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

Devout
Through faith and hope, these classic mages serve as priests and healers of the commonfolk. In addition to their healing magics, they often are capable of wielding holy magic – being especially skilled at doing away with the undead. They tend to wear white robes with red trim, though your **Antiquated Artifact Armor** has dulled and dirtied well beyond such recognizable colors. To channel their magics, they largely use staves, hammers, and maces. Your **Ruined Relic Weapon** is a copper-studded staff that was long left to tarnish... the myriad ribbons about its head have torn, the crystal gemstones that dangled from the ribbons are lost or cracked, and the wood that serves as its core is starting to decay, but it will serve well as a focus if you have nothing better.

Geomancer
Rarely seen away from the frontiers of the world, Geomancers, often called Conjurers or Elementalists, would not call themselves masters of the elements, but servants thereof. They use their White Magic, along with spellcraft associated with wind, water, earth, and whatever natural features are on hand to protect the balance of nature, sometimes scorning their fellow man as interlopers. They garb themselves in furs and what fibers and silks they can gather from the land. Perhaps scarcity of supplies and travel damage is why your **Antiquated Artifact Armor** looks like it's about to fall off of you. They generally prefer wands, but have been seen with bows, bells, and staves. Your own **Ruined Relic Weapon** is a small, many-pronged tree branch that long ago was filled with life far beyond the death of its tree through advanced alchemical concoctions, impressive White Magic, and the grace of the forests… but the leaves upon it have all died and fallen away, making it mediocre as a focus.

Scholar
Taking a more secular and grounded approach to White Magic, these talented analysts are the kind often seen on the battlefield, using their education not only to mend wounds but to advise comrades, plan strategies, and lead armies. They wear uniforms reminiscent of those found in military academies, often with mortar boards atop their heads… though your **Antiquated Artifact Armor** looks like you've barely ever taken it off since you graduated. Scholars are rarely seen without their tomes, with formulae scrawled in magic ink to channel their magic, though some have preferred whips, daggers, or even guns upon the battlefield. You possess a **Ruined Relic Weapon**, a grimoire whose pages have mildewed, whose ink is smudged almost beyond usability – a tragedy for an academic such as you.

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 (White Mage) - Free
You gain a basic understanding of how to use your Job(s) in battle. In this case, the basics of wielding the weapon your Job Origin uses, and the basic White Magic Cure, Cura, and Medica. Any skill-gifting Perks that align with your Jobs are likewise boosted by 10%.

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

Augment Vitality -200 CP
The light of the Crystal shines upon your body, enhancing your life force 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%.

Augment Spirit -200 CP
The light of the Crystal shines upon your soul, enhancing your concentration and mystical resistance. With no other enhancements, you are able to shake off low doses of fire magic with only mild burns and maintain focused on a task despite extreme pain. Should you already surpass this with other Perks, your magical resistance and ability to concentrate 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.

Devout Perk Tree:

Pure White -100 CP (Free for Devout)
White Mages are known for a variety of support magics, and the Devout is archetypical in that respect. High end healing magic such as Curaga, Regen, and the like are yours to use. Esuna enhances the immune system to banish disease and poison alike, while Life drags your target from the brink of death back to this world once more. You are also an expert at powerful, if sometimes situational, holy offensive magics. Dia, Diara, and Diaga are powerful and cheap spells that dissolve zombies and banish ghosts but have little effect on the living. Glare, Glarara, and Glaraga are more expensive spells that harness holy light to smite your enemies. Protect and Shell form armor around your allies, warding off physical blows and magical blows respectively.

Pray -200 CP (Discounted for Devout)
You may call upon a higher power – or, perhaps, the simple belief in a higher power – to aid you and your allies. This display of faith will conjure up healing for your nearby allies, while restoring your own magical reserves by a full fourth. Should the setting you're in have gods, this Perk allows you to directly call on them, as if you were one of their high priests. They won't always directly help you, but you may find yourself given helpful advice, or directed to one of the god's followers who can assist you.

High Magic -400 CP (Discounted for Devout)
You are an expert in rare magics, gifted to you from on high. Barrier applies both Protect and Shell at once. Spells such as NulShock, NulBlaze, and more guard you from elemental attacks. Asylum creates a lingering field of healing that slowly regenerates the wounded within while enhancing your own magics.
Breaking My Limits Boost: Magic Frenzy
You are able to convert your magics into doorways, teleporting from your current location to the location of the spell you cast. Rush to your ally's side after a healing spell, or follow up a holy blast with a blow from your staff. Spells that linger on the field are lasting waypoints for you to traverse to.

Pearlescent Light -600 CP (Discounted for Devout)
The ultimate White Magic is now yours to wield. Holy, and perhaps even spells that go beyond Holy's power level, such as the fabled Holyra and Holyga. These divine spells hold extraordinary power that burns evil in all its forms. Full-Life functions like Life, but granting your stabilized friend far more vigor.
High Magic Booster: Twincast White
You possess a rare ability – to merge two spells together into one. You can combine two of your own spells, enhancing the properties of the final result. You can also merge this power with someone else's attack or spell, though this is usually incredibly unstable, with unpredictable effects. Many have attempted to combine Holy with the ultimate Black Magic, an effort often only rewarded with the death of the casters… but it is said that there is an opposite power to Twincast White, and that two people with the opposite power can perfectly unite their abilities to cast such extraordinary spells as Pyroblast, Comet, Twin Meteor, Bubble, Faith, Bravery, and even Ultima.
Breaking My Limits Booster: Great Gospel
You can push your magic to reach beyond the veil, and resurrect the recently deceased. Even with all this power, you're not quite able to reach those who have already walked into the afterworld, but you're able to halt their progress should they be at heaven or hell's front gate. Should you successfully convince them to return, they will return to your side, carried by angels in brilliant white. This spell leaves the caster deeply tired out – the closer the deceased was to fully departing the world of the living in body and soul, the more the Great Gospel drains from the user. Generally, roughly ten minutes is the longest one can wait to cast this spell before losing their intended target forever.

Geomancer Perk Tree:

Green Magic -100 CP (Free for Geomancer)
The truest fundamental of the Geomancer is the knowledge that you do not command nature – you guide it, beseech it. There are many elemental magicks, but only three are regularly available to you. Rock, through spells like Stone and Quake, both naturally formed and reshaped by man can expand and contort or even break off to be thrown about or cause cave-ins. Wind, through spells like Aero and Tornado, can whip and slice at enemies, dealing lasting damage. Water and other liquids, through spells like Water and Flood, can reach up and drown your foes or jet forward at high pressures. Assuming things haven't gone horribly wrong, these three elements should never be too far from you, but their greater spells require truly abundant sources of ambient rock, air, or water to supply the aether needed, such as actually being in the sky for air.

Nature's Calm -200 CP (Discounted for Geomancer)
In drawing largely upon the ambient energies of these natural sources for attack, you reserve most of your own magical power for other supportive spells. Tranq to calm nerves and improve focus, Sleep to enforce rest. Assize to heal yourself while striking enemies who draw too close, Solace to heal the deeply wounded. Stoneskin to grant natural armor that doesn't impede the beneficiaries' movement. Sacred Soil to bless the earth and form a safe space that shields and heals those within.

Geomancy -400 CP (Discounted for Geomancer)
Before you were but a conjurer, a lesser druid, but now you are a Geomancer in whole and in truth. You can call nature to battle through a small tithe of magic, though the exact shape of their aid will vary based on where you stand. Sinkholes and quicksand can form from from earth, plantlife can tangle, whip, and even spear, snow and sand can form biting storms of cold and heat. Even processed metals and gems can be made to shift to strike. With your guidance, nature can protect itself.
Breaking My Limits Boost: Secret of the Moogles
You know a means to borrow an environment's power without actually needing to stand atop it. A several-minute dance to appease the environment you're in is required to receive their blessing to take its essence into yourself, one that you'll be taught by the environment itself. You can then repeat that dance to conjure that environment's power anywhere else. Summon trees and vines within a desert, make concrete and electrical wires emerge in a deep forest, make the heavens' tornadoes form spontaneously within a cave!

Seedseer -600 CP (Discounted for Geomancer)
You have truly connected to the spirits of nature. Few are the Geomancers who can truly speak with nature directly, in its own language. You can learn much from the land – what monsters prowl within the forest, what's got the local animals so spooked, the parts of this cavern that are likely to cave in, and what those pesky humans are doing to despoil that lake. Yours is a deep connection that empowers all of your nature magic.
Breaking My Limits Booster: Pulse of Life
You leap to nature's aid, and life blossoms around you. Your magical and spiritual energy naturally fuels growth within plantlife – no matter what spells you cast, your spell's aftereffects are a fertilizer that heals the land around it. Even the smallest Cure spell grants local plantlife the sustenance to grow to twice their normal size.
Geomancy Booster: Gaia's Protection
You are so utterly in tune with nature, that you no longer have to fear its dangers. Passing through thorny brush will leave you without so much as a scratch, and you may walk upon liquids such as water as if they were soft and simple loam. You may even stand, sit, or lay atop molten rock or within non-magical, natural fire, and not be so much as sunburned. Better yet, nature passively shields you – wind shifts to push small projectiles off course, while sand, mud, water, and other such materials rise to block incoming attacks.

Scholar Perk Tree:

Scholarly Lore -100 CP (Free for Scholar)
You're possessed of the knowledge of a freshly graduated scholar of war-magics and medicine. You can apply this knowledge with the casting of spells to manipulate the status of your allies and enemies alike. The Bio, and Ruin series of spells rot your enemy from the inside. Adloquium restores bodily functions while also reinforcing the body to resist further damage, while Excognition sets a healing spell to wait inside your ally until they have been significantly hurt, increasing efficency. Your expertise of the body and it's functions comes with an additional benefit – your knowledge of consumables such as potions ensures that you apply them efficiently, doubling their effect.

Libra -200 CP (Discounted for Scholar)
You are an extraordinary study – armed with a photographic memory and the processing speed to read 400 words per minute. When handwriting you can write about 200 words a minute, 400 words per minute if you're using shorthand techniques. By using certain analytical magic, you can gaze at an unknown foe and, by cross-referencing what you see with what you've learned, create workable theories re:your foe's current health, their weakpoints, items on their person, and viable strategies against them within seconds.

Art of War -400 CP (Discounted for Scholar)
Someone in your position needs to always have the wider view and the longer term in mind. You can calculate the likely strategies your opponent will deploy over the course of battles. As expected, the larger scale of the battle, the better you are at picking it apart and figuring out what your opponent is thinking – after all, they're only providing you more data points. You are learned at esoteric magics, as should be expected. Haste and Slow to control the pace of the battle, for instance. Rescue allows you to pull an ally to yourself at will. Expedient quickens the body, allowing faster movement without use of time magic. Virus allows you to sap your foes' strength for peaceful subduing. Miasma to spread a Bio-like disease across a wide area.
Breaking My Limits Boost: Emergency Tactics
When things get especially dangerous, of course, you have more than a few tricks in reserve. Auto-Life is a cheaper and wiser contingency spell than certain other White Mages would rely on, stored away within the target similarly to Excognition to activate when the ally is on the brink of unconsciousness. Cheaper and easier to perform than actually waking an already-defeated ally.

Aetherflow -600 CP (Discounted for Scholar)
Let's face it, entropy is an eternal annoyance. Infinite mana is impossible. That is why you developed a magical technique that grabs the expended mana in the air and brings it back into you and your allies, recharging them by 25% of the magical energy being expended in the battle. Reduce, reuse, recycle.
Breaking My Limits Booster: Arithmagick
Your understanding of the flow of magic has also allowed you to calculate the flow of magic in your head, such that through the manipulation of incredibly exotic variables, you can deploy spells that traverse the entire battlefield, simultaneously hitting every single person with, for instance, a "Magic Stat" divisible by 5, or at a height above the earth that is a prime number. Ah, the power of a well-organized mind.
Art of War Booster: Addendum
You will admit… there is some value in other forms of magic. And as such, you've made a point of finding ways to enhance those who know what little you do not. Your answer? "Addendums," which can enhance the potency of entire schools of magic by 10%, with an additional 20% boost on top of that for spells you simply don't know, and another 20% boost if the school is entirely unknown to you. Construction of these Addendums begin in the back of your mind the moment you encounter a new form of magic, and finish your calculations within minutes. You start with "Addendum: White" and "Addendum: Black."

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 White Mage 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 - Devout +300 CP (Exclusive to Devout)
Your Dim Crystal shimmers with holy devotion. Because of this, you are no longer able to take perks from the Geomancer Perk tree or the Scholar 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 Devout or in theme with it.

Job Lock - Geomancer +300 CP (Exclusive to Geomancer)
Your Dim Crystal shimmers with nature's hope. Because of this, you are no longer able to take perks from the Devout Perk tree or the Scholar 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 Geomancer or in theme with it.

Job Lock - Scholar +300 CP (Exclusive to Scholar)
Your Dim Crystal shimmers with studious focus. Because of this, you are no longer able to take perks from the Geomancer Perk tree or the Devout 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 Scholar or in theme with it.

From Beyond the Final Fantasy (White Mage) +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 beam of light from the moon above to the planet below, this young royal in what appears to be a school uniform descends. By daylight, this heir of an ancient civilization hides in a local private school as a meek, clumsy transfer student, making friends, helping the innocent, and performing minor miracles. By moonlight, they go forth and seek "evil" to smite with their prismatic, divine powers – and while they'll focus on actual visible threats, in the absence of such they often strike down whichever side of a schoolyard dispute they most disagree with, or an institution that they believe slighted them. In full truth, they intend to reshape the world to better integrate it into their long-frozen kingdom, bringing all that lives into serene crystalline stasis. Of course, you represent a threat to this goal, and so they must deal with you if they are to succeed. This conqueror, the "**Lunar Liege,**" will have access to all the perks on the **Devout** Perk Tree, including the Boosted Effects.

2. With a booming sound, an otherworldly tube of energy pierces reality, and this servant of the green emerges. Once a scientist seeking to bring harmony between man and nature, they were betrayed by their fellows, and left to die in a poison-filled lab. But though man forsook them, nature did not. They rose again, changed and empowered, and continued their fight – a fight to see the enemies of nature destroyed. Having completed their task in their home reality, they have begun to travel to other worlds to continue building nature's glory. They spread forests, groves, and other primordial ecosystems, often deep into cities, seeking to undo the progress of man entirely. When they must interact with mankind in a non-violent way, they prefer to manipulate and seduce, drawing humans close enough to poison when they are no longer needed. They view you as a potential threat – someone who could undo all of their hard work. The "**Vines of Vengeance**" will have access to all the perks on the **Geomancer** Perk Tree, including the Boosted Effects.

3. From a hexagonal doorway to another world emerges this mousey teen in a red robe and white trim. Long have they traveled, serving all who ask for healing. They have offered their blood, their tears, their hopes and dreams to all and sundry… only for prayers for themselves to never be answered. And now, here, far far away from anything they love, anything they cherish… they have snapped. They use their healing magics to warp and twist the biology of those around them. They heal, and heal beyond where healing should go, causing growths to form, cells to become undying. They heal further than that, keeping their victims alive despite the horrid forms they've taken, for that is all anyone wants from them - healing. You have a great and terrible role in their eyes, for you resemble someone... a sibling they loved, who did not love them back. The "**Blood Queen**" will have access to all the perks on the **Scholar** 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 (White Mage)

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?

Devout Relic

As with all things, faith and hope are critical to the restoration of the **Devout** Relic. But for material components… You will need purified and disinfecting copper, thrice-blessed. You will need silk of the purest and smoothest variety to craft ribbons wrapped around the weapon, or left to trail behind it as you swing it. These ribbons will also be used to grip gemstones of high quality, polished to reflect the light of the sun perfectly. Pearls or moonstone are especially preferred. Wood for the handle or grip of the weapon should come from willow trees and be sanctified. Your craftsmen should be pious – though they do not need to share the same religion – and they must have the sincere faith that the tool they're making for you will make this world a better place.

Reward

Your weapon has been rebuilt into any form preferred by **Devouts**. This **Reforged Relic Weapon (Saint's Crossing)**, whatever shape it may be, nearly shines with the hope and faith poured into it. It yearns for the world you would create, and those who attempt to steal it for their own ends find themselves blinded by light for the attempt.

This weapon can, at any time, absorb any weapon a **Devout** 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, it is powerful on its own, and can repair itself over time, so long as you still live. It can transport you to any sacred, holy, or light-attuned ground within 100 meters of it, and can transport you freely within such sacred lands no matter their span. These transmissions can either take the form of flashes of light, simply teleporting you from one spot to the next, or can propel you in a straight line as a beam of holy light that damages only those whose morality opposes your own.

Geomancer Relic

You will need to take your Geomancer Relic deep into the wilderness, if you are to restore it. It must receive the blessings of ancient forests and deep caves, of vast seas and roaring rivers. You must gather saps and syrups and juices and sands and minerals enriched and fertilized with life – ingredients to craft a concoction that instills life into departed plantlife. Once you have blessed your Relic once more, bury it in loamy, healthy soil… and pour your mixture atop it. It will take time, but your weapon will grow out of the earth, alive once more. Let it flourish, and it will gift to you pieces of itself, wooden branches to be used in your new weapon. Take these trimmings and guide them into the shape you need them to claim.

Spider's silk, ore and stones naturally found at the surface of the earth or in naturally formed caves, saps and resins given freely by the eldest plants of the forests. Heat for any forging must come directly from lava and magma flowing freely, and salty water provided by the sea must quench the metals you reshape.

And all throughout, slowly and surely, you must nourish your new tool with your own mystic energy, until it grows into its own.

Reward

Your weapon has rooted itself to the earth, but through a piece of it you have grown a new weapon suitable for **Geomancers** to use. Whatever shape you guided it to take, the **Reforged Relic Weapon (Piercing Root)** holds a deep connection and affection for you. It loves you as a child loves its parent, and will call nature itself to attack any who would separate it from you.

This weapon may at your discretion fuse with any weapon suited to a **Geomancer** (other than other **Reforged Relic Weapons**) as an Import option, gaining their abilities and the power to change into alternate forms. But do not think this is needed for it to be powerful. It can grow back from any damage done to it so long as you are still alive. In addition, it can worm its way through the defenses of its opponents, weakening their resistance to elemental attacks of any kind. Those who would consume and absorb earth magic, for instance, find themselves merely immune, while those who are immune find themselves merely resistant. Those with a resistance lose that resistance, and those without a resistance become actively vulnerable. Those who are already weak to an element find that weakness amplified.

Scholar Relic

The Scholar Relic, of course, requires careful recreation of the ruined text. Or, failing that, something suitable to replace that text. You're an academic, surely it won't be hard to guess where you're going to need to look for such a thing. Even if you don't plan on keeping the Relic in the form of a grimoire, you will need this knowledge to be engraved on something… just as you'll need the correct tools and materials to perform the engraving with. Magic-conductive ink with the right formulae must be properly bound to paper, or steel, or wire, or leather, to make it suitable for your magecraft. You will need to find specific samples of plantlife to dry out and press into certain pages, or grind down and mix with the metals of your weapon, or store as vial of powder somewhere inside the finished product. And of course the medium needs to be treated so that it won't deteriorate again anytime soon. The exact shape of the final weapon will determine the kind of craftsmanship needed to make your weapon presentable. The person you put in charge of making the final repairs needs to properly understand the value of the knowledge you're imprinting into this weapon, or they'll inevitably muck it up. So put your lecturing hat on, because where are you going to find someone as passionate about ancient lore and magical calculus as you!?

Reward

After much study and hard work, you have restored and preserved the knowledge in your grimoire through a new weapon something worthy of a **Scholar**. It may or may not look like the tattered book you once had, but all of the principles within hold true for this **Reforged Relic Weapon (The Jumper's Thesis)**.

Of course, the construction of such proprietary equipment means there's rather… unorthodox methods required for its use – techniques only one who knows the weapon as well as you do would know to employ. As such, attempts to use the weapon by unacquainted minds will inevitably backfire, explosively.

At your convenience, this weapon can absorb any weapon suitable for a **Scholar** (other than other **Reforged Relic Weapons**) into itself as an Import option for synergy's sake – access to the traits and forms of those weapons will only further enhance the quality of this armament. Of course, even without such upgrades you've taken great pains to ensure that so long as you live, this weapon will restore itself if damaged. It features a valuable additional trait, as well – you can store within it up to ten rituals, spells, performances, or other powers that require time spent. You may then release the stored power at any later time to gain their effect. For example, if you know a rite that requires the stars aligning, but has other finicky requirements associated with the rite, you need only perform all other requirements and store them within the weapon, to be released at the appropriate time.

Of Artifacts Augmented (White Mage)

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 (White Mage)**. 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 White Mage 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:

Swiftcast: Your armor can, in short bursts, eliminate all verbal and somatic preparations for magic, allowing nigh-instant casting of a single spell every minute.

Blood Price: This armor allows you to convert your own life force directly into magical energy, allowing you to cast magic directly from your own vitality, instead of your magical reserves.

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

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

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

Ordeal of the Mysidian Tower

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

Hidden somewhere in this Jump is an island, and a tower within. The tower warps reality around it, forcing those who fly to land in the ocean surrounding it if they wish to approach and making long range teleportation impossible. The inside of the tower appears practically designed to challenge your abilities, such that you will only truly be strong enough to challenge it during the last year of your Jump.

It is said that once, a White Mage of some renown made his way to the top of a similar tower, seeking ultimate power, and died for his foolishness. If you want the power at the top, you must do better.

But to even reach the tower, you must swim or sail near to the island, getting past the great Leviathan, which guards the surrounding seas. Its control of water is impressive, making approach a difficult proposition.

There are three elemental giants – one each for Fire, Ice, and Thunder – blocking the third, fifth, and sixth floors' exits, and all floors prior to them are aligned with the respective titans' elemental affinity.

On the ninth floor is the almighty beast, Ultima Weapon. It is power given form, and as such does not bleed. In addition to its titanic physical might and resilience, it wields horrific magical power, including the namesake spell – Ultima.

Even should you overcome this, the tenth and final floor features a terrible magical barrier, Minwu's Bane, which it is said the titular White Mage sacrificed all to shatter. And yet this marvel of ancient magic and power stands again. You must break it yourself, without dying, to get at the reward within.

Rewards:

As you pass through the barrier, you do not find the power of Ultima, which was rumored to be here. Instead a crystal floats here, and basking in its light, 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 **Orb of Minwu**, a magatama charm that shimmers with the last wishes of its former owner. If worn it protects the wearer from curses, and if it is tied to one's weapon it enhances the wielder's magical control, making spells cheaper.

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 Leviathan** for themselves. The serpent that controls the seas will rise to serve you, summoning tidal waves from nowhere to wash away your foes.

(If you have not yet acquired a Summoner Origin from the Out of Context FF Job series, the power of **Summon Leviathan** 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:

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…
"Lunar Liege": Usagi Tsukino, Sailor Moon
"Vines of Vengeance": Poison Ivy, DC Comics
"Blood Queen": Amy "Panacea" Dallon, from Worm