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

Gunner
In many realities, the world changed forever with the advent of the firearm. The relative ease of use and their penetrating power toppled the supremacy of knights, samurai, and so many more. But in worlds with battlefield-scouring magecraft and augmented martial arts, it takes more than a peasant with a gun to make a difference. Thus, the Gunner – an artisan of gunplay, an innovator developing new ways to utilize guns of all kinds. Your gun is a **Ruined Relic Weapon** – a pistol that is still usable, but rusted and less than reliable. They tend to wear light, practical armor with bandoliers to carry their many, many bullets, sometimes even evoking a western cowboy. Your **Antiquated Artifact Armor** has dust ground into the fabric, and its leather and iron plating is bullet-ridden from many firefights.

Engineer
A genius inventor and craftsman capable of tinkering up all sorts of technology. They're notable for the robots they deploy and command like a puppet army, but don't mistake them for being frail themselves. They're prone to swinging about hefty hammers, but have also been seen hefting axes or spears instead. Your **Ruined Relic Weapon** is… surprisingly, not ruined at all, and maybe that's the problem. Like your strangely pristine **Antiquated Artifact Armor**, it lacks the grease, blood, sweat, and tearstains that would mark you as an experienced craftsman.

Cannoneer
Some say it's not the size of the weapon, but how you use it, that matters on the battlefield. The Cannoneer will tell others that while difficult to do, learning to use massive weapons well is where it's at. Meant to lead armies from the back and defend ships and citadels alike, they are masters of siege warfare and unusual payloads. Garbed in military regalia, they make themselves clearly visible – the better to convey orders across the battlefield. Your **Antiquated Artifact Armor** is rather dulled, though, and needs a refresh. While they prefer stationary artillery weapons, they do carry personal arms – a saber, greatsword, crossbow, or hand-cannon, for instance. Your **Ruined Relic Weapon** is a saber that has lost its luster, and is harder to make out from the front lines than it should be.

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 (Machinist) - 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 a basic talent for mechanical repairs. Any skill-gifting Perks that align with your Jobs are likewise boosted by 10%.

Freelancer -200 CP
You’re surprisingly versatile. You can adapt your fighting techniques and magic to a wide variety of weapons, loosening the requirements for specific abilities. For example, a spell that requires a specific wand may now be cast with any old wand, while spells that require you to use a category of magical foci can be used with any other foci, while spells that simply require magical foci may be channeled through some other non-magical tool like a bow or sword or axe. You can move down several orders of requirement, in exchange for making the ability cost more to use while being weaker overall each time.

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

Augment Intelligence -200 CP
The light of the Crystal shines upon your mind, enhancing your intellect and magical might. With no other enhancements, you’re able to do the mental gymnastics needed to cast spells flawlessly and can retain information for a month with 100% accuracy. Should you already surpass this with other Perks, your magical power, memory, and intelligence grows by 5%.

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

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

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

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

Gunner Perk Tree:

Gunmanship -100 CP (Free for Gunner)
Anyone can shoot – but you're a shot above the rest. Your aim and acrobatic skill are vastly improved, and synchronize well with one another. Even as you're flipping, dodging, and ducking under tumbling motorcycles, you are able to unerringly point your guns even at foes in the corner of your eyes. You're also talented in all kinds of handheld guns – and Perks improving talent in one kind affect all others equally.

Reassemble -200 CP (Discounted for Gunner)
Let's face it – guns are prone to jamming, breaking, or otherwise faltering, and in the heat of battle that leaves you with a blunt length of iron and vastly out of your league. Thankfully you know your handheld weapons inside and out, and can disassemble and reassemble them in a tenth of the time it would take normal men, and doing so clears up your weapons' various quirks and defects, restoring them to "factory settings" as it were. You'll even find that your base talent for aiming is twice as good after you've done so, and any other powers you have that temporarily enhance your eyesight, aim, or reflexes doubles in potency for a minute after you've reassembled your weapon.

Gauss Round -400 CP (Discounted for Gunner)
You have a mastery for crafting some unique bullets. Starshells explode into light when fired, blinding your foes. Table Turners impact harder against heavy armor, doing harm proportionate to the strength of the foe's defenses. Peacemakers rob your foes of their wits, potentially causing them to stop fighting. Outsiders freeze the foe in time for a few seconds. You'll always start the day with at least three of each bullet, though you know how to make more.
Breaking My Limits Boost: Crack Shot
Your eye for weakpoints is exceptional, and you can stagger foes with well-placed, magically charged shots. Better yet, somehow your magical energy and adrenaline surges on instinct when your enemy staggers under the weight of a powerful blow, allowing you to launch up to three vicious "Crack Shots" which split existing weakpoints wide open, turning them into gaping, weeping holes in your foe's defenses.

Split Shot -600 CP (Discounted for Gunner)
Sometimes, one bird deserves many stones. By invoking a bit of magical energy every second into your ammunition in the moments before you fire, you can cause your ammunition to split into multiple of itself once fired from your weapon – one split for every second spent concentrating magic into the bullet while aiming, each shard retaining a weaker version of the whole's properties. This shrapnel will spread out the further it flies, making it a devastating grouping of shards at close range, while making it a weaker but impressively-spread-out attack at range.
Breaking My Limits Booster: Ricochet
On the other hand, sometimes you can hit two birds with one stone. By charging your projectile with a small amount of magical energy, you can, instead of splitting the projectile, grant it the power to ricochet off any hard surface, including your opponent's armor or bones. Bullets will bounce a number of times equal to the number of seconds you spent pouring magic into it while aiming.
Gauss Round Booster: Trigger Happy
Sometimes, more is more. You may, with a significant investiture of your magical energy into your weapon and ammo reserves, enchant and overclock the weapon to instantly reload itself upon loosing its payload, allowing you to shoot as many times as you can pull the trigger, loose the arrow, or otherwise release the projectile within a few seconds. The more magic you pour into the spell, the longer this effect will last. If you have no ammo left or if you have a specific bullet you want shot, additional magic can be spent to create copies of the first projectile to be launched. These copies last only a few seconds after impact, but have the same properties as the real projectile – including effects placed on it like Split Shot.

Engineer Perk Tree:

Upgrade -100 CP (Free for Engineer)
Your hands are deft when it comes to battlefield repairs. You can get any machine running again with a few minute's time, though it may fall apart worse than it was before once the danger has passed. You can even overclock a perfectly functional machine, ignoring any and all safety features to get it working twice as hard as usual, though don't expect the machine to keep running at all when it's done with whatever you made it do. With the right materials, you can also apply battlefield upgrades to any weapon, granting them elemental effects that will last for about a day.

Tools of War -200 CP (Discounted for Engineer)
You have developed a variety of dangerous magitech weapons you may summon from safe storage to your location. The Auto Crossbow Turret is a flying turret that fires massive crossbow bolts at a high rate, the Noiseblaster is a horn that disrupts sound in the area around you and addles your foes' minds, Bioblaster is a hose that fills the area around you with poison and acid, Flash shines a cone of searing light that blinds all within its reach. These Tools, and others obtained from Boosters, can be crafted and scaled up to fit onto the chassis of all manner of vehicles and automata, or into the grasp of any living creature with fingers and thumbs.

Analyze -400 CP (Discounted for Engineer)
You are exceptionally talented at figuring out how things work, mechanically speaking. Any Perks you have that deal with inventing, constructing, maintaining, or researching complex technologies are 50% more effective. Even without such Perks, you're skilled at figuring out how a techbase you've never encountered before works, recreating it, and incorporating its principles into your own designs. Assuming you have the materials and tools, you'll eventually be able to craft anything you have time to study. Likewise, you can build non-fiat versions of any machine you purchase from a Jump Doc. In battle, this mastery of mechanical principles also means you can quickly figure out precisely where to strike foes to do crippling damage.
Breaking My Limits Boost: Figaro
You've invented some tools! Debilitator is a strange medallion that releases wavelengths that disrupt your target's elemental consistency, causing them to become weak to a random elemental force. Air Anchor deploys a flying contraption that binds your foe in place with sharp, deadly chains.

Automata -600 CP (Discounted for Engineer)
You are capable of crafting, maintaining, customizing, and rebuilding a powerful machine known as an Automaton. These small mechanical puppets, sometimes called mammets, are capable of a variety of feats depending on their chassis' shape and material. They don't have much of a will of their own, but will follow your orders to the best of their ability.
Breaking My Limits Booster: Automaton Queen
Surely you've heard of their like. Calca and Brina, Construct 8, Crawler and Extractor, Machina Maw, Brute Justice, and more. You are capable of building and commanding such powerful automata, which can fight on their own even without orders. As a bonus, you've also developed mental blueprints for several airship designs – from the Enterprise to the Falcon, the Highwind to the Hilda Garde, the Strahl to the Ragnarok. If you can find the tools and materials, the skies are yours. A neural link you can construct and wear allows you to command these and any other machine you build using your mind alone.
Analyze Booster: Royal Shock
You've developed an impressive new set of Tools. You have two types of Magitek Chainsaw – one wielded by hand in melee combat, and one launched from a hand-cannon. You also have a series of drills that can be used in melee or fired like bullets from a specialized launcher. Royal Shock is a deployable laser turret that rains laser fire from high above a single foe.

Cannoneer Perk Tree:

Big Shot -100 CP (Free for Cannoneer)
A Cannoneer needs their big gun, and you're inclined to keep one on hand. You may shrink up to 3 massive-but-movable weapons – cannons, catapults, and the like – down to a size where they could be placed in your pocket, then redeploy them at will. You're also able to miniaturize and store up to one ton of gunpowder, cannonballs, and other ammunition for your weapons upon your person with ease.

Friendly Fire -200 CP (Discounted for Cannoneer)
Let's face it – your weapon is built for splash damage, and your allies probably don't like being caught out by it. Thankfully, you're an expert at placing shots to reduce the odds of hitting your allies. Better yet, you're able to convey your targets to your allies via a useful cantrip that reveals, in you and your allies' eyesight, the trajectory of any attack you're planning that has an area of effect. You can also launch several different markers visible only to your allies that serve as beacons and directions – allowing you to command your forces from afar by directing their attention to places that need overrun.

Chemist -400 CP (Discounted for Cannoneer)
Gunpowder and heavy bullets just aren't enough for you. You now know how to use common materials to craft all sorts of potent concoctions. Potions and Ethers are well-known to you, and you can always tell if a local ingredient can be used as a substitute for a potion recipe you know. Perks that improve your ability to craft potions and other such concoctions have improved potency, recipes with similar results empower each other and recipes with similarly aligned results can be mixed into something that has both effects (such as a potion of healing being combined with a buffing potion). If you use a material exclusive to a specific Jump to craft concoctions, the process also teaches you how to home-grow that material within your Warehouse.
Breaking My Limits Boost: Alchemical Warfare
You've developed a method to convert most potions, concoctions, and other liquids into an aerosol grenade you can deploy using a gun, crossbow, slingshot, cannon, or other projectile launcher. Want to mist an entire room with alcohol? Neat party trick, and totally doable. Have a potion that turns everyone into newts? Easily within your power. Payloads that detonate as fire, ice, or lightning, spread healing mist upon the battlefield, or deploy barriers against physical or magical attacks are also available to you. You start the day with at least 3 packages of ammunition needed for each such payload, but know how to create more.

Companion Cannon -600 CP (Discounted for Cannoneer)
Now your allies can be the payload. You can have them sit atop your gun, and launch them directly at enemies. Your ally explodes on impact, doing heavy damage… to everyone but the launched ally. The ally can land safely near their impact point, or ride the explosion back to the side of the weapon that launched them. The process is strenuous on the gun that launches the ally – especially if the ally is bigger than the gun.
Breaking My Limits Booster: One Man Siege Engine
Sometimes, you really must do everything yourself. You're able to remotely aim, load, and fire any projectile siege weapon you've touched in the last hour, though this does not speed up the process on its own. Ready the cannons, aim, and fire at will!
Chemist Booster: Cannonbottle
Your cannons can be delicate with their ammo, see!? You can now fire objects like glass bottles, aluminum cans, and other handheld containers to your allies in much the same way that you fire allies. You're able to set the shots up such that they pose no harm to your target, and they can easily catch the incoming projectile with their bare hands.

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 Machinist 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 – Gunner +300 CP (Exclusive to Gunner)
Your Dim Crystal shimmers with gunplay. Because of this, you are no longer able to take perks from the Engineer Perk tree or the Cannoneer 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 Gunner or in theme with it.

Job Lock - Engineer +300 CP (Exclusive to Engineer)
Your Dim Crystal shimmers with mechanical genius. Because of this, you are no longer able to take perks from the Gunner Perk tree or the Cannoneer 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 Engineer or in theme with it.

Job Lock - Cannoneer +300 CP (Exclusive to Cannoneer)
Your Dim Crystal shimmers with explosive firepower. Because of this, you are no longer able to take perks from the Engineer Perk tree or the Gunner 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 Cannoneer or in theme with it.

From Beyond the Final Fantasy (Machinist) +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. A horde of bats gather and transform into this unusual warrior. While capable in hand-to-hand, they prefer to wield a variety of guns in increasingly improbable ways, up to and including using guns attached to their heels. For reasons unknown, both holy beings and demonic ones seem compelled to hunt them down and destroy them, which tends to result in collateral damage as they fight back, their power growing with every foe they fell and their opposition growing in power in response. Despite their heroic ideals, unless they're defeated or otherwise kept out of reach of their foes, eventually their fights are likely to see cities, countries, or even dimensions obliterated as demons, angels, and gods alike bring down their wrath. The "**βJumper,**" will have access to all the perks on the **Gunner** Perk Tree, including the Boosted Effects.

2. Emerging from an exploding interdimensional transport with a stream of curses for their kin, this tiny tinkerer appears. Loving science in all its forms, this arrogant child is quick to set up their own secret laboratory, rebuilding the techbase they left at home. Unfortunately, that tech tends to cause a variety of issues on the regular, whether because the scope of the machine's power was too great or because someone from the setting tends to steal it. In all cases, it keeps falling on you to deal with whatever contraption this kid's created this time, drawing their ire with each piece of tech you are forced to destroy. The "**Dexterous Labrat**" will have access to all the perks on the **Engineer** Perk Tree, including the Boosted Effects.

3. This enforcer arrives via a dimensional wormhole with a spark of magical power. Masquerading as a normal student, they have come seeking a dimensional anomaly, to bring it down and protect this reality. They're able to conjure weapons capable of extraordinary firepower, inordinate to their size. Though they might spark a friendship with you at first, inevitably they will learn that you're the source of the dimensional anomaly, and will decide that you must be stopped. The "**Starlight Blaster**" will have access to all the perks on the **Cannoneer** 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 (Machinist)

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?

Gunner Relic

The **Gunner** Relic is made of several pieces, the iron comprising them long rusted and misshapen. Each internal component must be remade, and the primary shell of the weapon must be melted down and reforged for a new purpose, replaced with metals of surpassing durability, lightness, or both. Steel is a cheap option that makes the weapon heavier, but it has failed this weapon before. No, nickel and titanium are the most suitable mundane choices, but surely there are greater options. Whatever material you choose, seek the local underworld – a place where the living may walk among the dead – and soak the material in the darkest and murkiest liquid you can find there.

Some will say that engravings offer no tactical advantage – deny and defy this. Reintegrate the reforged remains of the weapon as additional parts, decorations, casings, and internals, all engraved with epitaphs to your foe, prayers for the fates to see your bullets to your targets, runes and arcane signs gathered on your journey, all destined to blacken with gunsmoke, and see how the weapon, despite the additional weight, feels ever lighter in your hands.

Take the weapon in your hand, and try to shoot a drifting feather out of the wind’s embrace. If the feather develops three perfect holes despite your single shot, tie the feather to your weapon, and know that it is complete. Otherwise, melt it down, and try again.

Reward

Your weapon has been rebuilt into any form preferred by **Gunners**. This **Reforged Relic Weapon (Cerberus)** is loyal only to you, and bites other hands that grasp at it, the trigger becoming sharp enough that attempting to pull it will sooner steal the finger. The winds will always guide this weapon back to your side.

This weapon can, at any time, fuse with any weapon a **Gunner** 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 damage, so long as you yet live.

When fired, this weapon barks thrice, and bites thrice, ghostly barrels making themselves known with each shot, launching phantasmal tooth-like bullets alongside the real one. These teeth orbit the bullet, adjusting themselves in midair, and hit anything the bullet hits, such that the teeths’ impact and damage don’t overlap with the bullet, if possible. The teeth have the same penetrating power as the bullet they fly alongside, and additionally burn like hellfire and corrode flesh near their impact point. The teeth can do harm to incorporeal objects and beings, such as ghosts, illusions, and beings who can phase through solid matter or take gaseous form.

Engineer Relic

The **Engineer** Relic is, unlike many Relic Weapons you may have found already, perfectly pristine… and yet, that seems to be the very problem. You must test and strain this tool, using it in the crafting of extraordinary works. Buildings that will be known as wonders of the world, weapons of beauty and power unmatched, armor that will withstand a thousand battles unbowed. You must keep crafting, reshaping your Relic Weapon to suit the job at hand, until it can barely be said to resemble the original weapon. When it has become an extension of yourself, the first tool you reach for whenever you start a crafting project, then perhaps it will have attained its true splendor.

Reward

Endless tinkering and bashing has reshaped your tool into a proper **Reforged Relic Weapon (Garlond)**. While it is still in a form preferred by **Engineers**, that is… a bit of a misnomer. At any rate, your partner in crime is now conceptually tied to you. To see it without you is unthinkable – a mirage that will dissipate the moment any witness to the sight realizes what they're seeing, the weapon simply always having been with you.

This weapon can, at any time, fuse with any weapon an **Engineer** can use (other than other **Reforged Relic Weapons**) as an Import option, gaining their traits and the ability to shift between shapes. It naturally repairs any modifications that were unwanted, such as battle damage that wouldn't improve the tool, and will keep doing so so long as you continue to live.

Notably, this weapon can also fuse with non-combat tools as well – anything designed to create – and likewise gains the traits and alt-forms of these items. Through this, you may take qualities of one tool and grant them to another – for example, if you were to fuse this weapon with a divine set of smithing tools that give their creations sentience and with a set of potionmaking tools that make the crafting process faster, you could craft sentient potions, or hasten the process of smithing weapons and armor. You may even find combat applications for such effects – a skillet that heats up on command may likewise enhance your physical blows.

Cannoneer Relic

The **Cannoneer** Relic is more than a weapon – it is a banner. A standard under which you and your allies can rally. It must be a flag that all who serve under you respect.

Melt this failed weapon down and fuse the liquid metal with bright and heroic metals, heavy and reflective. Temper the alloy until it glistens in colors associated with you. When you reshape the metals into the weapon's final form, engrave onto it a symbol of you.

Wash it in the purest and clearest waters you can find, in the presence of those who serve under you – those you fight and lead for. Hold in your heart those who have gone before – those who have sacrificed some or all for your cause. Let this weapon be a monument to them, as well. If the tears must come, then let them come.

Bind and decorate it with wood branded with your emblem, with silk bearing your colors and symbols. Pin onto it medals and awards given to you for heroic deeds done, if you should have any.

Hold the weapon aloft, as you command ceremonial fireworks deployed in honor of your comrades. If the weapon shines and shimmers in the light above – if your cause is just and your heart loyal – you will have completed your work.

Reward

Your weapon has been rebuilt into any form preferred by **Cannoneers**. This **Reforged Relic Weapon (Peacemaker)**, is bound to you by the purity of your cause. It will explode in the face of any who would use it while opposed to you. Thankfully, it can restore itself from any damage done to it, so long as you still live, and if lost through self-destruction will reconstitute itself at your side.

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

While carrying this weapon in hand during battle, you may make it so that those you and your allies defeat in battle cannot be slain, so long as you hold peaceful intentions for them after battle's end, such as allowing their retreat or treating with them in parley. Damage done to your foes and the battlefield by you and your forces become limited and temporary, and those defeated by you inevitably are put in a situation where you may carry out your post-battle objective. If you should want them to retreat, what would have been a killing blow will instead strike terror into their hearts, inspiring them to flee. Should you want to parley with their commanding officers, the final blow will inspire them to yield and request parley, that you might attempt to find mutual understanding. Capturing your foes is not a peaceful intention, however – to imprison them is not a peaceful aim.

Lifting your weapon aloft causes it to shine, and your allies who look upon it are inspired to fight harder, while those foes who look upon it are filled with dread. Especially powerful foes will be drawn to you when you do this, deeming you the greatest threat, potentially sparing your allies from their might. You may also instantaneously send simple orders to your strongest allies and your most trusted lieutenants in this way – messages such as "rally to me" or "open fire."

Of Artifacts Augmented (Machinist)

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

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

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

Flickering Flash: In battle, your armor glints off every light source, blinding and distracting the eyes of your enemies as you move, drawing their attention to you and making it harder for them to actually land a blow on you.

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.

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.

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

Ordeal of Alexandria

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

Somewhere in this Jump is a ruined and abandoned castle, overlooking a long-emptied town. Once, a cruel queen ruled – one cruel enough to ravage her daughter's very soul in the name of power. Now, the place is ravaged by the very power the queen craved.

Long forgotten, somewhere on the city streets, are three shards of crystal that fit into each other, with room for a fourth. But Odin, Atomos, and Bahamut wander the city ceaselessly, mindlessly destroying any life they happen upon. You will need to defeat or avoid these beings as you search the city. Once you have all three shards, bring them to the castle proper.

There, revenants of the castle's former occupants await, slavishly attacking any who intrude. Of special note are the two jester-like mages, fused through horrific alchemy, and their army of mechanical Black Mages. The knights who once patrolled this place have likewise become mechanical zombies, including the mighty general of the land's army. Strike them down and bring them peace as you make your way through.

In the dungeons, a corpse lays long-forgotten. Hanging from her neck is a crystal shard that fits into the other two. Take the three shards to the roof, and awaken the guardian spirit of this town, to bring what spirits yet wander this place to rest.

Rewards:

As the city is brought to peace, holy magic washes over you, 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 **Silver Pendant**, the charm that now holds the completed crystal associated with Alexander. If worn it enhances summoning magic of all kinds, and if it is tied to one's weapon it instead has a chance of inflicting Stop on foes hit with the weapon's 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 Alexander** for themselves. Their stats are as follows:

Alexander
Elemental Nature: Light, Time
Scales To: Spirit
The glorious living fortress has judged it worth it to pause its travels through time and space to assist you in your moments of need. It smites enemies around it with massive mechanical limbs and holy beams of light. Its most powerful attack is **Divine Judgment**, which halts time, judges your foes based on their past and future, and rains holy retribution as deserved.

(If you have not yet acquired a Summoner Origin from the Out of Context FF Job series, the power of **Summon Alexander** 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…
"βJumper": Bayonetta, Bayonetta
"Dexterous Labrat": Dexter, Dexter's Lab
"Starlight Blaster": Magical Girl Lyrical Nanoha