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

Pugilist
These rough and tumble fistfighters are fast and furious – chaining together stylish blows with every limb and never letting up. They tend to wear less traditional clothing – the sort you'd find on the street, or in a gladiatorial arena. Your **Antiquated Artifact Armor** is currently of the latter kind, though it's lost most of its luster. When they bother with weapons, they use claws, knuckledusters, and tonfa. Your **Ruined Relic Weapon** is a set of brass knuckles, long worn and rusted over, made soft and weak with disuse.

Blackbelt
These iron-fleshed wrestlers are experts in the art of turning a foe's strength against them with defensive stances, powerful counterattacks, and bone-shattering Blitzes. Clad in traditional gi when they aren't baring their muscles to the world, they make an impressive sight, but your **Antiquated Artifact Armor** is threadbare and worn from travel, making them somewhat less impressive. They largely use their bare or gloved hands, though nunchucks and other chain-like weapons are often included in their fighting style. Your own set of nunchucks are unfortunately a **Ruined Relic Weapon** that has been battered from overuse and countless blows countered.

Master
These holy masters of martial arts have through meditation and training unlocked the full power of their minds, bodies, and spirits – a power they channel as holy blows and healing arts. They are usually clad in light but elaborate cloth or leather armor and brilliant cloaks or ribbons, as though daring the enemy to take their eyes off them. That said, the **Antiquated Artifact Armor** you wear is washed out and torn from a long journey. While they are perfectly fine with their hands, they often carry bo staves and other polearms. Your **Ruined Relic Weapon** is cracked and rotted in places, weakened by age and use.

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 (Monk) - Free
You gain a basic understanding of how to use your Job(s) in battle. In this case, the basics of wielding the weapons your Job Origin uses, a mastery of hand to hand combat, a honing of your own body’s strength, as well as meditative practices to calm yourself on the battlefield. 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.

Pugilist Perk Tree:

Beat Rush -100 CP (Free for Pugilist)
Your arms and hands are incredibly fast, capable of landing several blows in a few seconds. These aren't just random attacks, either, but well trained, honed blows aiming for any vital points you know your opponent has. The best offense is the best offense, and you won't give your opponent a chance to do anything but defend.

Greased Lightning -200 CP (Discounted for Pugilist)
You are a master of shifting from one martial stance to another, using the techniques of one stance to slide effortlessly into the next stance. Better yet, each time you use this technique to shift from one fighting style to another you haven't used in the fight you're in, you become just a little faster, just a little stronger. Once you have worked your way through every fighting style you can use with your current weapons, you can return to the start, and continue your weaving assault, growing ever faster and stronger until you have become twice as fast as you normally are… Be warned, this enhancement will falter if you are interrupted, such as being struck by a heavy blow or forced to not shift stances for more than thirty seconds – the time limit shortening the faster you're going until a second wasted requires you to start from scratch.

Focused Strike -400 CP (Discounted for Pugilist)
You've mastered several powerful attacks that can be woven into your combos. Dolphin Blow is a mighty leaping uppercut that channels water magic into a dolphin that rises from beneath your foe. Moonsault Kick is a somersault kick onto the foe's head, followed by a straight kick to push yourself away from them. Leaping Opo is a flurry of slashes with your heels, tipped with diamond-hard chi. Rising Raptor is a gut-punch that shapes your power into jaws that rend at the foe's belly. Pouncing Coeurl is a powerful punch infused with stunning lightning, best landed directly upon your foe's back.
Breaking My Limits Boost: Beast Chakra
You have expanded your techniques into full blown combos and schools in their own right. From Dolphin Style's focus on skyward-bound water strikes to Coeurl Style's preference for moving into your foe's blind spots, you now have an impressive repertoire of martial schools at your disposal.

Feint Brawler -600 CP (Discounted for Pugilist)
You are a superhuman blur on the battlefield, as fleet of foot as you are of fist. You've also developed a devastating technique: in short bursts, you're capable of vanishing mid-attack, only to reappear at a different angle anywhere between a blink of an eye and a few seconds (your choice) later and finish your strike.
Breaking My Limits Booster: Final Heaven
You have mastered the ultimate art of the pugilist – a single powerful dashing punch that leaves a mote of unmatched power on impact. The further you run before impact, the stronger the mote left behind. Depart from your foe quickly, for that mote will detonate a mere second later, doing cataclysmic damage to anything within several meters of it. Feels like flying, huh?
Focused Strike Booster: Thunderclap
You have learned several powerful blows. Thunderclap allows you to perform your teleporting feints without even attacking, vanishing across the battlefield Meteor Strike sends your foe into the heavens with a mighty kick, then blurs above them and punches them right back into the earth. Meteodrive knocks the foe prone and pounces upon them with an overwhelming kick or body blow, breaking their guard. Meteor Crusher unleashes a flurry of punches and kicks with the full might of a meteor from the heavens, sending the foe careening into the skies like a comet. If you have Beast Chakra, these techniques expand into their own schools as well.

Blackbelt Perk Tree:

Brace -100 CP (Free for Blackbelt)
You are now a master of defensive combat. You can take the measure of even multiple opponents at once, moving to block and parry attacks with your hands and weapons. You are harder to knock down, as your stance is incredibly stable. Your durability is improved as well, allowing you to take hits that would break lesser bones.

Counter -200 CP (Discounted for Blackbelt)
The best offense is a good defense, one that punishes every blow that fails to strike you down. Your ability to hold your stance even under a heavy blow has grown to the point that you can turn the moment you are struck into an opening to strike back. You're also fully aware of the best ways to turn your foe's force against them, from knowing when to physically grab and pull them off balance to positioning yourself to ensure they overreach.

Blitz -400 CP (Discounted for Blackbelt)
You have begun to master the secret arts of the Blackbelt – the Blitzes. These require a moment to pre-plan your motions, but have devastating results. Pummel your foe's weakpoints, breaking past their defenses, or grab and Suplex them for cataclysmic damage. Booyah Blitz sees you weave back and around enemy attacks to land a devastating knee strike. Your Heel Drops are fast enough to leave afterimages, and hurt accordingly.
Breaking My Limits Boost: Unyielding Strength
The moment of focus right before a Blitz or similar technique supercharges your physical strength well beyond your limits. With this alone, a normal man could Suplex an entire passenger train, and still have the strength to fight on if that wasn't enough to solve whatever quarrel resulted in him needing to suplex an entire passenger train.

Brutal Blitzer -600 CP (Discounted for Blackbelt)
You are a master of grappling even your environment, ripping chunks out of the battlefield and crushing your foes underneath them. Further, you have a supernatural sense for the best time to turn any melee attack into an opportunity to grapple your foe, stringing it into any combo.
Breaking My Limits Booster: Triumphant Grasp
Your hands burn with awesome power, telling you to grasp victory. Your grip is now unbreakable, and you are supernaturally talented at using your grabbed foes as weapons. As you do so, your hands ignite, the flames spread across your foe. Once you are done with them, release them with a slam into an object or another foe, and watch the flames erupt into an explosion.
Blitz Booster: Armageddon Fist
You now have access to the higher end, more complicated Blitzes. Different Beat kicks the foe into the sky, repeatedly, before slamming them back into the earth with your choice of a kick or a Suplex. With Razor Gale, you can swing your weapon fast enough to displace air and cut your foes from afar. Conjure burning copies of yourself, have them grip your foes, and immolate them with your Rising Phoenix. With Ultimate Blitz Shot, throw giant chunks of earth into the air and kick them like they're balls aimed for the goal, filling the battlefield with meteors of destruction.

In addition, you have mastered a means to quickly and seamlessly chain together your Blitzes, building up towards your strongest techniques. You're also good at chaining together other special techniques that share a universe of origin.

Master Perk Tree:

Master's Wisdom -100 CP (Free for Master)
With experience comes more experience. You can pick apart any martial art you behold, and understand its underlying principles. You can always improve another person's stance or form – even if it's from a school of martial arts you do not know yourself. You both learn and teach martial arts twice as fast as others of your skill level.

Brotherhood Mantra -200 CP (Discounted for Master)
You are an expert of battlefield meditation, channeling your chi through your body and into the battlefield to slowly but surely empower yourself and your allies. The harder you fight, the more your health and stamina will slowly restore itself. Your allies both benefit and contribute to this flow of energy through the battlefield, so a well-oiled team of otherwise weaker fighters can keep each other fighting hard more easily than even a single master of martial arts can do on their own.

Discipline -400 CP (Discounted for Master)
You have developed a fair number of valuable techniques. Withering Strike turns the tables on your foe, channeling your desperation and doing more damage the more wounded you are. Holy Sign disrupts a single powerup the foe is using, making them have to reinvest their time and energy to reactivate it. Exorcise purifies the remains of the dead, ousting necromantic effects and ensuring that they won't rise again. Shockwave cracks the earth and sends a pillar of it spearing up towards one of your foes.
Breaking My Limits Boost: Holy Blitz
You have learned a few impressive holy techniques. Soul Spiral allows you to sacrifice a great deal of your life force and magic to heal your allies while smiting your foes – a maelstrom of holy magics. Aura Cannon is a massive golden laser of holy light that eradicates the undead and those aligned with darkness.

Doom Fist -600 CP (Discounted for Master)
Recognizing that it is not the tool that is evil, but how you use it, you have honed and mastered several forbidden techniques. Lifebane is a brutal series of precise pressure point strikes that are certain to kill your opponent within twenty seconds. Dark Fist allows you to channel your own life force into an attack, wounding you even as you wound your foe.
Breaking My Limits Booster: Formless Strikes
You are a master of techniques only the finest martial artists can hope to wield. You may use the Formless Strikes – a technique wherein your chi travels along paths not covered by your limbs, allowing you to punch or kick a foe with only your chi. This can turn a near miss into a solid hit... or, with the mighty Phantom Rush technique, allow you to strike from multiple places and angles simultaneously.
Discipline Booster: Perfect Balance
You have developed a means to dramatically enhance the techniques of one school of combat with the principles of another. You'll also find ways to use powers that are diametrically opposed without consenquence.

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 Monk 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 - Pugilist +300 CP (Exclusive to Pugilist)
Your Dim Crystal shimmers with furious speed. Because of this, you are no longer able to take perks from the Blackbelt Perk tree or the Master 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 Pugilist or in theme with it.

Job Lock - Blackbelt +300 CP (Exclusive to Blackbelt)
Your Dim Crystal shimmers with grappling will. Because of this, you are no longer able to take perks from the Pugilist Perk tree or the Master 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 Blackbelt or in theme with it.

Job Lock - Master +300 CP (Exclusive to Master)
Your Dim Crystal shimmers with ancient experience. Because of this, you are no longer able to take perks from the Blackbelt Perk tree or the Pugilist 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 Master or in theme with it.

From Beyond the Final Fantasy (Monk) +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 whirl of wind, this young wind shaman arrives. Seeking to purify their own home's winds of evil, they carried the source of the corruption, the pair of ruinous elbow-blades on her hips, to this distant reality. They seek a means to disperse the dark power of these weapons, but is slowly succumbing to their demonic intent. Their luck will constantly be warped for the worse, and their morality will be tested and worn away. Soon, they will be fully corrupted, and become a killer of men… one only you can stop. When that time comes, go forewarned that the "**Wind Envoy**" will have access to all the perks on the **Pugilist** Perk Tree, including the Boosted Effects.

2. Dropped off by futuristic plane, this fighter has arrived from a "new" Far East, whatever that means. Highly emotional, they have begun searching for some kind of devil that had been stolen from their home. Prone to picking fights with anyone who might possibly know the location or nature of the demon, they are yet unaware that the devil exists inside them – its nanites slowly twisting them and manipulating them with the intent of turning them into a prisoner in their own body. Both the devil and its hunter pursue you for different reasons – one believing you the one who stole the devil, and one seeking to spread its corruption to you. The "**Shuffle Demon**" will have access to all the perks on the **Blackbelt** Perk Tree, including the Boosted Effects.

3. Appearing from a cloud of dust traveling over a nondescript road, this warrior covered in scars that resemble the sky around the North Star wanders endlessly. Though they are deeply kind to the innocent, they are unrelenting to those who are not. Ever seeking their own justice, they punish even the least of evils with brutal death through varied and terrible means, often choosing to describe the methods through which their victim will die ahead of time. They see you as the greatest evil of all, for reasons unknown to you. The "**Proclaimer of Death**" will have access to all the perks on the **Master** 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 (Monk)

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?

Pugilist Relic

The **Pugilist** Relic requires tenacity and uninterrupted effort – you may gather the raw materials at your leisure, but once you have started the process of crafting the weapon, it cannot, must not be stopped. There can be no rest, not even a moment to take a drink, and there can be no tagging in or out – once someone has committed to a task, they cannot pass it to another.

Aside from the original Relic Weapon at its core, the materials barely matter – only the sheer, undiluted effort. It will take at least a day of uninterrupted work to craft the initial version… and once it is in your hands, you must not hesitate. 100 blows, against the hardest material in the world – the tougher the better. You must beat your weapon into its final form, pouring all of your heart and will into the weapon. If it breaks (it will), then you have done something wrong. Render the weapon back down into raw materials, and try again, immediately. Repeat. Repeat. Repeat. Do not allow yourself to rest. Do not allow your craftsmen to rest. Do not allow the weapon to rest. Repeat. Repeat. Repeat. Until it is perfect, unbreakable.

Reward

Your weapon has been reshaped into something a **Pugilist** can be proud to wield. This **Reforged Relic Weapon (Premium Heart)**, whatever shape it may be, has been polished with your blood, sweat, and tears. It has been made a part of you, through your shared hardship. For anyone else to lift it will require the same relative effort it would take for a normal mortal man to lift a mountain.

This weapon can, at any time, absorb any weapon a **Pugilist** can use (other than other **Reforged Relic Weapons**) into itself as an Import option, gaining their traits and the ability to shift into their shape. That said, the hard-won perfection will no longer diminish – even if it is damaged, this weapon can repair itself over time, so long as you still live. The longer a fight goes, the more adrenaline pumps through you, the more fired up you become, the stronger this weapon becomes. It won’t stop growing in power until the fight is over and the adrenaline has ceased pumping through your veins. In addition, any abilities you possess that require you to build up a mental or emotional resource charge thrice as fast while you wield these weapons, and the weapons themselves can store twice your own capacity of that resource within them.

Blackbelt Relic

To reforge the **Blackbelt** Relic, you will need patience. It is a tired thing, overused and overwhelmed. Show that the muscle you have earned can be held back. Easy. Calm. This is the path to your weapon's renovation.

The materials you use, be they wood or metal or bone, must be chosen with meticulous care. The men who help you craft it must be easygoing – not lazy, but understanding of the value of rest. Your work upon it must be gentle, deliberate. You cannot rush, you cannot show displeasure with the rate at which the weapon is being crafted. Perfection takes time. Get it right the first time. Before you assemble the final product, meditate with the pieces in a place of beauty. Understand each part, as if it were a part of you (it will be). Meditate again, once the weapon has been physically built. Understand the whole, as if it were your own child (it will be). Nurture the body without with the soul within.

Effort has its place. So too does repose. When both you and it understand, you will be done.

Reward

Your weapon has been revived, as a tool capable of supporting a **Blackbelt**. Whatever shape you chose for it to take, the **Reforged Relic Weapon (Red Scorpion)** is tied to you by a deep connection. To pull it away from you is to pull upon an unbreakable, invisible rope.

This weapon may at your discretion fuse with any weapon suited to a **Blackbelt** (other than other **Reforged Relic Weapons**) as an Import option, gaining their abilities and the power to change into alternate forms. But do not be deceived by this capability, for you know it is powerful enough on its own. With time and rest it can rebuild itself if damaged, so long as you are still alive. It naturally positions itself to assist you, knowing the time to wrap itself around you, standing between you and an incoming blow, and when it best serves you by positioning itself to help you grapple your foe. It cannot, will not harm you, no matter how wildly it must be swung. Any foe bound by the weapon counts as being held by you, for the purposes of any other powers you possess.

Master Relic

A Master understands through experience that strength is not in the one, but the many, and so must they look to others assist them in reforging their Relic. Many hands make light work. Gather your friends and comrades, those you have aided through your journeys, those you trust most. Beg of each of them a single simple task. To gather each piece, to cleanse each piece, to sanctify each piece, to reshape each piece, to polish each piece. And then, finally, when each piece is complete, to bring each piece to you. Wait and meditate until each and every piece has been brought to you. Assemble the final weapon. You know the way.

The materials, too, are known to you. They are ancient, prepared by time itself to become part of this weapon. Silently await their final form at the foot of a waterfall. When they arrive, trust that they are as they need to be, and assemble them. The weapon will not be perfect. It does not need to be. For he who breaks and reforges, he who measures obsessively, he who pursues perfection is the truest of fools, for perfection does not exist.

This weapon is all it needs to be – a gift from the past, to aid you in the future.

Reward

You have brought together the humble weapon of a true **Master**. This, your **Reforged Relic Weapon (Samsara)**, is exactly as you had hoped, and fate shall bind you forevermore. Even should the weapon be separated from you, the cyclical nature of fate and luck shall see it return to your side, often with new friends you can count on.

Should you ever desire, it can become one with any weapon suitable for a **Master** (other than other **Reforged Relic Weapons**) as an Import option. It doesn't need it, of course – it has many talents already, and will repair itself with time, so long as you yet live.

Your walking stick, despite or because of its design, appears humble and unremarkable to those who look upon it, and leaning upon it allows you to borrow that quality. But in battle you will not find a better tool for harnessing your holy arts. Wielding it is like wielding a limb – and any technique that would normally only be usable with your bare hands can be channeled with this weapon as well. Planted into the ground, it can sanctify the land around itself for twenty meters from the point in which it meets the earth. Evil will dare not approach such lands, for so long as the weapon remains planted, and for a period of time after it has been removed equal to the amount of time it was left in place. Those who draw close and meditate nearby it find it possible to peruse the memories of their past lives, if they have any.

Of Artifacts Augmented (Monk)

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

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

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

Juggler: Your armor assists you in tossing your weapons, tracking your airborne weapons, and timing their hang time such that you can use your hands for other tasks. You will always be capable of safely catching any weapon you set into the air so long as it is within your reach.

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

Bonecrusher: Your armor reacts to physical blows for you, with overwhelming force. If you are struck with a fist or sword or other physical attack, you reflexively throw your own attack back, one that will always be stronger than the provoking blow.

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.

Ordeal of Vector

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

Hidden somewhere in this Jump is a cruel facility, meant to study the unnatural and convert them into power. It is uncertain who owns this facility – the soldiers and scientists here seem to come from an entire other world themselves, and have designs on the fate of this world. Gather your Companions, and stop them in their tracks.

You will find that members of any mystical species found in this Jump have been kidnapped, brought here, and are being experimented on, until the very last bit of their strength fades away. Should there be no such beings canonical to the setting, you'll still find the natives of this facility's homeworld – elemental creatures that may once have held extraordinary mystic power. Those that haven't been drained until their death have been driven mad by the torture they've been put through, and will use your intrusion as a chance to break out, attacking anyone and everyone in their rage and grief, including you.

It is time to dispense justice. Tear the facility apart. Strike down the scientists, the soldiers, their mechas, the maddened mystic beasts, the beings reduced to liquid magic, and the facility's most successful creation – Subject Number 024, a fistfighter with wicked spikes implanted into his wrists, and nigh-uncontrollable mystic power channeled through them. Upon his defeat, the magic flowing through him will begin to explode, taking the facility with it.

Flee to the underground minecart tunnels, and there overcome one final obstacle – the facility's most powerful failed creation, Subject Number 128, an abomination of flesh and magic. Its brute strength is augmented by its ability to regenerate from the blood of its enemies – so try not to bleed too much. Defeat it, and see the warped flesh melting away into pure magic...

Rewards:

The magic released from Subject Number 128 fills the minecart tunnel, some of it flowing 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 the **Blood Shard**, a piece of a long shattered weapon. If worn it quickens the production of blood within you to twice its normal amount, and allows you to heal others by letting them drink your blood, and if it is tied to one's weapon it instead grants the weapon the ability to convert the blood of others into restorative magic for yourself.

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 Maduin** for themselves. His stats are as follows:

Maduin
Elemental Nature: Physical, Fire, Ice, Lightning, Holy
Scales To: Strength
His fists roar with the power of fire, ice, or lightning at his command, but his powerful Chaos Wave channels his wrath into a wavering fog of holy power that scours enemies inside and out. On occasion, the more powerful Madeen appears, wielding similar abilities, but armed with the stronger Terra Homing, which engulfs foes in a net of light which compresses and implodes with holy power.

(If you have not yet acquired a Summoner Origin from the Out of Context FF Job series, the power of **Summon Maduin** 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…
"Wind Envoy": Talim, Soul Calibur
"Shuffle Demon": Domon Kasshu and The Devil Gundam, from G-Gundam
"Proclaimer of Death": Kenshirō, Fist of the North Star