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

+1000 CP

If this Supplement is instead taken as an Isolated 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.

Origin:

You may choose a single Job to focus in on.

Fighter
The original, centered on wielding a wide variety of weapons ranging from swords and knives to axes and bows and so much more. Their balanced approach to combat is augmented by a physical adaptability available almost nowhere else. These passionate heroes are clad in iconic light armor, when they aren't choosing to bare their unarmored skin to the world. Perhaps that's why you're not so worried about the **Antiquated Artifact Armor** you now wear – despite the tears in the leather and chips in the iron. You may want to replace or at least supplement that sword at your hip – a **Ruined Relic Weapon** such as that will do a talent such as yours no favors.

Knight
Also known as Paladins, these warriors wield holy magic and blessed weapons such as swords, short-staves, and light hammers, whilst always carrying a shield to safeguard their allies. Their shining, heavy armor has been tested before, and will be tested again, but a true Knight will always come out unblemished… or so they say, but the **Antiquated Artifact Armor** you wear now has seen far, far better days than the day you first donned it, its once-pure white now stained grey and its once brilliant silver has been dulled. Your **Ruined Relic Weapon** is a sword and shield that once was the pride of a church, but has since been left to rust, its holy power faded.

Berserker
Masters of the axe, two-handed weapons, and (claw-augmented) fisticuffs, focused on extreme levels of violence and a stark refusal to stay down. They garb themselves in the hides of beasts, and draw out the might of the monster within… but then, you never slew the beast you now wear, so perhaps your **Antiquated Artifact Armor** is simply not attuned to you… but it may have more to do with the fact that the fur has begun to fall out and the skin has begun to rot. The axe made of unknown bones grafted with rusted iron is naught but a **Ruined Relic Weapon**, and for now is little better than a heavy club.

Perks:

Crystal-Bearing Origin - Free (Cannot be taken 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 (Warrior) - 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. 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 Vitality -200 CP
The light of the Crystal shines upon your body, enhancing your life force and defenses. With no other enhancements, you are able to survive several months without food and several weeks without water, and remain standing even when critically injured. Should you already surpass this with other Perks, your vitality grows by 5%.

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.

Fighter Perk Tree:

Fightin' Fundaments -100 CP (Free for Fighter)
You possess a wide variety of attacks that can throw your opponent off guard and weaken their offense. Swing fast enough to compress the air and launch blades of wind at your foe, rend your opponent's strength or magical ability with specialized attacks, temporarily stun them to slow them down. You're quick on your feet and able to attack from multiple different angles in quick succession. You have a wide variety of tactics to choose from, and so many angles from which to use them, so get planning!

Mettle -200 CP (Discounted for Fighter)
You really are a jack of all trades on the battlefield. You know first aid, and can provide incredibly basic healing to stabilize those you work on. You also know how to focus and accumulate more power from within. Based on the shape of the energy you gather this way, you can let out war cries that encourage and empower your allies. Yell to hasten their movements, chant to sacrifice your vitality to heal them, cheer to grant them the courage to keep fighting, and scream to release that energy within yourself, boosting all of your abilities by a small amount.

Weapon Master -400 CP (Discounted for Fighter)
You are exceptionally talented with weapons. What weapons? All weapons. Any weapons. Improvised weapons. Legendary weapons. You can tell, just by holding an object, exactly how to use that object as a weapon. Even if it wasn't designed as a weapon, if it can be swung or thrown you can figure out the practicals of how to use it. Might break it in the process, but that might just make it a better weapon.
Breaking My Limits Boost: Sword Chucks, Yo
You have gone beyond just knowing how to use weapons. Now you know how to "upgrade" weapons into impractical-yet-somehow-more-effective weapons. Tie two weapons to each other with a piece of twine and use them to become a blender of doom. Just gotta avoid stabbing yourself. Anything's a good weapon if you're brave and imaginative enough.

Lord of Arms -600 CP (Discounted for Fighter)
You are royalty, and your weapons are your subjects. With but a mental call, they will fly back into your hands from across the room, and if you reach blindly for your many many scabbards and sheaths, you'll inevitably draw the one weapon you need in the moment. If you throw a weapon and demand it to return, it *will* inevitably return to you, landing in either your hand or in its sheath, no matter who it has to cut through to get there. This doesn't guarantee that you'll land a thrown hit, only that if your weapons are out of reach, they won't be for long. Note that the weapon really does have to be a weapon, and it has to be *yours*, a weapon you've stolen from an enemy or borrowed from an ally or a random frying pan you picked up off a battlefield isn't quite suitable in the moment.
Weapon Master Booster: Fervid Blazer
You don't even need your hands, anymore. Your weapons float at your side, and swing in conjunction with your own attacks, following your commands like loyal soldiers. Bows will draw and fire as you need them to, even shooting your other weapons if that is what is needed to have them in the right place at the right time.
Breaking My Limits Booster: Armiger
Did I say that your weapons would fly into your hands? No, I was wrong. They teleport into your hands when you need them, wherever they are. They can still travel through the air if you need them to strike something on the way, but their ability to respond to your commands has been massively increased by their newfound instantaneous speed.

Knight Perk Tree:

Paladin Arts -100 CP (Free for Knight)
You are now fairly skilled at a variety of lesser White Magic – largely focused around creating barriers or armor with Shell and Protect, and healing injuries with Cure, Cura, and Raise. Your healing magic isn't exceptional on its own, but it's enough to pull someone back from the brink of death with Raise. Finally there's Searchlight, a glyph that will seek out and shoot small beams of light at your foe. You're no slouch without your magic, either – you are talented at using your sword and shield to parry incoming attacks, creating openings for yourself and others to counterattack.

Cover -200 CP (Discounted for Knight)
When battling alongside others, you'll find that you move faster when you're moving towards them. This effect is enhanced when your ally is about to take harm within your gaze, allowing you to teleport to their side instantly, shield already poised to guard them. In addition, simply staying near a single ally for a few seconds allows you to extend a mystic veil around them that lasts until you travel more than fifteen meters from them. Any attacks that strike at this field strike you instead of the person you've enshrouded – and must overcome your impressive defenses.

Passage of Arms -400 CP (Discounted for Knight)
But what if you should need to guard many people at once? Then stand between them and the coming death, plant your sword and brace yourself against it, and raise your shield, o Paladin. In doing so, your very soul will form a barrier of holy wings that holds back all but the mightiest blows. Even if your body breaks under the strain of holding this wall of light up, so long as your soul does not give in, those who shelter behind you will survive to see another day.
Breaking My Limits Boost: Hallowed Ground
But of course… in this moment, in this critical place, you have a secret weapon. Once a day, you may render yourself all but invincible for a scant ten seconds. The hallowed light of your indomitable soul will reinforce your bones and harden your armor as a glistening second skin, rendering your body as unbreakable – nay, as *untouchable* - as your resolve.

Oversoul -600 CP (Discounted for Knight)
Your mastery of holy magic has expanded offensively. You can channel your magic into your sword to adjust its length in short bursts up to twice the weapon's normal length. You can channel that same magic into your shield – when it is struck, that light explodes out, punishing your foe for daring to attempt to break your guard. You may even conjure phantom blades of light that burst from beneath your foes or fall upon them like rain.
Breaking My Limits Booster: Luminous Shard
When your light clashes with your enemies, it shatters like glass. But that does not make it weak. Quite the contrary. For these shining thorns are fully under your control, and can be shot at your foe. In fact, any temporary construct of light you produce, from the barriers of Shell and Protect to the blades you produce with Oversoul, now linger as shards in the air when their time is done, and can be launched in any direction you see fit, serving you one last time before dissipating.
Passage of Arms Booster: Last Bastion
The wings of light have become towers and walls of iron. The small group cowering behind you has become an entire city pleading for salvation. The magical blast descending upon you is many times the strength and scope of that which Passage of Arms was meant to protect against… but that means nothing. Your soul shines on, and Passage of Arms now scales in size and scope to the number of people you're striving to protect. The rules remain the same – so long as your soul can carry this weight, then walk tall to the end of this battle.

Berserker Perk Tree:

Berserk -100 CP (Free for Berserker)
Something to remember – we are all monsters at the end of the day. Beasts of some variety. You're just in better touch with it than others. You can enter a state of… not exactly zen. No. This is unyielding, unending rage. A bloodlust that drives you to attack without thought or plan, even as it hardens your skin and strengthens your muscles, effectively doubling your physical strength and durability, at the cost of your ability to use complicated attacks or magic. A fair trade, isn't it!? And don't worry, you will be able to turn this off with a minute of rest. So go ahead, take leave of your senses! Go mad! Crush your enemies! See them driven before you! Maim! KILL!

Instinct -200 CP (Discounted for Berserker)
You are a creature of violence. Your physical blows hit like a bear's backhand and your attempts to crush foes feels like a jaguar's jaw, and that's just with your bare hands. With a length of iron in hand you can bring a tempest of metal to any foolish enough to draw near, and knock all of your foes down with ease. While unbridled, berserk violence is truly the order of the day, sometimes even a beast must scheme and plan, so you have a variety of useful techniques! Shake the earth and watch your enemies tremble! Scream with a rage that causes others to falter and lose their focus on their petty power-ups! Crush weapons and armor between your fingers! Strike with a force to send an unlucky foe over the horizon! There are so many ways to kill, Jumper, make use of them all!

Inner Release -400 CP (Discounted for Berserker)
The beast is loose. Your inner beast roars with violence. The more you do a single action, and the angrier you are as you're doing it, the stronger it gets. The stronger it gets, the angrier you become. The angrier you become, the stronger it gets! The stronger it gets the angrier you become! Cleave! Cleave! Cleave! Cleave! Cleave! CLEAVE! CLEAVE! CLEAVE!
Breaking My Limits Boost: Blood Rage
You are leader of your pack, and so when you release your wrath and dive into the thrill of battle, surely you can wake the hounds of war within your allies, too! While using your powers that depend upon your rage and bestial nature, your allies benefit from the same powers, becoming just as violent and unbreakable as you are. Defy this world together. Slaughter everything in front of you!

Stem The Tide-600 CP (Discounted for Berserker)
Your allies are worried about you, Jumper. There's a hole in your chest one could push their hand through. Don't you feel it? Doesn't it hurt? Oh… I see. It hurts. But that pain only makes you angrier. Your anger gives you strength. So long as you are Berserk, and have blood to shed – your own, or your enemies – you will not fall. Laugh with your rage! Roar with your vengeance! Kill until there's no more killing to be done!
Breaking My Limits Booster: Bloodwhetting
Your wounds give you anger. Your anger gives you strength. Your strength stitches your wounds together by force. Your wounds give you anger. It is a cycle of violence you can start once a week, that lasts for as long as you are Berserk.
Inner Release Booster: Inner Chaos
You will not be made to sleep. You will not be distracted. You will not be confused. Your anger drives you through all of these things. No spell or concoction or trickery will be able to warp your mind or pull you away from your violence, once you have started. In the core of your soul, you have found peace through violence, a quiet calm made entirely of roaring chaos. Let it harden your focus, and drive you towards your enemies as a rock down a hill, inevitable and unbreakable.

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. Until it has been restored with the Scenario **Of Relics Reforged (Warrior)**, this weapon cannot be Imported into other weapons, nor can it be the recipient of weapon imports.

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. Until it has been restored with the Scenario **Of Artifacts Augmented (Warrior)**, this weapon cannot be Imported into other weapons, nor can it be the recipient of weapon imports.

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 Warrior 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 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 - Fighter +300 CP (Exclusive to Fighter)
Your Dim Crystal shimmers with hotblooded swordplay. Because of this, you are no longer able to take perks from the Knight Perk tree or the Berserker 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 Fighter or in theme with it.

Job Lock - Knight +300 CP (Exclusive to Knight)
Your Dim Crystal shimmers with chivalrous intent. Because of this, you are no longer able to take perks from the Fighter Perk tree or the Berserker 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 Knight or in theme with it.

Job Lock - Berserker +300 CP (Exclusive to Berserker)
Your Dim Crystal shimmers with primal rage. Because of this, you are no longer able to take perks from the Knight Perk tree or the Fighter 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 Berserker or in theme with it.

From Beyond the Final Fantasy (Warrior) +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. Clambering off a far-flung boat clad in blue-dyed sealskin, this pugnacious warrior in training has come to your corner of the world seeking a thrilling fight. They seem friendly enough, quick-witted with a strong sense of humor, but they are driven singlemindedly by their hunt for chances to improve themselves. They will interrupt all manner of conflicts, fighting whoever seems stronger, wielding a variety of weapons made of antarctic bone with a skill and strategy that overcomes even superior superpowers. The prize of their armory is a sword fashioned from a fallen star, but they are always happy to claim new and more interesting weapons from their fallen foes - weapons they will master with terrifying speed as they prepare for their ultimate challenge: you. This "**Southern Raider**" will have access to all the perks on the **Fighter** Perk Tree, including the Boosted effects.

2. Dropped off by some sort of stellar spacecraft, this unusual warrior is clad in white plate of some futuristic sort, and leads a legion of perfectly identical soldiers in less ornate armor of the same variety. Wiser even than their middling age suggests, this commander from beyond the expanse is the veteran of a terrifying war, and is unafraid to use deceit and trickery where honorable combat would fail. Wielding an elegant sword made of energy and a buckler of similar make to their platemail, they claim to hail from a more civilized realm, a holy realm, and that this wretched land must be purged. You in particular stand out to them as a threat to their "peacemaking operations." This "**Starcrossing Warrior**" will have access to all the perks on the **Knight** Perk Tree, including the Boosted effects.

3. Through a strange golden ring, a pink, spiny creature with a maddened gaze and a massive hammer will appear. Though apparently capable of reason, they have a bloodlust that exceeds anything seen by other creatures in the world. They wish to share their twisted "love" with the world, and especially with you… a longing that will send them on a rampage across the land, mowing down all in their way. This being, dubbed "**Wrathful Rose**" by the locals, will have access to all the perks on the **Berserker** 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.

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, bypassing any resistances you have to that occurrence. These night terrors will be so vivid that you sometimes cannot tell when you are awake and when you are not. If you stay awake by force or with Perks that remove the need for sleep, you will begin to daydream these nightmares instead – possibly mistaking allies and innocents for the monsters that infest the darkest recesses of your mind.

Sore Thumb (+200 CP)
There is something odd about you. Normal people can sense something unsettling about you – something that drives them to keep their distance if they can afford to. Worse, this means that your stealth abilities are hampered, because those around you cannot help but notice this unsettling aura about you. Worst of all are those who are aware of alternate universes, different planes of existence, afterlives and spirits, or other such things, who can tell you are not of this world. They may mistake you for a hostile type of their particular brand of otherworldliness – for example, an exorcist may mistake you for being possessed, or in Worm Endbringers will immediately view you as an anomaly and stop holding back to remove you from play, or in Pokemon those familiar with the concept will note you as a Faller with all the Ultra Beast bait that implies.

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)
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all. For (+1000 CP), you will be 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.

Scenarios

Of Relics Reforged (Warrior)

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?

Fighter Relic

The **Fighter** Relic "merely" needs a fantastic, otherworldly metal of exceptional quality alloyed with purest copper, all worked by a talented smithy with a legacy spanning at least a hundred years. This quality must be absolutely unimpeachable… and it still requires one more thing – whether or not they have the skill, the Fighter intended to wield this weapon must put their blood, sweat, and tears into assisting in every step. This personal touch, alongside a talented steadying hand, will be enough to reshape this old length of iron into something suitable for a hero.

Reward:

Your weapon is reforged and reshaped in whatever image you choose – the sword could now be a lance, or an axe, or a dagger, or claws, or any of the other myriad weapons a **Fighter** can claim to know. Whatever its shape, your new **Reforged Relic Weapon (Phantom Limb)** is remarkable in its simplicity and purity of purpose.

It feels like a limb you lost in the womb, and time lost between then and your reunion has not dulled its responsiveness. It is loyal only to you, and will use its powers to betray any who would wield it against your wishes.

The weapon can at any time absorb any weapon suitable for a **Fighter** (other than other **Reforged Relic Weapons**) into itself as an Import option, gaining their traits and the ability to shapechange into those other weapons. But on its own it's no slouch, being able to repair itself over time so long as you yet live. It leaves ghostly afterimages each time it goes from rest to motion, which will repeat the original's movements at your command, anywhere between 3 and 30 seconds later. These afterimages can't harm you, but are fully capable of wounding your enemies. If you have magic or projectiles that are channeled through your weapon, such as The Legend of Zelda's Skyward Strike or simple arrows fired from a bow, the afterimages are capable of performing these as well.

Knight Relic

The **Knight** Relic depends heavily on the divine – your smithy must work in tandem with clergy of purest repute. The specific god or cause they have faith in is of little import – only their righteousness, integrity, and purity of devotion matters, and it must be spotless. The chosen wielder should be near throughout the process, fasting and meditating on their personal cause and the righteousness thereof. Gold and Silver are preferred materials to be inlaid into the base metal, a sacred ore of some sort which should be cleansed between heatings with snow collected directly from nearby mountains and blessed as it melts into snow. The final shape must be polished three times, during the hour of dawn as the sun rises, each time using a cloth that has never been used before, soaked in holy oils. The forge need not be well outfitted nor its smithy renowned – in fact, the more humble of an example these are, the more suitable they are to the forging process. After all, the crafting of a hero's arms should always be a miracle.

Reward:

Your sword has been reforged into a gallant new weapon of any kind associated with the **Knight**, and the shield has been restored to a shining partner for it. No matter how it has been shaped, your **Reforged Relic Weapon (Alexander and Alexandria)** is a gleaming example of the shining light within you. They hold your ideals, and burn the hands of those whose morality doesn't perfectly match your own.

The weapon can at any time absorb any weapon suitable for a **Knight** (other than other **Reforged Relic Weapons**) into itself through Importing, gaining their traits and allowing the weapon to change form into the absorbed weapons – the shield can do the same with other shields. Even without that support, they have useful traits, such as being able to repair themselves over time so long as you yet live. The shield is the star of the show, acting as a holy symbol that beings opposed to your values either struggle to look upon or struggle to look away from, depending on just how much of your worldview they oppose. Divine lightning courses through your weapon and through any you strike – those who share your views cannot be harmed by these bolts, but the more one's morality opposes your own, the more the lightning sears – a verdict that grows with your enemy's sins.

Berserker Relic

The **Berserker** Relic is a thing of stone and rough iron and bone. Like you, it is a beast, a monster, more than it is a weapon. To restore it to its full might you must replace its weary bones with those of a worthy creature. The ores used in its crafting should be dense and dirty, not even fully removed from the mundane rock that surrounds it before being heated. Burn leather and bone to augment the iron you forge, mix the blood of the intended wielder along with the ichor of nine other beasts into a quenching oil. As the weapon is reforged its weight will grow, until it requires four sturdy men to carry it from one part of the forge to another, and to hold it down – for partway through the spirit of the weapon will arise anew like a hibernating beast rudely awakened, and it will roar, its fury a palpable force, sending any infirm men unworthy of restoring it into cardiac arrest. Even if the smithies were well chosen, the intended wielder will need to assist in wrestling it for the rest of the smithing process, dragging it kicking and screaming into the raging inferno, for only those able to subdue such a raging beast deserve to be called a hero.

Reward:

Your axe has been reshaped, reawakened and retamed, turned into a weapon worthy of a **Berserker**. Whatever form you trained it to take, your **Reforged Relic Weapon (Bloody Fangs)** has become something of a life mate for you. Despite your efforts to tame it, it behaves only in your hands, and would rip and tear and gulp down the blood of any other who would dare wield it.

At any time, it can take into itself any weapon suitable for a **Berserker** (except other **Reforged Relic Weapons**) as an Import option to gain their powers and form, but even without you should already know the strength of this beast, which can repair itself so long as you still draw breath. The weak-willed flail in terror and fall faint when it is drawn – as they should, for your weapon is always happy to quench its bloodthirst, which is a physical presence in the air. Every drop of blood it can make contact with is absorbed into the weapon, sharpening its edges and making it heavier – and it will gladly share its feast with you, its master. You may drink the blood it has collected to heal your own wounds, or launch the blood as unbreakable chains, to grapple and drag your prey close to you, to force them to face you in close combat. The more blood the weapon’s gathered, the longer these chains can become. Bring your enemies close. Give them a bloody hug.

Of Artifacts Augmented (Warrior)

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 (Warrior)**. 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 Warrior 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:

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

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

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

Thorns of Vengeance: Your armor bites back. A palpable aura reaches out, cutting and stabbing and gnawing at your enemy's body the closer they are to you.

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.

Ordeal of the Dragon King

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

Hidden somewhere in this Jump, you can find something that most certainly doesn't belong here – a temple to the Dragon King, Bahamut. Inside, you'll find a cult of locals worshiping the draconic deity. Bahamut has foretold your arrival, and by his command, the cult issues you a test of your courage. A citadel of trials plunges deep into the earth beneath this temple, and at its bottom is a token of courage. Claim it, and return to the surface. Gather your Companions, and begin your delve.

Once inside, you'll find yourselves restricted to the abilities you've acquired in this Jump, as well as any you've purchased from this and other Out of Context FF Job Supplements. The dungeon is filled with terrifying monsters gathered from throughout your Jumpchain and myriad traps and puzzles suited to challenge the powers you've acquired thus far.

Phantoms of some of your greatest previous foes, scaled to your current power, will await at the 25%, 50%, and 75% marks of your progress through the dungeon.

At the bottom-most depths of this citadel, you will find an effigy of the Dragon King, which will come to life and do battle with you. It is uncertain if this is the true Bahamut possessing the effigy or merely a machine gifted the power of the god, but it possesses Bahamut's power nonetheless, including the eradicating Exaflare.

Overcome all of this, and you'll find yourself before a treasure chest containing… what appears to be a perfectly normal rat's tail. Return to the surface with it in hand, and the cultists will prepare for you your reward.

Rewards:

The cultists will perform a rite, burning the Rat Tail, and a visage of the dragon king, Bahamut, will appear. With a clawed hand he will bless your party's efforts and courage, enhancing one of your Jobs. 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 will also gain **Bahamut's Fang**, a talisman that when worn grants a resistance to fear-based effects. This charm can instead be tied around your weapon's grip to enhance its striking power with the fury of the Dragon King.

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 Bahamut** for themselves. The Dragon King will descend from the heavens, and lay waste to the battlefield with one of his trademark Flare attacks, ranging from Megaflare to Exaflare to Zettaflare.

(If you have not yet acquired a Summoner Origin from the Out of Context FF Job series, the power of **Summon Bahamut** 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 50% of their highest possible total (accounting for mutually exclusive Drawbacks) if they have no listed cap).

Rewards:
You gain the Perk **Heavy Burden.** You may now apply Drawbacks from this Supplement to any future Jump as though they were native Drawbacks.

Drawbacks taken this way can only affect one Jump Document per Jump – for example, if you take another Out of Context Supplement, you cannot gain CP from "**Scarred**" in both the Main Jump and the Supplement, but you could apply "Scarred" to the Main Jump and "Nightmare" in the Supplement.

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:

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…
"Southern Raider": Sokka, from Avatar the Last Airbender
"Starcrossed Warrior": Obi-Wan Kenobi, from Star Wars
"Wrathful Rose": Amy Rose, from Sonic The Hedgehog