is reduced to 10% of its usual amount, so long as you land on your feet – an easy matter, so long as you can control your fall.

Skill of Cid -200 CP (Discounted for Highwind)

No longer is your skill in the sky bound to merely your own body. With this alone, you are a skilled pilot of any vehicle, be it machine or creature or something else entirely, that soars the skies. In addition, any Perks you possess that are designed to improve your piloting skills also enhance your talent at controlling your own body in midair, and vice versa. For example, by virtue of its second effect, this Perk's first effect also improves your acrobatic skill in midair.

Rising Drive -400 CP (Discounted for Highwind)

Man has ever needed the earth beneath his feet to leap into the heavens. Not for you. Never for you. Once per airtime, you may perform a Jump at full power, making your own footholds out of thin air. Better yet, when your Jump makes impact with a flying enemy, you may choose to modify your impact, such that the enemy feels the full force of your attack, yet isn't sent immediately crashing into the ground, allowing you to easily leap from them to continue your assault.

Breaking My Limits Boost: Sky Rave

It's not flight – it's falling with style. So long as you have not yet reached the apex of your Jump, you may Jump again, changing your trajectory, building up speed and force, before crashing into your foe. If you have Ignore Elevation, you may fully ignore fall damage, so long as you land feet first or weapon first.

Holy Dragoon -600 CP (Discounted for Highwind)

Dragoons have long held a history of dubious treachery. They often falter in their vows, or choose a path that may appear treasonous to their friends, or lose control of their minds. But you are past all that now. You possess holy magic – Cura, Teleport, Blink, Haste, and Pearl. Your will is your own, and you will never be forced to walk a path you don't want to, for you have learned immunity to mind control, possession, and similar powers.

Breaking My Limits Booster: Saintly Dive

Your soul and weapon shines with holy power. Those who attempt to infiltrate or corrupt your mind or soul are burned for their attempt. Your weapons are blessed simply to be in your grasp, and unholy foes shirk back in the face of it, if they do not simply burn.

Rising Drive Booster: Heavensward

You may catch a foe from below with your Jump, as well... and now, you can truly show them the majesty of the skies. By taking a few moments to charge up, you may enhance your Jump's maximum height by up to a magnitude of 100 – enough to bring you to the edge of space... and then come crashing down as a meteor, your foe at the tip of your spear the entire time.

Wyvernrider Perk Tree:

Dragontongue -100 CP (Free for Wyvernrider)

You have a natural affinity for the languages of dragonkind. To start, you possess a form of roaring draconic language that speaks more with the soul than with the physical mouth, making you understandable by any being that can comprehend language. Interestingly, any social, learning, or teaching Perks you possess double in potency when used for socializing with, learning from, or teaching dragons. In future Jumps, you can naturally and quickly learn any language invented by dragons, and make it part of this Perk.

Wyrmlinkin -200 CP (Discounted for Wyvernrider)

You have come to master the arts of dragonkind. You have a breath attack that, while starting with fire, may take any form you see a dragon wield. Reis' Wind heals allies and leaves a lingering regenerative effect on them, Dragon's Might boosts speed, strength, and morale. Luna causes mortals around you to become berserk, attacking wildly and ferociously without strategy or magic to aid them.

Breaking My Limits Boost: Stardiver

You have a talent for finding weakpoints in scales and scale-like armor, and are resilient to all the means Dragons might use to fight you. Further, you have witnessed a method dragons use to enhance their midair speed, which you have adapted to your Jump. You may create runes of magic in front of you, which launch you through them like a magnetic railgun, speeding you up far beyond terminal velocity. The same enchantment guards your body against the impact you'll make with this, but your foes will not be so lucky.

Dragonheart -400 CP (Discounted for Wyvernrider)

There was once a dragon who survived without his eyes, the source of his life and might, by sheer rage alone. You, like he, have a talent for being incredibly hard to kill. You can survive a full day while fatally wounded – enough time, perhaps, to find your foes and take vengeance, or to find an ally and see your wounds healed. And always, always, should you be wounded so, your ichor shall coat your foe and soak in. Once a Jump, or once every decade (whichever comes first), if you should die, you may attempt to possess the one who killed you at any time in the next month, avoiding Jump failure in doing so. You are aware of your target's surroundings, their thoughts and feelings, and will know when they are at their weakest point. The more of you that your foe has taken into themselves, the more easily you can take claim of their flesh. If they are fool enough to drink your blood, carry your eyes, or eat your heart, there will be no escape.

Azure Dragoon -600 CP (Discounted for Wyvernrider)

You represent both dragonkind's greatest threat... and their greatest hope for peace between them and mankind. You can bind yourself to a particular dragon you've met, becoming aware of its location relative to you at all times, and feeling what they feel – a perfect means to hunt them down, if need be. You can understand the hearts of dragonkind even when they are incomprehensible to mortal man, and can parley with them. Some legends claim the Azure Dragoon slew dragons. Some claim he rode upon their backs.

Breaking My Limits Booster: Dragon's Crest

It is said that taking the blood of dragons binds you closer to them, and your connection is deep indeed. With every dragon you have slain with your own hands or earned the unwavering support of, your physical power grows. Dragons can sense your history with their kind across the multiverse, for good or for ill.

Dragonheart Booster: Dragonsong Dive

The dragon you have bound yourself to may willingly grant you their might, allowing you to utilize this ultimate attack. You may take the form of the dragon, enhancing your own abilities by the bonded dragon's own strength. Your Jump especially is enhanced, allowing you to soar heavensward in draconic form, only to come crashing back down with the full fury of the wyrm.

Uhlan Perk Tree:

Lancet -100 CP (Free for Uhlan)

You have developed a unique ability to extend a spiritual blade up to twice the range of your weapon's attack that drains the life force of your foe, and adds it to your own. It also regenerates your magical energy, something that may be of use to you. Be warned – beings who are harmed by holy healing magics, such as the undead, can and will turn the tables on you and drain both your magic and life force, if you attempt to use this technique upon them.

Battle Litany -200 CP (Discounted for Uhlan)

You are a force of nature on the battlefield, a monolith that inspires all who share your cause. The larger a battle is, the more you stand out within it, and the more powerful you become. With a war chant you may share this boon, and enhance the strength and endurance of those near you, and raise their morale even in the harshest battle. In the end, weapons will break upon your armor. Men will try and fail to silence you. But they will fail, for you are not just a man. You are the very soul of the battlefield.

Spineshatter Dive -400 CP (Discounted for Uhlan)

You are able to enhance the effect of gravity upon your being, massively enhancing your ability to crash into a foe from above. Your body weight on its own, let alone the heavy armor Uhlans usually wear, is enough to powder bone and mash muscle into pulp, should the average man or beast be unfortunate enough to be directly under you. Your steps shake the ground, and your Jump's impact sunders earth, making the battlefield unsteady for those you "missed."

Breaking My Limits Boost: Earthcrusher Dive

The land buckles. Stone ruptures violently at the point of impact when you Jump, spearing and smashing anyone unfortunate enough to be nearby.

Shades of Black -600 CP (Discounted for Uhlan)

It is not just your physical strength the armies of man should fear. You possess access to some degree of Black Magic. Make a spectacle with the three basic elemental spells honed into Fira, Thundara, and Blizzara, all of which you may align with the tip of your weapon to give it extra reach and bite. Render vast armies into disarray with the wide range spells Blindga and Silencega. Knock them off their feet with Aeroga. Use Bio to whittle down those who remain.

Breaking My Limits Booster: Roar of Chaos

Your war cry is a physical force that disorients your foes and rattles their bones. With extended listening, you can wither and sap your foes' strength, lower their guards, and break their will. You can infuse your magical might into it to expand your scream's reach, and make it impossible for your foes to concentrate on anything until someone, *anyone*, has done away with you.

Spineshatter Dive Booster: Black Dive

You may envelop yourself in the energy of any elemental spell you know as you perform a Jump, splashing your enemies with the likes of ice, fire, lightning, and wind. Destructive spells have the biggest effect. You may even use the spell as propellant, shooting you higher while leaving an explosion in your wake.

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 Dragoon 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 – Highwind +300 CP (Exclusive to Highwind)

Your Dim Crystal shimmers with the heavens' call. Because of this, you are no longer able to take perks from the Wyvernriders Perk tree or the Uhlan 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 Highwind or in theme with it.

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

Your Dim Crystal shimmers with the strength of dragons. Because of this, you are no longer able to take perks from the Highwind Perk tree or the Uhlan 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 Wyvernriders or in theme with it.

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

Your Dim Crystal shimmers with perfected spearwork. Because of this, you are no longer able to take perks from the Wyvernriders Perk tree or the Highwind 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 Uhlan or in theme with it.

From Beyond the Final Fantasy (Dragoon) +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 a strange, burning rift emerges this red-clad child. The progeny of a priest who burned down his own church, they now live on the streets. Professing to live only for themselves, they travel freely and steal to live, when they're not forced to use their lance or illusion magic to make their way (or to satisfy their insatiable appetite). Despite this they will likely find themselves helping the weak and needy in their own way – the last vestige of their father's teachings. If you cannot aid them, in time they will succumb to their burgeoning loneliness and despair, and become a threat to everyone around them, including you. The **"Magical Rogue"** will have access to all the perks on the **Highwind** Perk Tree, including the Boosted Effects.
2. Falling from distant stars like a comet, this strangely dragonlike alien roams the world at high speed. Despite having had a history as a thief, they are also often seen helping others, and generally trends towards intervening in the affairs of this world. They sometimes can be seen riding upon a massive serpentine dragon... though it seems this is actually some kind of alien hologram. Impulsive and judgmental, it's likely they'll find cause to distrust or dislike you, and may quickly begin moving to thwart any plans you might have. The **"Sparkly Comet"** will have access to all the perks on the **Wyvernrider** Perk Tree, including the Boosted Effects.
3. Emerging from the mists of legend, this exceptional and bloodthirsty warrior leads a massive army. Fickle in temperament and loyal ultimately to only themselves, they are nonetheless not one to be pursued recklessly. They yearn to prove their strength by challenging the mightiest warriors in the land, serving whoever they have to in order to get their preferred prey. It is likely that they will turn their gaze upon you soon enough, sensing your strength and potential. The **"Flying General"** will have access to all the perks on the **Uhlán** 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 (Dragoon)

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?

Highwind Relic

To restore the **Highwind** Relic, it must see the highest highs and the lowest lows. You must meditate upon your greatest mistakes and failures, and your greatest acts of redemption for those mistakes – be they an act of good to make up for an evil deed, or vice versa. The growth and change you have faced across your long journey shall shape and sharpen this weapon as it is reforged.

As for material components, you'll need the lightest of metals, crystals, and other such materials. Materials that are often found in high places in a setting, such as at the top of a mountain, or upon floating islands, should be prioritized. Cleanse the parts of your weapon using materials that possess innate flight – bathe them in lighter-than-air liquids, or scrub or sand away at them with anti-gravity crystals reduced to sand.

Make sure that both the crafting materials, the tools, and the cleansing materials are blessed by holy men, preferably those who turned to their faith to turn away from what they now consider to be vile roots.

If you can, the processes of crafting this weapon should all be done at a high altitude – still bound by gravity, but only tenuously. Aboard an airship, or on the tallest peak in the world.

Reward

Your weapon has been rebuilt into any form preferred by **Highwinds**. This **Reforged Relic Weapon (Longinus)**, is ephemeral, and will fade into mist when taken from you, only to return later in your hands.

This weapon can, at any time, fuse with any weapon a **Highwind** can use (other than other **Reforged Relic Weapons**) as an Import option, gaining their traits and the ability to shift between shapes.

A weapon much like this one is said to have once pierced the heavens, and there are many traits that seem to reinforce some interpretation of that statement.

You'll find that it grows in piercing power and weight (and you, grow in strength to match that weight) the further you are from solid ground while wielding it. Should you use a Jump attack, it will retain the buffs it gained from the apex of your Jump.

It grows stronger still when used against foes of great purity – be that purity of good, or purity of evil. Ambiguity confounds it – use it against foes who are easily categorized.

Perhaps most horrifyingly, this weapon ignores immortality – if you should meet one who cannot die, plant this weapon in a vital place, and they will die regardless. Regenerative effects falter with wounds inflicted by this weapon.

Wyvernrider Relic

The **Wyvernrider** Relic is a weapon that symbolizes man's connection to dragonkind, for woe or weal as the wielder goes. To reforge this one and make it your own is to tell your own tale of man's fated bonds with these flying tyrants.

The most suitable materials for your weapon are, of course, those one can source from a dragon. Teeth, scales. *Bones*. Muscle and sinew to more fastly bind one to another. Whether these are bequeathed to you by choice or taken from them by force is just a matter of details... though, the devil is *in* the details. As you should guess, even if you possess a draconic form yourself, anything and everything sourced from a dragon must come from a dragon other than yourself.

If you must use metals, it must be lightweight and yet harder than steel. Most versions of Mythril work for this cause. But as it stands, such metals, and any other materials you might utilize, will still need more to be made suitable. Soak them in blood donated or taken, in tears shed for woe or for weal, or even saliva given through love or hate. Smelt them with the heat of a dragon's breath.

In the end, you cannot contain the entirety of mankind and dragonkind's history within this weapon – only craft the tale of your own relationship with those dragons you meet.

Reward

Your weapon has been rebuilt into any form preferred by **Wyvernriders**. Though it is not made of you physically, this **Reforged Relic Weapon (Gae Bolg)** is imbued with your will, intermingled with the wills of dragons. To wield it is to try and wield *you*... and all too easily, such fools who try that become wielded *by* you.

This weapon can, at any time, fuse with any weapon a **Wyvernrider** can use (other than other **Reforged Relic Weapons**) as an Import option, gaining their traits and the ability to shift between shapes. It regenerates endlessly, restoring itself to pristine condition as many times as needed, so long as you are alive to wield it.

Etched into this weapon is the history you wove in creating it, and both mankind and dragonkind can sense it at a glance. You can channel the souls of those who contributed to this weapon's creation, either by their charity or by their wrath, and feel their emotions flow through you.

By calling their name, you can even conjure a simulacrum of any such dragon. Though the shade you call is only the size of a mere dragonet, a wyrmling, it possesses all the abilities and skills the original had, and scales to you – always being as strong compared to you as it was when its contribution to Gae Bolg was finalized. It will react to you with the same rapport (or lack thereof) as the real dragon did, the day you gained materials from it, and yet it will obey you loyally regardless.

You may for short periods of time allow the shade of the dragon to mature, to grow to a size which would allow you to ride upon its back.

Finally, this weapon, regardless of its history, is a powerful weapon both when used against dragons... and when used to defend them, doubling your strength and speed in such situations.

Uhlán Relic

At its peak, the **Uhlán** Relic is a machine of war, simple and deadly, capable of crushing armies. To restore this kind of strength, you will need to call down the power of the heavens itself to the earth.

At its core, this weapon should be made of the heaviest and hardest metals per gram you can find.

The incomplete weapon should be carried into a battle happening under a clear sky, beneath a distinct star sign. This step should be repeated once for each star sign related to the first – for example, each star sign of the Western Zodiac.

If the star signs have associations with non-star objects or beings, some part of those objects or beings should be incorporated into the crafting of the weapon – for example, incorporating pieces of animals or objects related to the Western Zodiac.

Reward

Your weapon has been rebuilt into any form preferred by **Uhlans**. This **Reforged Relic Weapon (Taurus)** is as heavy as the heavens itself. It will not permit any who you do not approve of to lift the weapon – those who try will find their offending limbs flattened under the weight of it.

This weapon can, at any time, fuse with any weapon a **Uhlán** can use (other than other **Reforged Relic Weapons**) as an Import option, gaining their traits and the ability to shift between shapes. It regenerates from any damage done to it, so long as its owner – you – still live.

This weapon crushes as easily as it pierces, and shatters barriers of any and all kinds like it's nothing. Armor twists and ruins itself as Taurus crashes through it, like so much china tossed about by a raging bull. Despite this horrific weight, it feels light and easy for its rightful wielder to use.

You can, with extraordinary effort, temporarily shatter the boundaries between the material and immaterial with this weapon, dragging your foes into a temporarily very real manifestation of your own willpower. The exact shape of this quickening of your will may depend on your own nature, but there will be no escape or defense against it. The sundered hole in reality will inevitably repair itself, spitting your ruined foes back out.

Of Artifacts Augmented (Dragoon)

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

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

Icarus Waltz: Your armor has wings, which you can control as if they were your own. These wings allow flight, and enhance your existing flight abilities in speed and control.

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.

Piercer: Your armor enhances your powers to punch easily through magical barriers. You can ignore spells such as Protect, Shell, and Reflect, and strike at your foes directly.

Convalescence: Your armor assists in absorbing healing magic far more effectively, with spells, potions, and techniques being twice as effective on you.

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

Ordeal of Azys Lla

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

Somewhere in this Jump is a series of islands colonized and long abandoned by an ancient, technologically advanced civilization from another world. Upon these islands, they conducted horrific experiments on man, beast, and god alike, crafting superweapons to fuel their conquest of their world... superweapons that now roam free. Should the barrier surrounding the islands fail from the passage of time, or be opened from outside, these creatures may run amok, and doom this world. Sally forth, Jumper, and bring your allies. Machine weapons designed to fight and kill gods wander the halls alongside genetically altered abominations meant to overwhelm armies. Put each and every one down.

There are gods sealed away here – but their containment systems are slowly failing. The Fiend, the Goddess, and the Demon once warred with one another, but may seek to work together to make good their escape. It would be wise to free and destroy each on their own. Be warned that each possesses a means to enthrall those around them, completely dominating their minds and souls – you should bring some form of protection against this grisly fate.

At the core of this laboratory's Aetherochemical Research Facility lies an even greater group of beings – a legion of knights turned into gods powered by a thousand years of prayer and an ancient dragon eye. You will need to be incredibly strong to fight back against these knights twelve and their mad king, Thordan.

Rewards:

As Thordan falls, his power flows outwards, 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 **Eye of Nidhogg**, a glowing red eye that once belonged to a fierce dragon. If worn you can see through it as a third eye that pierces illusions and wards off eye-based powers, and if it is tied to one's weapon it instead temporarily stuns those who lock eyes with it.

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 Knights of the Round** for themselves. Their stats are as follows:

Summon Knights of the Round

Elemental Nature: Physical, Fire, Earth

Scales To: Spirit

The purified form of the knights you battled – heroes who once fought to halt a falling star. These knights, numbered 13 when you count their king, are capable of extraordinary teamwork. Each is armed with a different weapon, and some possess powerful explosive and meteor-calling magic. Their leader wields a massive blade, and can rally the knights to an extraordinary, seemingly world-shattering offensive known as **Ultimate End**.

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

“Magical Rogue”: Kyouko Sakura, from Puella Magi Madoka Magica

“Sparkly Comet”: Sash Lilac, from Freedom Planet

“Flying General”: Lu Bu, from Romance of the Three Kingdoms and Dynasty Warriors