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

Lionheart
Often hailing from a history of mercenary forces, these Gunbreakers are professionals with a focus on both undercover work and direct combat. They tend to prefer longswords, though they are capable with just about any heavy, bladed weapon… provided, of course, that they're modified with triggers that enhance the biting power of their blades through powerful vibrations. Their garb tends to be largely casual, though more formal school uniforms are given to Lionhearts in training. Your **Antiquated Artifact Armor** is, in fact, the outfit of a freshly graduated cadet – you'll need to modify it and make it your own to have any proper respect. Your **Ruined Relic Weapon** is a bastard sword whose firing mechanism is damaged from the kind of reckless use a youth might get up to.

Blazefire
Tied largely to a history of domestic military services (though, strangely, they've sometimes ended up working for divine institutions), these Gunbreakers are experts with firearms… and often modify their guns to incorporate blades for use in melee combat, often in the form of a weapon that shifts from one to the other. In much the same way, Blazefires are quick to swap between fighting styles depending on the circumstances in front of them. Your **Ruined Relic Weapon** is a pistol with a knife mode, but the swapping mechanism is faulty, and so shifts from one form to another are not as smooth as they should be. The military police uniform is light and easily moved around in, with armor in key places… except that your **Antiquated Artifact Armor** is worn out from service, with most of its already-scarce plating missing.

Bodyguard
These Gunbreakers come from a long tradition of royal guards and defenders. It is said that their history predates the now-common use of the word "gun," and that theirs were the first triggers to be pulled. They are usually garbed in heavy coats with armor underneath, all built to handle long journeys while remaining fully capable of guarding their charges. Alas, the **Antiquated Artifact Armor** you're wearing was obviously built for someone who must've been thrice your size, and doesn't settle comfortably on your shoulders. Their weapons are usually fairly light melee weapons, such as shortswords, handaxes, clubs, and hammers, modified to incorporate the cartridges that are their claim to fame. These cartridges are filled with powder attuned with raw magical energy, which when ignited by the trigger mechanism to fire magic at their foes, or to imbue their blades with enough power to cut or crush through enemy weapons. Perhaps it's because it wasn't well-cleaned, but your **Ruined Relic Weapon** is a saber whose powder chamber has soot burned into the inside, and the weapon doesn't absorb and release powder as well as it should.

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 (Gunbreaker) - 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 Fire, Blizzard, and Thunder spells. 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 Vitality -200 CP
The light of the Crystal shines upon your body, enhancing your life force. With no other enhancements, you are able to survive several months without food and several weeks without water, and remain standing even when critically injured. Should you already surpass this with other Perks, your vitality grows by 5%.

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

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

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

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

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

Lionheart Perk Tree:

Renzokuken -100 CP (Free for Lionheart)
Timing is everything, cadet. Master it, and the battlefield will be yours. A Lionheart's fangs bite best when you pull the trigger at just the right time. You're skilled at using the Lionheart's preferred Gunblades. A perfectly timed pull of the trigger vibrates the blade and releases popping waves of pressure around the blade, vibrating it to increase its cutting power or turn a clean and easily treated stab into a pressure bomb in your opponent's gut. You can also use these small vibrobursts to launch yourself – for example, a careful orientation of the blade can cause a burst to send you spinning, increasing the force of a kick you didn't have the speed to pull off before. You're also skilled at building the mechanism Lionheart Gunblades use into bladed weapons of all sizes and shapes. This skill grows with your metalworking skills.

Go Talk to a Wall -200 CP (Discounted for Lionheart)
You're a tough nut to crack. You're capable of affecting a cold and disinterested facade that makes it hard for others to get close… though it can also make you something of a mysterious bad boy, drawing others in. You can keep your thoughts to yourself, and are well-guarded against both mundane interrogation, truth serums, and most methods of mind reading.

Draw Magic -400 CP (Discounted for Lionheart)
Lionhearts get in touch with the flow of magic on the battlefield, and nowhere is this more evident than in the art of Drawing Magic. You can grasp the magic of your enemy, pull it into the shape of the spells they most habitually use, and rip that magic out of them, making it your own. You can only hold so many of a single spell, of course, but these whirling cores of encapsulated energy can be held onto for later use.
Breaking My Limits Boost: Junction Magic
You can meld this foreign mana to yourself to make it more than just ammunition for your next fight. In "Junctioning" different kinds of magic to yourself, you can enhance aspects of you that you couldn't (or wouldn't) otherwise train up. Ice magic Junctioned to you could allow you to temporarily freeze and harden the very muscles under your skin, making you more durable. Lightning magic Junctioned to you may hasten the signals shot along your nervous system, improving your reflexes. It will be up to you to research and master exactly how any given drawn magic affects you, but you've had plenty of practice studying and memorizing such things. Nothing a little cram school won't fix.

Maybe I'm a Lion -600 CP (Discounted for Lionheart)
You're fast and unerring, allowing you to chain hits together at high speed. You'll also find that with carefully timed sequential pulls of your Gunblade's trigger, you're able to cause the trigger's effects to resonate, growing far more powerful than usual. A Lionheart Gunblade's vibrations spark explosions in the air around you, or a Bodyguard Gunblade's magic explodes far more spectacularly. Even normal guns will fire bullets with significantly more force and speed.
Breaking My Limits Booster: Faerie Knight
You have a unique ability to defy causality. While you sleep, you may temporarily connect yourself (and anyone sleeping near you) to another random person (or group of persons), somewhere, somewhen, at a pivotal moment in their lives. You can't change the past this way, but you can give subconscious advice, and lend your own powers to the person you're connected to. This of course also serves as great way to get information. In the off chance that you find yourself thrown through time, you also are able to unerringly make your way back to your home time period by simply… walking there.
Draw Magic Booster: Blasting Zone
You may take your drawn magic, or any magic you possess, and run it up your blade, extending you weapon's reach by up to three times without increasing the weight of the weapon itself. This makes you a horrifying combo of fast and long-reaching.

Blazefire Perk Tree:

Paradigm Shift -100 CP (Free for Blazefire)
You are trained to perform a variety of roles on the battlefield, shifting from one to another as needed. You can swap between fighting styles with such grace and ease as to appear seamless. Whether it's changing weapons, shifting between alt-forms, or even changing the topic in conversations, you're flexible like water. You can also command your allies to change strategies with only a few code phrases, and they'd benefit from this Perk's fluidity. As an example, if you have **Job Change**, or a similar Perk, this Perk counts as available for all of your Jobs, and speeds up **Jobshift** from seconds to mere moments. You also know how to modify most guns to have a transformation into a melee weapon and back. You can even reconfigure and combine a melee weapon and a gun in such a way that they can transform into one another. Your skill at creating these modifications will grow with your metalworking skills.

Guardian Corps -200 CP (Discounted for Blazefire)
You have significant training when it comes to maintaining peace on the streets. Negotiation, deescalation, detective work, organization, security… if it needs done to keep a neighborhood safe, you have about 10 years' worth of experience doing it, and continue to get better easily. You're also skilled at public relations on a person to person scale, ensuring that the people you protect will at least see you as a valuable member of the community, and you're talented at sniffing out corruption in any organization you're in.

Brand of the L'Cie -400 CP (Discounted for Blazefire)
You bear a(n invisible if you want) mark that subconsciously names you as friendly, or at least useful, to those with power, be they politicians or gods or anything in between. Such beings will be more willing to reveal their nature to you if in disguise, to trust you with secrets, and to offer you work.
Breaking My Limits Boost: Focus of the L'Cie
At the beginning of each Jump, you are granted a vague vision of sorts. This vision is representative of a mission of extreme value to the local gods, or something your Benefactor wishes to see. Should you complete this mission, you will be allowed to depart the Jump early if you wish, leaving behind a crystal statue of yourself. You'll also always receive a reward commensurate with this mission's difficulty and the nature of the being that issued it. If you remain in a Jump after completing your mission, you'll be granted a commensurate boost to your stats that will last the rest of the Jump, and may willingly accept a new Focus.

Army of One -600 CP (Discounted for Blazefire)
You don't care if the odds are ten to one, hundred to one, or million to one – you'll fight your fate anyway. Your strength and speed are slightly enhanced, and you heal a little bit with each wound you dish out, with the amount healed being proportionate to the amount of harm you inflicted. The more outnumbered you are, the stronger this Perk becomes.
Breaking My Limits Booster: Fabula Nova Crystallis
Your heart is chaos, completely defying fate's attempts to constrain you. Future sight fails against you, and the bonds between you and others guard them from fate and prophecy to a lesser extent – in order for them to truly break their chains, they must choose to fight for themselves.
Brand of the L'Cie Booster: Trial of the Savior
You may approach those in deepest sorrow, despair, or grief, and issue them a final test. By forcing them into conflict with you, their strength is re-scaled according to their will to live. If they have enough to live for, they will overcome their pain and defeat you… but if they have nothing to live for, you will destroy them, purging their regrets from them as they go. If you possess an afterlife of some kind and wish it, they may rest there regardless of that afterlife's usual requirements for entry, stripped of their burdens. If you lose to a friendly or neutral opponent, then you'll simply be tired out by the ordeal, but if you challenge an enemy this way, they may outright kill you instead.

Bodyguard Perk Tree:

Powdered Magic -100 CP (Free for Bodyguard)
You are able to convert your own magical energy (or that of others, just in case you have no magical energy of your own, or can't express your own magic externally for some reason) into a kind of physical powder. When ignited, they explode into a spell you infused while producing that powder – a trait that holds true even in "anti-magic" fields and the like. The spell must be something the original owner of the magical energy could wield. You're also plenty familiar with the Bodyguard techniques for crafting cartridges to house this powder, and mechanisms you can add to weapons to express and direct magic detonated from the powder. Your skill with crafting powder and Gunblade mechanisms will grow with your alchemical skills and metalworking skills, respectively.

Camouflage -200 CP (Discounted for Bodyguard)
You're talented at hiding in plain sight, and can easily skulk through a crowd without drawing attention. You can also, with a heavy strain, still your own spirit, rendering yourself nearly invisible and entirely silent. This effect is more effective against beings with magic-based senses – eyes that can see magical energy, ears that can hear the song of the soul, mindreaders, smelling darkness… that sort of thing. While your spirit is stilled, you are utterly invisible to those who are passively or actively utilizing such mystical senses. Be warned that this will slowly but surely still your own beating heart, so don't keep it running for too long.

Lightning Shot -400 CP (Discounted for Bodyguard)
It is said that the first firearms were inspired by the Blades of Gunhildr. The Bodyguards subsequently found a way to mimick the power of these "Guns," bringing things full circle. You've mastered the art of using your Gunblade as a sort of railgun to fire spells at your foes at high velocities. While this is best used with Powdered Magic, it is possible though difficult to directly fire spells as you (or an ally) cast them.
Breaking My Limits Boost: Terminal Trigger
You get more out of your Powder than most. You're capable of rapid-firing a single spell as you swing your weapon, leaving several trails of magical energy as you go. Only once the cartridge runs dry, or you rest your trigger finger, will these trails explode outwards, slicing through and blasting anyone still standing.

Royal Guard -600 CP (Discounted for Bodyguard)
Your oaths have meaning – especially your oaths to protect. But how can you guard those you do not understand? If you devote yourself to protecting another, you start to gain an unnaturally fast-growing, subconscious understanding of your charge. What they need, what they *want*, where they might go if separated from you, their fears and hopes and dreams. Your ability to teach your charge new things doubles in effectiveness, as well, that they can stay safe even without you. Your physical strength, durability, and magical abilities are doubled when acting to protect your allies, and are tripled instead if you're acting to guard your charge. They deserve all the happiness in the world… and you'll give your all to give it to them.
Breaking My Limits Booster: Gunmetal Soul
You are capable of conjuring hexagons of reflective magic, which you can use to guard your allies, to bounce your magic off of for trick shots, or both. Your maximum number is enough to encase an area of about 50 yards in a dome. When used this way, the light of this dome can shine on allies inside it, granting them armor that will soften most incoming attacks by 80% of their power for the next minute or so.
Lightning Shot Booster: Superbolide
With a little magic, you may fill a 30-yard continuous area around you in a shimmering aurora that distorts you and your allies' images, making it hard for your enemies to land attacks even as it slowly heals you and your allies within it. You are also able to convert a massive chunk of your life force into an unbreakable shield for a scant few seconds. It hurts, but sometimes you gotta be able to take a hit to stay in the fight.

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 Gunbreaker 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 – Lionheart +300 CP (Exclusive to Lionheart)
Your Dim Crystal shimmers with perfect timing. Because of this, you are no longer able to take perks from the Blazefire Perk tree or the Bodyguard 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 Lionheart or in theme with it.

Job Lock - Blazefire +300 CP (Exclusive to Blazefire)
Your Dim Crystal shimmers with flexible servitude. Because of this, you are no longer able to take perks from the Lionheart Perk tree or the Bodyguard 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 Blazefire or in theme with it.

Job Lock - Bodyguard +300 CP (Exclusive to Bodyguard)
Your Dim Crystal shimmers with burning compassion. Because of this, you are no longer able to take perks from the Blazefire Perk tree or the Lionheart 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 Bodyguard or in theme with it.

From Beyond the Final Fantasy (Gunbreaker) +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. Rising from a shallow grave, this vampiric Gunbreaker has an axe to grind… quite literally. They prefer to hunt their fellow undead, when they're not engaging in politics. They prize unity and freedom above all else, seeking to end civil disputes between neighbors, and to undo shackles from the oppressed. They may come to see you as a threat to their hopes of a more perfect union, especially if you're a slaver or undead. The "**Honest Hunter**" will have access to all the perks on the **Lionheart** Perk Tree, including the Boosted Effects.

2. Formed from flames that start from their chest and spread to turn into flesh, bone, and armor, this warrior reborn appears. They're earnest and have a bit of an awkward streak. That said, their talent on the battlefield is extraordinary – something they'll use to earn acclaim and wealth. Their sword can turn into a rifle, and they wield it alongside a mighty shield. They believe they've been brought here for a reason – and they'll eventually find that *you* are that reason, which will lead to your inevitable final clash. The "**Fire-Pierced Gladiator**" will have access to all the perks on the **Blazefire** Perk Tree, including the Boosted Effects.

3. From a grand explosion out of nowhere, this would-be hero appears. They practically sweat magic, and wield a pair of gauntlets that can unleash overwhelming explosive powers, and they're not afraid to blow things up. Their hot temper and vicious personality belies a desire to create an absolute victory for the common man. They're likely to view you as a rival in that quest to become a great hero of justice, if you're not already an enemy of peace. The "**Bombshell Detonator**" will have access to all the perks on the **Bodyguard** Perk Tree, including the Boosted Effects.

Generic Drawbacks:

Basics

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

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

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

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

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

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

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

Origin Modifiers

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

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

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

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

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

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

Setting Modifiers

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

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

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

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

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

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

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

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

Opponent Modifiers

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

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

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

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

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

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

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

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

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

Ally Modifiers

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

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

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

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

Self Modifiers

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

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

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

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

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

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

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

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

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

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

Challenges

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

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

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

Scenarios

Of Relics Reforged (Gunbreaker)

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?

Lionheart Relic

The **Lionheart** Relic must be precise and responsive, to match the skills of the wielder. The trigger mechanism must be your masterwork – reactive, practically a hair-trigger. The moment you need it to be pulled, it must be pulled, the hammer slamming like thunder onto your blade.

The blade needs to be sturdy and yet pliable, capable of taking heavy impacts and vibrating as a result – it must sing with violence every time the trigger is pulled. Adamantium is often well suited to the task, but depending on the settings you travel to there may yet be better options. Variants of silver are often a surprisingly suitable back-up material.

Engrave, emboss, or simply brand upon the blade a symbol of your might – a beast, most likely, one you feel a strong connection to. Despite your discipline's name, it does not need to be a lion – any ferocious beast will do – even and especially one you yourself have made up. As you apply this creature's image upon your weapon (or assist in doing so), meditate upon it, embellish it, make it larger than legend in your mind, and make it a reflection of yourself. This symbol should also be turned into a medallion, hanging from the pommel of your weapon. Sharpen the silver chain that connects them, and the symbol itself, that it may serve as a second fang for your use.

Any craftsman involved should be experienced not just with the manufacture of weapons, but with you yourself – someone who knows you despite any walls you might put up.

Reward

Your weapon has been rebuilt into any form preferred by **Lionhearts**. This **Reforged Relic Weapon (Griever)**, is the embodiment of your will and pride, and cannot be lifted by others, save only for those you would allow to wield you.

This weapon can, at any time, fuse with any weapon a **Lionheart** can use (other than other **Reforged Relic Weapons**) as an Import option, gaining their traits and the ability to shift between shapes. The weapon doesn't need that, though – it has its own power. It notably regenerates from any damage done to it, so long as you exist to admire it.

This weapon houses a reflection of yourself within it – the mighty beast you emblazoned upon its surface. You may draw out this mighty creature and fight alongside it, its claws or talons or fangs vibrating in time with your own weapon, shearing through enemies as they strike. This creature is made of your soul, and thus your abilities that are similar to Draw Magic and Junction Magic work especially well upon it, reuniting this creature with yourself and enhancing the traits that align between you and your spirit animal.

Blazefire Relic

The **Blazefire** Relic is meant to be a tool of nations, of gods, in your hands primarily to serve the masses.

Gunmetals such as nickel and titanium should be used in the reforging of both the gun and the blade.

Each part of the internal mechanics used in firing the gun and transforming it should be purified in olive oil, and carefully polished. There should be as little waste as possible in the crafting process – any stray bits of metal or wood or the like should be reassembled into decorative elements in the weapon.

When it is reassembled, enshrine it at the tallest point of a capital building, or a church, or a similar institution you are aligned with. Place the weapon in a bowl at this precipice, and bury it in the petals of a flower valued by an organization you work for, or a god you serve, or simply a flower of sentimental value to you. Make sure this shrine is exposed to the elements, and regularly make sure that the petals continue to bury the weapon. Await a thunderstorm. When the time comes, it shall be struck by lightning, setting the petals aflame and granting the weapon its final form and power.

Reward

Your weapon has been rebuilt into any form preferred by **Blazefires**. This **Reforged Relic Weapon (Claire)** is ephemeral as a lightningbolt, but strikes with the same force, should the wrong hands attempt to claim it, and reappears in your hands in a flourish of flower petals.

This weapon can, at any time, fuse with any weapon a **Blazefire** can use (other than other **Reforged Relic Weapons**) as an Import option, gaining their traits and the ability to shift between shapes. It can repair itself from any harm done to it so long as you are still alive to wield it.

The weapon scatters ephemeral flower petals with every motion – and these petals flicker and blind its foes with light, even in the darkest places. A single report from the gun's muzzle, shot into the air, sounds like thunder and brightens the world around it. This burst has the useful effect of calming your allies and bystanders alike in times of crisis, allowing them to think clearly, flee to safety in an orderly fashion, and hear your commands above the chaos.

If you are currently allied with an organization or divinity of some kind, its symbology emblazons itself upon the weapon as a burned image upon wood or metal, or as a floating glyph over your fist that is visible while you wield it, and a fragment of their authority and power pulses through you in the heat of battle. Serving a god of fire may cause your every strike to carry with it an afterimage of flame that burns even those you miss, while a righteous public defense force may result in your attacks striking with the additional weight of that group's commitment to justice against those who would threaten their home. The exact shape of the power granted will of course change depending on what organization you serve in the moment.

Bodyguard Relic

The **Bodyguard** Relic is more than a means to guard your charge. It is a symbol of your unwavering resolve to see their duty done.

Use steel in the base, and emboss it with bronze and gold in the design. Grind up a perfect diamond and sprinkle it upon the still-heated blade, that it may be fused into the weapon. Once it has cooled, polish it to a fine shine with a cloth that has never seen any other use, and never will again.

Once you have assembled the powder chamber, grind a crystal of utmost purity and mystic potency into a fine sand, and use that sand to fill the powder chamber. Do not fire it.

Present your weapon to one you have sworn to defend. A princess, a leader of a movement, an orphan under your care. Have them lift the weapon from your hands, and lay the sharpest point at your neck, and let it form a bridge between you and them as you swear anew the oaths, be they of fealty or guilt or love, that binds you to them.

When the oath is done, have your charge pull the trigger. The strength of your oath shall turn the powder you stored within the chamber into a magic that permeates the weapon, and finishes its transformation.

Reward

Your weapon has been rebuilt into any form preferred by **Bodyguards**. This **Reforged Relic Weapon (Crownsblade)** shines with the power of your bond with those you must protect, and cannot be used to harm you or them. To even try will burn those who wield the weapon.

This weapon can, at any time, fuse with any weapon a **Bodyguard** 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 damage so long as you’re still alive.

When you hold it aloft, it shines with the strength and authority of one you bear it for, aligning their allies around you and lighting a path for your charge to stand by your side. Likewise, those you have sworn to protect will find that this weapon comes to them in their darkest and loneliest hours, granting them your strength and serving as a beacon to guide you back to them.

Your deeds while visibly wearing or wielding this weapon reflect on the glories of your charge, and so long as you serve them no dishonor yourself, you can by your own hands build support for that charge, cleanse their name of damage wrought by smear campaigns, and prove their worth.

This effect diffuses a bit if you are bodyguard to two or more figures who are not aligned with each other. Each Jump, you may swear anew your oaths to new charges, and serve to guide them to their destiny.

Of Artifacts Augmented (Gunbreaker)

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

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

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

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

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

Magic Counter: Your armor can temporarily record damaging spells that strike it, and guide your motions to quickly throw the same spell back at the caster. This casting uses residual energy from the spell you were hit with, and so costs you nothing.

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.

Ordeal of the Deep Sea Research Center

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

Somewhere in this Jump is an otherworldly facility devoted to researching a means to draw magic from others, long abandoned and sealed away. It is said there is an extraordinary power is still sealed away in its depths… but in order to reach it, you'll need to find a working entrance… which may require exceptional jumping or flying skills, as it is located atop the ruins.

You will need to fight through the freed monsters once used for research, bypass and destroy a powerful ruby dragon, and make your way into the depths of the facility. A puzzle involving the management of steam units operates the elevator and several other mechanisms. You will need to conserve steam to make it to the final door… where a mighty bioweapon the researchers called "Ultima Weapon" awaits. This weapon has been charged with the power of an extraordinary Summon. If you want this power for yourself, you must prevail against it.

With the beast's death comes the freedom of the Summon, whose power washes over you...

Rewards:

... causing one of your Jobs to grow 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 **Monk's Code**, a pinky-sized scroll, with ancient teachings painstakingly inscribed in fine print. If worn it causes phantom limbs to lash out at any who strike you, and if it is tied to one's weapon it instead causes these limbs to appear alongside your own attacks.

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

Eden
Elemental Nature: Holy, Gravity
Scales To: Spirit
An angelic, alien being capable of extraordinary power. It descends from the heavens on high, and uses gravity magic to lift and disrupt its foes while harrying them with holy magic. Its ultimate attack, Eternal Breath, lifts foes upside down above it, before creating a magic cannon defined by a magic pattern large enough to encapsulate the planet. The cannon fires with enough force to reach distant stars.

(If you have not yet acquired a Summoner Origin from the Out of Context FF Job series, the power of **Summon Eden** 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…
"Honest Hunter": Abraham Lincoln, from Abraham Lincoln: Vampire Hunter
"Fire-Pierced Gladiator": Pyrrha Nikos, from RWBY
"Bombshell Detonator": Bakugo Katsuki, from My Hero Academia