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

Illusionist
Also called Evokers, these summoners conjure an embodiment of their Summons for mere moments, wielding them as other mages cast their spells. This tends to allow them to wield more power for lower costs than other Summoners, but they are often viewed as more old-fashioned. They tend to wear green, often skimpy garments, and headbands with horn-like adornments upon their head, though your **Antiquated Artifact Armor** looks rather worn down – the horn is cracked, and the green looks a bit more brown. They prefer wands and whips, but some enterprising few have chosen to conjure their summons through the use of musical instruments. Your **Ruined Relic Weapon** is a bent and broken wand made of tarnished silver.

Arcanist
These talented mages trade the quickness and sheer burst of conjuring apparitions for the consistent power of a Summon that can fight alongside them and support them for a time. Uses Staves, Books, and Dolls. Summons persistent avatars of the Summons they acquire. Their attire tends to wear colors closer to white, though green often makes its way in, and their garb tends to be in line with their homeland's traditional robes. Your **Antiquated Artifact Armor** is that of a pilgrim a long way from home, torn by years of travel with none to repair it. They primarily use staves and books for their summoning arts, though some have taken to using dolls that serve as effigies of their Summons. Your **Ruined Relic Weapon** is a staff that once had a gleaming golden holy symbol at its head, but the stress of countless battles has caused it to shatter.

Morpher
These blessed – or perhaps, cursed – heroes bear the power of their Summons in a far more direct way, by channeling their terrible power through their own bodies and wielding it as their own. The ability to transform, in part or in whole, into the Summon is their most terrifying technique. When not transformed, they tend to fight hand-to-hand (to leave their limbs free for partial transformations), but many have taken up the sword or gun to supplement this fighting style. You possess a **Ruined Relic Weapon** of particular note – a soiled gun that has been frozen, burned, and battered by a hundred elemental attacks. Whether because they are heralded or outcast, Morphers often wear heavy cloaks and hoods to conceal their appearances from the common man, bearing light armor underneath. Your **Antiquated Artifact Armor** is a tired ensemble torn by a lonely journey or fitful slumber.

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 (Summoner) - 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 following Black and White Magic: Ruin, Cure. Any skill-gifting Perks that align with your Jobs are likewise boosted by 10%.

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

Augment Strength -200 CP
The light of the Crystal shines upon your body, enhancing your physical might. With no other enhancements, you can lift heavy weapons with ease, and perform at an olympic level at most athletic events. Should you already surpass this with other Perks, your physical strength grows by 5%.

Augment Stamina -200 CP
The light of the Crystal shines upon your body, enhancing your endurance. With no other enhancements, you can take part in a full 10k meter run event at full speed without being winded. Should you already surpass this with other Perks, your stamina grows by 5%.

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

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

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

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

Illusionist Perk Tree:

Summon Illusion -100 CP (Free for Illusionist)
Maybe… Illusion, isn't the best word. But it's the closest one to what you now know how to conjure. With a short, few-second-long vocal and somantic rite and very little mana, a lesser incarnation of your Summon emerges into reality, flexes its power upon the battlefield, and departs. Nothing extraordinarily powerful – roughly akin to a handful of -aga spells, though cheaper on your end, as it isn't you casting them.

Illusionary World -200 CP (Discounted for Illusionist)
As someone attuned to things others might discount as mere illusion and fantasy, you are capable of communing with spirits, both in this Jump and others. On its own, this Perk doesn't allow you to speak the language of these beings, but you can still feel each other out, as it were. If your interests align, you may make a pact with a spiritual being, and become able to wield them with your Summoner Perks for a time agreed upon between you, and renegotiable at any time you can meet again.

Summon Evocation -400 CP (Discounted for Illusionist)
It takes a few tens of seconds and a moderate amount of magical energy to do the channeling ritual, but you're able to call an incarnation of your Summon to the battlefield. It immediately uses its ultimate attack, striking any foe within a hundred meters in front of you or aiding any allies within a hundred meters of your location in any direction, then departs.
Breaking My Limits Boost: Summon Evocation Neo
In much the same way a certain summoned dragon has many alternative forms that are stronger than its baseline, you are able to impart a piece of yourself unto your Summons, creating a variant of them that is uniquely yours and stronger than normal. In doing so, your summon becomes stronger for being tied to your nature, and when summoned by you the Summon comes out twice as fast.

Summon Astral -600 CP (Discounted for Illusionist)
After a few minutes of rites and the weight of the world upon your mana reserves, you do it. For a single heart-racing minute, you call what may be your Summon's true face into the world. Their power washes over four hundred square meters of space, according to their nature. A stampede of Chocobos, a tidal wave from Leviathan, an earthquake from Titan, and so on.
Breaking My Limits Booster: Crisis Summon
Once a day you may at random gain the ability to Summon Astral without vocal or somatic conjuring, without even a mild strain upon your person. The being you summon will be randomly selected from your list of Summons, and the odds of gaining a Crisis Summon grows higher the more danger you are in – if you are badly wounded, surrounded by enemies, and almost certainly about to die, you can almost always expect something like Ramuh or Titan scooping you up off the ground and annihilating the entire enemy army right then and there.
Summon Evocation Booster: Grand Summon
You alone can barely handle the true face of your Summon… but if there was another… a friendly Summoner at your side… what could you do then? With a second Summoner that has Summon Astral, Summon Primal, or Eikonic Dominance, join forces and call your Summon's true form. This causes a cataclysmic change in scale and power, regardless of what means you use to Summon. Turn the size of the Summon and the range its effects into something… indescribable, arbitrary. Freeze an entire city with Shiva's Diamond Dust, or rain Hellfire upon it with Ifrit… cause Titan to dwarf actual mountains in his wake… or with a stronger Summon, like Bahamut, watch in awe as Megaflare sweeps across an entire country. This. This is why the tales are told.

Arcanist Perk Tree:

Summon Egi -100 CP (Free for Arcanist)
With many seconds and a small influx of mana, you may give form – a small, adorable form – to one of your Summons. This tiny manabeing – an Egi – is little more than an elemental in the shape of your Summon. They can think and fight with the intelligence of a well-trained dog, though they benefit a great deal from a Summoner's guidance, and can use small baseline spells and attacks aligned with the Summon's nature. The Egi, once summoned, lasts indefinitely, until such time that you Summon something else.

Echo of the Fayth -200 CP (Discounted for Arcanist)
You have a soul-deep connection with your Summons, which comes with an extraordinary understanding of their nature. You can understand the speech of your Summons and talk to them even when they are not summoned, and have a talent for speaking and understanding otherworldy, eldritch languages. As a result of this deepening bond, you are able to summon twice as fast as you normally could.

Summon Aeon -400 CP (Discounted for Arcanist)
With several tens of seconds you call forth a more substantial incarnation of your Summon. Standing at about twice the average human's height at most, these beings are significantly more powerful than an Egi, able to easily cast -aga tier spells of their nature, and while fully capable of intelligent thought and strategy are generally receptive to your commands. They tend to last several minutes, but will always finish the battle with a focused release of their strongest attack – the likes of Judgment Bolt or Energy Ray.
Breaking My Limits Boost: Gestalt Form
Any form your Summon takes that's bigger than a normal person and which lasts more than a minute has claimed a secondary form it can switch to mid-battle, one suited to being ridden upon by mortal man. By joining the summon in mounted combat, the summon and its rider (be that you or someone else) combine their powers for a faster, more furious assault. The Summon will double its staying time to accommodate this Gestalt Form, and the rider will undoubtedly enhance the Summon's final attack with their own power. Out of battle, a Gestalt Form can last for hours.

Summon Primal -600 CP (Discounted for Arcanist)
With faith and mana in offering, and several minutes, you call forth a mighty and sturdy incarnation of your Summon. At most, these creatures are best compared to buildings rather than men, and their very presence dulls the senses of those around them with fear and awe. They are smart enough to fight entirely on their own – including knowing when best to utilize their ultimate attacks. They will last as long as there is mana to gorge on and they don't take fatal blows… but for stronger beings or low-magic locations, that may best be measured in minutes rather than hours, unless you plan on becoming a human sacrifice to them.
Breaking My Limits Booster: Hijack Summon
If you find yourself fighting a creature crafted of mana or energy and controlled by a master, such as another Summoner's Summon, you now possess the ability to wrest control of the creature and make it your own. This will require a battle of wills between you and the Summon's master, though if the Summon for some reason likes you or hates its master, it may assist in breaking its chains.
Summon Aeon Booster: Summon SIN
At the end of the day, you know that Summons are just ideas, beliefs, and mana – creatures made of essence that turns to flesh. So… why not combine the essence of one with the essence of another, ere it turns to flesh? It's not something you could manage on your own… but… by working with another Summoner that has Summon Astral, Summon Primal, or Eikonic Dominance, you may fuse two Summons to give rise to something new, something greater. A new name will need to be given to the Summon, and it will be roughly half again as powerful as both of the Summons that made it. This heresy… is the sort of thing that may change the world, for better or worse.

Morpher Perk Tree:

Blessing of the Eikon -100 CP (Free for Morpher)
You can now channel the power of one Summon you possess at a time, becoming able to cast spells of their element and channel that element along your weapons. The power of these spells is roughly equal to the -ara tier of lesser magics. Swapping between Summons takes a couple seconds of thought, but no need for concentration to maintain – the blessing of that Summon remains in the back of your head until you swap it for another.

Monster Soul -200 CP (Discounted for Morpher)
By striking down a non-sentient creature, you gain an imprint of the creature's soul, which you may use with your Summoner Perks. These tend to be fragile – for most creatures, attempting to use the stronger Summoner powers with the imprint will still work, but will generally shred the imprint, requiring you to gather a new imprint. Creatures with especially strong souls may be able to withstand the force of the stronger powers… once or twice. Use them up wisely.

Partial Manifestation -400 CP (Discounted for Morpher)
With a mere instant's thought, you are now able to manifest a small part of your Summon. A fist or kick, a hoof or horn, a pair of wings, the Summon's weapon, or even the head of the summoned creature. They appear from a portal within a few meters of you when called, acting like additional limbs you control, and can wield a variety of powers in unison with your own abilities. For twice as much power, limbs that both you and the Summon share may be transformed entirely into the Summon's own.
Breaking My Limits Boost: Semi-Prime
By drawing upon the adrenaline and emotion pumping through your veins, you are now able to enter a state just short of full transformation. The Summon's elemental nature overtakes and consumes you. You become stronger and faster, your body heals as your wounds are filled in with mana. This power can last about a minute in most situations.

Eikonic Dominance -600 CP (Discounted for Morpher)
With a massive burst of magic built up over a few seconds, you transform into your Summon. A titanic creature, your form surges with this borrowed power. The Summon's magic, physical strength, and even their ultimate techniques are yours to use – though using the ultimate power of a Summon will end your transformation. On its own, this Perk allows your transformation to last about ten minutes. This transformation is incredibly draining on your mana reserves, and you can spend even more mana to extend the transformation.
Breaking My Limits Booster: Eikonic Damnation
You find the peak of your power less draining than it should be. You can stay in your super forms for twice as long as usual. In addition, you've gained a better grasp of your full power, and you can modulate the power of attacks that would normally drain the remaining power of your super forms. This weakens the attacks to half strength, but allows you to use them repeatedly, without ending your empowered state.
Partial Manifestation Booster: Extreme Realm
You can tell there is so much more to the Summon than just the Summon itself. On your own there is little you can do to pull that potential out… but… if one were to work together with another Summoner that has Summon Astral, Summon Primal, or Eikonic Dominance, you may find yourself able to pull deep into the realm from which Summons emerge. In doing so, you bring not just the Summon, but their very realm along with them, overlaying it over the battlefield, decidedly giving you the home field advantage. This realm is hostile to mortal man – only your Summon's allegiance to you and your allies protects your party – and your Summons are critically empowered by their environs.

Summons:

The Summoner Job isn't complete without things to summon, of course. While there are other Summons you can acquire from elsewhere in the Omniverse, these will serve as a valuable start to your collection.

Here are **1000 Summon Points** (SP). If you need more, you can convert Character Points into Summon Points at a rate of 200CP:100SP. You may claim a discount at each price tier – the 100SP Summon discounted this way become free.

The shape of the Summons is malleable, though always within a theme. How they look when you Summon them is decided by you when you obtain them.

A summon's baseline power is determined by their Base SP Price, and scales to the attributes of the Summoner. Generally, even when casting spells the Summoner knows, a Summon will be somewhat stronger than their Summoner.

Generally speaking, the cast times of specific Summoner Perks are roughly (Summon's Base SP Price (400 for Scenario Summons)/100) multiplied by the Perk's rough estimate. A "seconds-long" **Summon Illusion: Carbuncle** would likely be about three ("a few") to four ("several") seconds of cast time before any casting-speed boosters, for example, while the "tens of seconds" **Summon Evocation: Ifrit** may take about forty ("a few") to sixty ("several") seconds. As a cheat sheet:

Summon SP=Base Time	Measurement	Types of Time
100=1	"a few": Plus 1	Seconds
200=2	"several": Times 2	Tens of Seconds
300=3	"many": Times 3	Minutes
Scenario=4		

Remora (100 SP)
Elemental Nature: Physical, Water
Scales To: Accuracy
A flurry of fish out of water that latch onto your foes for dear life, biting them and restricting their movements. With **Constrict**, they will cling to the foe for as long as they can. Greater numbers of fish may be summoned with a greater investiture of mana, allowing even the mightiest of titans to be restricted by a deluge of scales, fins, and teeth.

Faerie (100 SP)
Elemental Nature: Healing, Wind
Scales To: Intelligence
A many-winged pixie with a variety of healing magic at its beck and call. They can fill their friend's lungs with a mystical liquid oxygen called Oxyale, protecting them from drowning or otherwise suffocating. Their **Fey Light** can heal several allies all at once.

Golem (100 SP)
Elemental Nature: Earth
Scales To: Stamina
A humble being of stone that can reshape the earth to build barriers and other passive constructs. With his **Earthen Wall**, one of his hands grows in size to become a living wall of stone that guards his Summoner and their party from damage, its durability equal in proportion to the life force of its Summoner.

Galian (100 SP)
Elemental Nature: Physical, Darkness, Fire
Scales To: Strength
A wrathful demon of chaos that attacks largely with physical blows that become more powerful the more dire the situation is for his allies. His berserk rage is unending and unyielding, growing stronger as he is wounded. His ultimate attack, **Beast Flare**, sets off several explosions of dark fire which can confuse and disorient his foes.

Siren (100 SP)
Elemental Nature: Light, Debilitating
Scales To: Spirit
A scantily clad beauty armed with a harp and a beguiling voice that can inflict many different ailments, including confusion and charm. Her **Lunatic Voice** steals the inner and outer voices of her enemies, taking away any magic or powers that requires a vocal component – even if her foes have learned to perform such spells or abilities silently.

Chocobo (200 SP)
Elemental Nature: Varies (Healing, Physical, Wind, Fire)
Scales To: Agility
An otherworldly bird – the very embodiment of Chocobo-dom. Each time you call upon this connection, the Chocobo you summon will be randomly chosen. Standard, yellow-hued Chocobos will support you with healing magic while using their mighty legs to trample foes. Black Chocobos take flight, and conjure windstorms with flaps of their strong wings. The perfectly white Fat Chocobo will fall upon your foe from above, crushing them under its weight. The vicious Red Chocobo conjures a storm of meteors that scorch and scatter friends and foes alike.

Carbuncle (200 SP)
Elemental Nature: Protective, Light
Scales To: Intelligence
A shining creature whose shape tends to sit somewhere between a dog, a cat, a mouse, or a rabbit and whose size tends to sit between tiny and lithe, large and rotund, and in at least one case massive and muscular. The ruby gemstone upon its forehead allows it a mastery of barrier magics and laser light. Its **Ruby Light** envelops you and your allies with a barrier that reflects spells back at the caster, that will last until battle has ceased.

Moogle (200 SP)
Elemental Nature: Varies (???????)
Scales To: Spirit
This fluffy creature is well-loved by many for their shape and spirit… though reviled by some for their lazy attitude. Each time you Summon them, a different Moogle will appear, possessed of a random Thief, Warrior, Black Mage, White Mage, or Performer Origin. On exceptionally rare occasions, however, you may be graced with Good King Moggle Mog and *six* of his servants – one for each of the above Jobs, having mastered all Perks associated with their Job. The King himself is a master of magic capable of PomHoly, PomMeteor, and other powerful but oddly named spells. He likes to finish his opponents off with Memento Moogle, a powerful holy spell that punishes foes for daring to harm his subordinates (including, of course, you).

Sylph (200 SP)
Elemental Nature: Wind, Lightning
Scales To: Spirit
A tiny nature sprite, sometimes made of leaves, sometimes insect-like, and sometimes merely a very tiny elf clad in red. Their wind and lightning magic drains their foes' life force and gives it to you and your allies.

Their **Seraphic Veil** heals an ally and grants them a force field equal in power to half of their normal life force.

Bismarck (200 SP)
Elemental Nature: Water
Scales To: Stamina
This mighty but friendly whale is a rare and beloved sight amongst fishermen, drawing sealife to his side wherever he should appear. The water that arrives with him when summoned is ankle-deep, and yet he can dive into it as though it were the ocean, allowing him to achieve ramming speeds. With **Breach Blast**, he bursts from this artificial sea, a thousand fish alongside him, striking his foes from below then raining upon them from above.

Valefor (200 SP)
Elemental Nature: Wind, Light
Scales To: Accuracy
A creature somewhere between a bird and a dragon, her wings can throw sound-shifting winds about, confusing her foes' senses, but her true power is in the lasers she can deploy from her beak. Her mighty **Energy Blast** conjures a magic circle that refracts this laser into a rain of shining destruction.

Death Gigas (200SP)
Elemental Nature: Lightning, Darkness
Scales To: Vitality
The corpse of a demon of chaos, held together by stitches and nails, risen from the dead. Channeling the power of the lightning that revived him, he attacks with powerful overhead blows using mighty, though rotted, limbs. With **Livewire**, he releases the twisted electricity that flows through him as a devastating pulse of power.

Ifrit (300 SP)
Elemental Nature: Fire, Physical
Scales To: Strength
Argued by many to be the archetypical Fire Summon, this mighty djinn lords over the inferno. Sometimes taking a more human form, sometimes taking a more monstrous form, he always prefers melee combat, striking foes with flame-covered fist or claw. His **Hellfire** rends earth and scorches foes to ash.

Shiva (300 SP)
Elemental Nature: Ice, Protective
Scales To: Spirit
Revered as the most notable Ice Summon, she normally appears as a maiden, though she has in one place or time appeared as an abstract armor-like prism of ice. She sculpts ice into weapons and walls both crude and refined, and usually throws them at her enemies. Her **Diamond Dust** flash-freezes foes… then shatters the ice with a single gesture.

Ramuh (300 SP)
Elemental Nature: Lightning, Debilitating
Scales To: Intelligence
Viewed by many as the iconic Lightning Summon, he usually appears as an old man bearing a grand beard. With every swing of his staff, thunder rolls and lightning strikes, confounding his foes' senses. His **Judgment Bolt** sees him pin his foe with his staff… then use the staff as a lightningrod.

Titan (300 SP)
Elemental Nature: Earth, Physical
Scales To: Vitality
Feared as the archetypical Earth Summon, he often appears as a massive, muscular man. His fists uproot the

earth and cause landslides even on perfectly level ground, crushing his foes beneath rock and stone. With **Gaia's Wrath**, he creates a single massive earthquake to shatter the land and bury his enemies.

Garuda (300 SP)
Elemental Nature: Wind, Debilitating
Scales To: Agility
Known to many as the premier Wind Summon, she appears as either a massive bird or a harpy. Her feathers are razor sharp, and can be wielded in melee alongside her talons or fired from her wings to ride the furious winds that accompany her. Her **Aerial Blast** is a massive, focused maelstrom that shears stone and flesh alike.

Hellmasker (300 SP)
Elemental Nature: Physical, Darkness
Scales To: Accuracy
A murderous undead creature of chaos. Hiding his terrifying visage behind a mask, he prefers to use his massive chainsaw for swift and brutal attacks, each swing ripping and tearing through foes and causing spilt blood to explode. Upon removing his mask, however, the true **Nightmare** begins, dragging foes into deep sleep and afflicting them with myriad illnesses and afflictions.

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 Summoner 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 - Illusionist +300 CP (Exclusive to Illusionist)
Your Dim Crystal shimmers with ephemeral mist. Because of this, you are no longer able to take perks from the Arcanist Perk tree or the Morpher 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 Illusionist or in theme with it.

Job Lock - Arcanist +300 CP (Exclusive to Arcanist)
Your Dim Crystal shimmers with otherworldly devotion. Because of this, you are no longer able to take perks from the Illusionist Perk tree or the Morpher 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 Arcanist or in theme with it.

Job Lock - Morpher +300 CP (Exclusive to Morpher)
Your Dim Crystal shimmers with inner transformations. Because of this, you are no longer able to take perks from the Arcanist Perk tree or the Illusionist 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 Morpher or in theme with it.

From Beyond the Final Fantasy (Summoner) +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. In a shimmer of perception twisting into reality, this masked teenager appears. Seeming to have been a student of some kind of school, they seek to remove corrupt men from power. Conjuring unusual creatures from the realm of imagination to their side by throwing aside their mask, they aim to steal valuable treasures in an effort to get their target to confess to their many crimes. They seem quite suspicious of you, and are actively looking for reasons to remove you from any positions of power you might have. The "**Phantom Bandit**" will have access to all the perks on the **Illusionist** Perk Tree, including the Boosted Effects.

2. In a flurry of seemingly digital glitches in reality, this goggles-wearing child appears. They're able to call forth and enhance a variety of strange monsters composed entirely of data to defend themselves, though they prefer dragon-like creatures. They're courageous and perhaps a bit brash. They have no quarrel with you specifically, but in their search for a way home they keep bumping into and trusting your enemies. The "**Digital Champion**" will have access to all the perks on the **Arcanist** Perk Tree, including the Boosted Effects.

3. After a green meteor crashes into the planet, this cocky youth steps out of the crater it created. They claim to be some kind of intergalactic hero, but their penchant for mischief and endless immaturity continuously causes trouble for those around them. Using some kind of mystic charm attached to their wrist, they can transform into a variety of otherworldly monsters. They seem to believe you're the real troublemaker around here, and will spare no effort to defeat you once and for all. The "**Verdant Matrix**" will have access to all the perks on the **Morpher** 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 (Summoner)

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?

Illusionist Relic

The **Illusionist** Relic must be something that not only keeps you safe, but bridges the gap between worlds. Ivory and willow allow the barriers between this world and the phantasmal one to shift. Flexibility, exotic origin, and ephemeral nature is a must in all of the materials – a good example would be ivory, willow, dragon scales, and materials from far flung lands. The crafting would be best done at a border – between nations is fine, but better a border between worlds. Moments of transience are ideal times to do crafting.

When the Relic is almost completed, infuse it with otherworldly power by calling forth your strongest Summon to strike it, if only for a moment, to bless it with the Summon's power. Should it withstand the force of the Summon, it will coalesce into the completed Relic Weapon. Otherwise, you will need to start all over again with the ruined remains of your hard work as the core.

Reward

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

This weapon can, at any time, fuse with any weapon an **Illusionist** can use (other than other **Reforged Relic Weapons**) as an Import option, gaining their traits and the ability to shift between shapes. That said, it is powerful on its own, and will reform when damaged, so long as you still live.

It can grant itself, its wielder, and any living creatures directly or indirectly touching either Relic or wielder a misty form that allows you to phase through attacks or travel through barriers, so long as there is a hole through which air could pass through. This misty form can camouflage itself in other fog, mist, and smoke. This form drains magic proportionate to the amount of matter is being transmuted into mist, and if it runs out while you're in a location you won't fit in, you'll be violently and painfully expelled into the nearest location open enough to host you and those attached to you. In places where the boundary between dimensions, planes, or worlds are thin, this mist form can travel from one world to another as easily as through thin air.

Your Summons can be conjured in this state as well, being cheaper but less powerful than conjuring them normally. If your Summons are the kind to linger on the battlefield, they may swap in and out of mist form so long as you carry this weapon.

Arcanist Relic

The **Arcanist** Relic requires time, as intricate details are etched into the materials used. Prayers and arcane formulae should be written into the weapon where and whenever possible. Ash or Hawthorn wood should be used in your Relic – as the basis for the pulp that will become a book's paper for a doll's fillings, or as the core of a staff or the shell of a puppet. Other materials that represent connection or bridging between worlds are valuable as well.

No direct light should rest upon you, the Relic, or the materials destined to reforge it during the process, save for what is needed (such as the flames of a forge, if needed). For the entirety of your time working on this weapon, you and it (including its materials) should bathe in light reflected by perfectly polished mirrors of obsidian, brass, and silver.

Meditate and pray to your Summons while at rest. Conjure your Summons to assist in the work. Together, infuse your magical energy and theirs into the core of the relic.

In the end, commune with your weapon and your favored Summon, and fast together for 24 hours under light reflected from a glass mirror backed with gold leaf. If your work is sufficient, the weapon will shimmer with power when you are done.

Reward

You've put together a weapon suitable for **Arcanists** to use. Whatever shape it's taken, the **Reforged Relic Weapon (Eternal Calm)** is made of mana imbued with your prayers, and if taken from you by someone who would oppose those prayers the relic will rebel, teleporting itself to your hands using its unique powers.

This weapon can be combined with any weapon suited to a **Arcanist** (other than other **Reforged Relic Weapons**) as an Import option to gain their abilities and to be able to change to a different shape. It will repair any damage done to it over time, so long as you are still alive to believe in it.

With this weapon in hand, you can conjure an intangible mirror image of anything. At any given time, you may swap which of the two is the image and which is the actual person. The creation of a mirror image is easily achieved in most cases… but the teleportation that swaps the two can be resisted by a sentient target. You may also swap places with a Summoned Egi, Aeon, Primal, or similar persistent ally within thirty meters of you.

Sight of the runes and symbols upon your weapon cause the dying or undead to feel at peace, allowing easier transition to the afterworld. Controlled undead that walk the earth against their will can break free of whatever binds them to the world of the living, causing their bodies to cease moving. Mindless undead simply stop moving so long as you hold your relic aloft. Sentient undead, up to and including the likes of vampires and liches, feel the temptation to simply allow themselves to die.

Morpher Relic

The **Morpher** Relic must transcend its mortal origin to be of use to you. Reshape it with materials filled with magical power and transformation, like the Elder tree's wood or Gold. Infuse each piece with your own magical energy, bind it to you. Gather objects touched by your Summons' power, or even some of the flesh, blood, or hair of your transformed state if possible. If you have Alt-Forms, these too should be sampled. If you can capture something from the moment between transformations, these will be ideal.

Have otherworldly beings craft the pieces, take apart your relic, and gather it all into a new whole. Spirits, monsters, demons, Drop-In Jumpers or Companions… it matters not exactly where they come from, only that they are not of the plane they work upon.

When the weapon is completed, there is but one last step – a final leap of faith. Take the weapon, and pierce your own heart with it as you channel a Summon's power. Should the weapon not have the power and mettle needed to serve, it will falter and fail before it harms you, and the process of restoring it will have to be restarted from scratch. If you have recreated a Relic Weapon, however, it will fuse with you, and become yours.

Reward

You have bonded with a Relic worthy of a **Morpher**. Taking a suitable shape for the Job, the **Reforged Relic Weapon (Eureka Logos)** is itself a Summon, now, one that is more of an extension of you than any other Summon. Those who actively attempt to steal it and make it their own find that you have infested their soul, and they quickly become loyal servants, driven by zeal to serve you.

At your convenience, this weapon can absorb any weapon suitable for a **Morpher** (other than other **Reforged Relic Weapons**) into itself as an Import option, granting it the powers and shapes of those other weapons. If damaged, a few-seconds-long trip to the aetherial realm will see it good as new, so long as you're still alive.

This weapon's connection to you causes you to further blur the lines between being a mere mortal and being the kind of being that others call "Summons." When wielded, you express that connection, becoming able to regenerate using pure energy, and your transformations become quicker and cheaper. The weapon persists between transformations – even should you turn yourself into a gargantuan beast of flame or a moon-sized dragon, your weapon will transform and scale in size with you, to be gripped in hand, talon, tentacle, or even jaw, adopting the traits of your new form. You may lend your Relic to others, and with it some measure of your full power, even allowing them to conjure an avatar of you as if you were a Summon yourself, if they are an Illusionist, Arcanist, or possess some similar power. You are aware of anything summoned avatars of you experience, and can speak through them. It is a heavy weight to bear, and most can only manage a few minutes a day of wielding your strength through the Relic.

Of Artifacts Augmented (Summoner)

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 (Summoner)**. 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 Summoner 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:

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.

Absorb MP: Your armor naturally absorbs magical energy from spells and energy techniques that hit you, refueling your relevant reserves by 25% of the price of the spell.

Cheer: Your armor enhances minions under your command, such as summoned or controlled creatures and puppets. They become faster and stronger while you lead them. If they have minds of their own, you're able to communicate with them at speed of thought.

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

Ordeal of Waloed

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

Hidden somewhere in this Jump is a massive crystal, and an otherworldly, corrupted kingdom that once relied on it. The beings here have been corrupted beyond recognition. They can't be saved, anymore.

Sitting the throne is their greatest king, the sole survivor, with plans to spread his people's plague across this strange new world in service to his god.

Fight through his armies, his monsters, and overcome his servant, his steed, his sword – Sleipnir. Strike him down, and arrive at the king's castle. At the top of the castle, you'll find his majesty, who will drain the crystal of all of its power to reveal his true form – a terrible knight with a blade that cuts through all before him. Commit to your goal of regicide, and strike him despite his legendary power.

Rewards:

As the foul knight-king falls and dissipates into nothingness, you can feel some of the crystal's power flow into 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 **Slepnir's Horseshoe**, a lingering piece of the Egi's essence that survived your battle with the king's servant. If worn it enhances the running speed of the wearer proportionate to the difference between a normal man's running speed and a normal horse's galloping speed, and if it is tied to one's weapon it instead causes attacks to strike multiple times at once, as if the victim were being trampled by an eight-legged horse.

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

Odin
Elemental Nature: Darkness, Physical
Scales To: Agility
A knight of legendary status. Riding upon an eight-legged horse (or sometimes, transforming into a horse), he strikes with spears and swords, with dark power trailing behind both. This dark power can also conjure a strange barrier that reflects magic. His sword of vengeance, **Zantetsuken**, is infamous for its power to cut all in front of him asunder. Sometimes, an even stronger Summon, Raiden, appears instead.

(If you have not yet acquired a Summoner Origin from the Out of Context FF Job series, the power of **Summon MONSTER** 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…
"Phantom Bandit": Joker, Persona 5
"Digital Champion": Taichi, Digimon Adventure
"Verdant Matrix": Ben Tennyson, Ben Ten