Out of Context: JRPG CLASSES



By SonicCody12

R! P! G! Well If you really want to get in touch with your inner RPG protagonist this Out Of Context Supplement might be what you are looking for. But let's get something clear here this isn't classes from things like DND, Pathfinder, or anything like that. These will be based on Dragon Quest, Final Fantasy, Fire Emblem, and Dokapon Kingdom, with a dash of Diablo 2, Disgaea, and Darkest Dungeon.

By taking this Supplement you have chosen Drop-In into this world waking up in an empty but cozy cottage with everything that you have bought here.

You are visibly similar to a Human.

+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:



So What Class are you?

Fighter

The Warrior, The Martial Fighter, The Tank. This is the Fighter. You are skilled in the ways of Martial Combat.

Rogue

The Thief, The Pragmatic Fighter, The Skill Monkey. You are good at combat but you prefer to be more… pragmatic. You are a master of sneaking and using poison.

Wizard

A magic user of arcane might and knowledge. The Evoker, The Summoner, The Black Mage. When it comes to using magic for attacking accept no substitutes

Cleric

A magic user that gains their powers from a divine power. The Priest, The Healer, The White Mage. Your job is simple prevent your allies from dying

Perks:



Note:

To get a Booster: Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

In order to get the Perk Something Unique, you need to take both the Almost Unique Perk that it follows and the Something Rare Perk that is commented before the boosted Perk.

Special Perk:

Multi-Class – 100 CP

Hey, some JRPGs allow you to have more than one class. So with this, you can pick one more origin, thus granting you that origin's discounts. You can only purchase this once.

General Perks:

Class Kit – Free

This one is simple. You have the barebones basic abilities of your chosen class. Fighters be tougher and stronger. Rogues are more stealthy. Mages will be smarter and more skilled with magic. Cleric will be wiser and skilled with miracles (Holy Magic) and sacred rites.

Potential Growth– Free

Well, this is an JRPG-based document. So just like any other you can "Level up". This happens when you have gained enough Experience points. You'll have this mental gage that fills up when defeat enemies, complete quests, discover new areas, and beat the "Bosses" that are found in that jump like major villains that are not the big bad. As you Level Up you get stronger. There is a limit though. You can only level up to level 100

Fantasy Origin – Free (Cannot be taken with "Native")

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 by waking up in a house.

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.

Alchemist and Blacksmith – 100 CP

You could just keep buying health potions and all your weapons and armor. Or search for new weapons and armor in dungeons. But how about we remove the middleman? With this perk, you are skilled at Alchemy and blacksmithing.

Weapon Skills – 100 CP

In some games, a weapon is more than just a beat stick with stats you can also learn skills from them. Skills that you can only use wielding that specific type of weapon. For example, if you

learn a slash attack while wielding an axe, you can only use that attack for axes. So really experiment with weapons and discover new skills.

Heart of an Explorer – 200 CP

You know what sucks getting lost. It would be a good idea to avoid getting lost so that way you can get to the nearest inn or town. But that may not always happen so this perk works in three ways. First, you are an expert camper. You know the ins and outs of camping. Second you have a natural sense of direction if you know where a location is you won't get lost making your way to that location. Finally, if you are feeling adventurous you an go out and explore but as you explore you may find some interesting sights. You may even find some hidden treasure and artifacts to loot.

Limit Breaker – 200 CP

Well this a supplement about JRPGs and Limit Breaks are a common occurrence in the genre. You have your own Limit Breaker and the ability to obtain more Limit Breaks. You start with 3 of them. One that fits your personality and two based on your class. Fighter will be given Omni Slash (A series of slash attacks) and Bulwark (A Party wide buff that increases your defenses to the point you are invincible). Rogues are given Shadow Dance (An attack that hits every enemy on the battlefield) and Legion (Shadow Clone Jutsu). Wizards are given Meteor (A powerful spell that summons a barrage of Meteors to strike the enemies) and Arcane Burst (A beam of Mana). Clerics are given Rejuvenation (A powerful healing spell that heals everyone back to half health) and Cathedral (A party-wide buff spell that increases strength and defense and gives immunity to all status ailments for 2 hours or until the current battle is over).

Unlimited Discovery – 400 CP

Well, It would suck that you would be restricted to the classes that are on this document. Well, this perk prevents that. Now you can unlock and discover new classes to use during your journeys. This can be the result of completing quests, killing a certain amount of enemies of a particular species, equipping a specific weapon type, etc. So get out and explore the many avenues of life to unlock more classes for you to use on your journeys.

Bahamut's Blessing – 600 CP

Okay, this one is a bit odd to explain. Some adventurers rise to a level of power that can be considered divine. You are stronger, faster, and tougher. Strong enough to throw a mountain, fast enough to cross an entire ocean in a matter of minutes. Tough enough to tank a blow from an elder dragon. And this blessing has been granted to you. In addition, this perk is a capstone booster. Boosting all Capstone perks on this document

Unlimited Discovery Booster: Hero (Requires the purchase of 4 capstone perks)

As a rule of thumb, the Hero Job is the most broken job. In this case, this is because you can wield any weapon with no problems, can learn any spell and cast them for 25% less MP than necessary, your stats are higher than the average person, and you have HP Regen allowing you to recover 10% of your maximum HP every 10 seconds. Go forth, great hero!

No Cap – 600 CP

Normally each class can only tier up once. Not anymore with this, you can constantly as long as you continue to improve your skills in that class. This means you can start out as a fighter then tier up to Knight, then tier up to Dark Knight, then tier up to Crusader, then tier up to Paladin, and so on. The possibilities are never-ending.

Unlimited Discovery Booster: Endless Possibilities

Normally when you tier up you can only tier up from one job to the next. Once you make a choice you can't undo it. When you tier up you are given a choice between different classes and can only pick one. This wouldn't be a problem if you were able to go back and pick whatever option you didn't choose but you can't do that. That is unless you have this. With this you can go back and select whatever classes that you didn't pick to tier up into. Opening up more avenues of power and skills.

Bahamut's Blessing Booster: Dragon's Might

Okay this one is just insane. Okay first of all this will grant you access to the "Dragon" Class. A class the revolves around the power of a dragon. It includes the power to transform in to a humanoid dragon form that is very powerful. As you master this class its abilities will begin to merge with other classes granting you access to more powerful variants of those classes. Second of all you are immune to one element of your choice (Water, Fire, Earth, Air, Ice, Lightning, Light, or Dark) and have access to a variety of skills that are based off of that element and a breath weapon for that element. Finally Monster have a chance to drop heart shaped

crystal known as a “Monster Heart”, you can absorb these crystals to gain access to a class that is based off of that monster. Get out there and discover new avenues of power





Fighter:

Know how to Swing a Sword – 100 CP (Free for Fighter)

What good is a fighter if he doesn't know how to fight? With this, you know how to use any and all weapons. Simple, martial, and even some special weapons it doesn't really matter what they are. If it is a weapon you know how to wield it. You also know how to wear any armor.

Taunt – 100 CP (Free for Fighter)

Part of your job as a fighter is taking hits for your allies, but that won't happen with the smarter opponents you may face in your journeys. That's what this perk is for. It grants you a set of skills that will force your enemies to focus their attacks on you.

I'll Just Increase My Defense So I Don't Get Hurt – 200 CP (Discounted for Fighter)

Well, It's not wrong. Anyways this perk will increase the rate of your constitution and defense stats growth. In addition, you are granted various abilities that are about buffing your strength or reducing damage taken.

Combat Techniques – 200 CP (Discounted for Fighter)

Just as Spell Castors have their spells warriors their skills and techniques. With this, you can learn special attacks that have different effects. Things like Flame Slash which adds the fire element to your attack or Multi Slash which allows you to attack in rapid succession. You get the idea as you grow stronger and improve you will learn new special attacks.

I am also the weapon – 400 CP (Discounted for Fighter)

Wizards draw from mana but you don't use mana. You use something else. A form of Lifeforce that exist within all living things. This is ki. With it you can empower yourself to hit harder be more durable and increase your reflexes to dodge better

Unlimited Discovery Booster: Black Belt

Weapons are good, but you will not always have access to your weapons. So, why not learn how to fight unarmed? Well, luckily you took your skills with ki and mastered it. Becoming a monk. Masters of unarmed combat. Through harsh training, your unarmed strikes are as strong as most martial weapons. In addition, somehow you, your unarmed strike can harm spirits and get through foes' resistance towards nonmagical weapons.

RAGE! – 400 CP (Discounted for Fighter)

Your anger can be used as a weapon. The angrier you get the stronger you become.

Unlimited Discovery Booster: Berserker

Your control over your rage is amazing. To the point that while raging you still have control over yourself and can still plan your attacks. These types of warriors are known as Barbarians or Berserkers or Vikings. When you get angry you enter this berserk state that makes you several times stronger, allowing you to perform some powerful attacks that will leave your foes staggered.

Master of War – 600 CP (Discounted for Fighter)

Clerics are not the only ones that can use holy spells and miracles. You too have access to such spells but not as many as a cleric would. In addition, you have access to several other abilities at your disposal that Clerics don't have. First is the Divine Sense: The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. the ability to use a "Smite".

Bahamut's Blessing Booster: Knight

Bahamut's blessing your skills in combat have improved to super natural level as a result you have been granted the class Knight. Your skills in combat are on the same leve as grand masters. But also you have access to sume minor healing and buffing spells. But more importantly you have access to the unique skill smite. Which is an anttack that deal more damage by channeling some mana into your weapon and striking with it. You also, have the ability to take the damage that was meant for an ally called "Self-Sacrifice".

I'll Just Increase My Defense So I Don't Get Hurt Booster: Spartan

The best offense is the best defense. None knew this better than the Spartans. So yeah its not surprise that a class is based on these ancient Greek warrior. So how does class work? The

Spartan class has a focus on defense obviously but more importantly this class turns your shield into a weapon. Because it features several attacks that require a shield to use. In addition, they have a few attacks that deal damage based on your defense stats.

Combat Techniques Booster: Dragoon

Well, here it is the Dragon Knights of JRPGs. Dragoons are experts at the spear with attacks that cause them to leap high into the air and come crashing down on their target. They also have an attack called Lancet which strikes the enemy and heals yourself. You also gain proficiency in riding creatures like Horses or dragons. All that is impressive right? Now add breath weapons. You heard me. This class grants a variety of breath weapons that you can unleash on your foes.

Live by the Sword – 600 CP (Discounted for Fighter)

You must die by the sword that the code of the samurai. Well here this means something else. When you are wielding a sword you move faster than normal. Like twice as fast. Next thing here is that you have an interesting resistance. Basically, any attack that isn't a sword-based attack won't deal the full amount of damage. What would normally be an insta kill move will only leave you at death's door. This includes Spells too. Also you gain access to a sword beam attack. But where can you go from here?

Bahamut's Blessing Booster: True Blade

Omae Mou Shindeiru. Well, not really. Anyways what separates True Blades from Knights is that while Knights are Mighty Glaciers, True Blades are more like Fragile Speedsters. But they are much stronger than any Rogue. True Blades have a set of skills that focus on striking the enemy quick and hard. Some attacks will allow you to deliver a weak quick attack that opens your foes for a follow-up attack. basically you attack and then you immediately get another turn. You also have access to an iajutsu attack that has a chance to insta-kill or miss completely

I'll Just Increase My Defense So I Don't Get Hurt Booster: Samurai

Yeah remember when I mentioned the code of the Samurai? Yeah, you are one now. However unlike real world Samurai you aren't chained to some lord or leader. No, instead you are an armored sword master that has a selection of sword techniques called Bushido, Each of these attacks aims to attack every enemy on the field at lightning-fast speeds. Along with some 'Break' abilities which are special attacks that lowers enemy's stats.

Combat Techniques Booster: Kensei

I AM THE STORM THAT IS APPROACHING! PROVOKING BLACK CLOUDS AND ISOLATION! Okay this one is a bit tricky to get a handle of but once you do whoo boy it's a rush. First of all this class can only use swords and Katanas that's it. However, in exchange, you have access to skills that can be best described as magic but with a sword. These are called Sword Arts. Each one allows to use of a special attack that can hit just as hard as a spell and/or have the same range as a spell. There is another Caveat with this class. Kensei's don't wear heavy armor or medium armor. So will be less fragile than True Blades.



Rogue:

Pragmatic Skills – 100 CP (Free for Rogue)

You are not really equipped to fight directly nor do you any skill with magic. So you learn how to fight indirectly with plenty of misdirection and dirty tricks. You know every underhanded trick for combat the thing is you have to learn how to put those skills to use. Also you are skilled in clubs, daggers, great clubs, hand axes, javelins, light hammers, maces, quarterstaffs, sickles, spears, hand crossbows, longswords, rapiers, short swords, and any other weapon that can be classified as roguish.

Karma's Favorite – 100 CP (Free for Rogue)

Okay, this has nothing to do with Karma but it may seem like it. In short, you are ridiculously lucky. So lucky that you can go to a casino with only a hundred dollars and win so many times that you bankrupt the casino while you get richer. But be careful luck can only get you so far.

Perfect Disguise – 200 CP (Discounted for Rogue)

Being stealthy is one of the cornerstones for being a rogue. Do you know what would help with that? Disguises. For you, disguises are like a part of your everyday life. You can come up with a convincing disguise with as little as a pair of glasses and a cloak and with little as a minute to put it together. Being a master of Disguises is very useful so use it to your fullest advantage.

Critical Eye – 200 CP (Discounted for Rogue)

You have an eye for details. But this is more than just finding fine details on an object. This is also finding weaknesses in your foes' defenses and angling your strikes to strike in a way that deals more damage. In other words, you can deal critical hits more often.

Charlatan's Tongue – 400 CP (Discounted for Rogue)

There is more to being a rogue than just sneaking around, stealing things and cheating like a bastard in combat. You also have to be good at being charismatic. You can make a convincing argument and have a way with words.

Unlimited Discovery Booster: Bard

Hmm, a way with words eh? Maybe to SEDUCE?! Wait hang on that is TTRPG Bards. These bard more like the musician that plays mystical melodies to buff their allies and debuff their enemies. However, that is not all they have access to a variety of sound based attacks…there has been accounts of some of them being able to defeat power foes with their music. From powerful liches to automatons designed to destroy powerful dragons. Let your allies rejoice at the sound of voice and your enemies tremble.

Sea Shanty – 400 CP (Discounted for Rogue)

The sea is a harsh mistress. Not for the faint of heart. You are not faint of heart. With this you have the skills and knowledge needed for sea voyages, sailing, and other things that would be useful for a sea fair adventure

Unlimited Discovery Booster: Pirate

YO HO HO HO! Surprised? I bet you are. Of course there are Pirate Classes in RPG Games. This one is based on most of them. This class grants you access to swordsmanship and skills with guns. Making you a dangerous opponent for whoever is foolish enough to challenge ye. But more importantly, this class has a variety of special techniques that either are themed after cannons or themed after the sea and its many dangers. Get out there you swashbuckler and show them land blubbers what for!

Dual Wielding – 600 CP (Discounted for Rogue)

Why wield one dagger or short sword when you can wield two? That's right, you can dual-wield! It may not seem like much, but allow me to explain. Without this perk, your dual-wielding skills will be mostly just attacking with two daggers; that's it. But with this perk, not only will you be able to attack with both daggers and a short sword, you will also receive a buff in defense and offense. Sounds cool, huh? But you can only dual-wield short swords and daggers, sorry.

Bahamut's Blessing Booster: Ninja

I AM NINJA! HE'S NINJA! SHE'S NINJA TOO! I AM NINJA! WE ARE NINJA! AND I BELIEVE THAT YOU ARE NINJA TOO! Ah. That song takes me back. Anyways. You are a bona fide ninja.

However, seeing this is an RPG Ninja it is a bit more fantastical than real-life ninjas…but I will include the skills of real-life ninjas with this perk. You are skilled at Dual wielding but unlike the regular "Dual Wielding" perk, you are no longer limited to the daggers and short swords. You can now dual-wield any weapon that isn't two-handed. In addition, you have access to a few black mage spells. You can have access to the skill "Throw". This allows you to throw items in such a way that they deal more damage than you would when you throw them normally. You are ridiculously fast to the point that when you run it will look like you are teleporting.. And all your attacks have a chance to insta-kill.

Perfect Disguise Booster: Spy

Well, for RPGs the spy class doesn't show up…like at all. Well, except for one game. The idea is that you use daggers and Koda chis to fight, but your melee attacks don't deal a lot of damage. They do inflict status ailments, however. So, this class combines quick strikes with status ailments like Sleep, Paralysis, and most importantly, Poison. You will discover other status ailments that you can infuse with your attacks as you become more experienced with this class.

Critical Eye Booster: Assassin

Okay, so Ninja is about attacking twice as fast, while Spy is about inflicting status ailments. But what if you could just hit the enemy just once and they die instantly? That's what this class is about. The Assassin may not hit as hard as the ninja, but it has one deadly boon to it. Its critical hit rate is very high. Normally, your chances of landing a critical hit would be like 1.5%. An Assassin's chances are 25%. Impressive huh? But that's not all. Another deadly aspect of the Assassin is that their critical hits have a chance to insta-kill, A 25% chance for a critical hit to be an insta-kill. In addition, they have a variety of skills that cause your enemies to stagger or pierce their defenses.

Eagle Eye – 600 CP (Discounted for Rogue)

Well, you need to have a good eye to be a rogue when you think about it. Keeping an eye out for openings, guards, targets, etc. That's why your eyesight is similar to that of an eagle. In addition, you have some skills with longbows.

Bahamut's Blessing Booster: Marksman

Well maybe we should take those bow skills a step further, shall we? You are no longer an amateur. You are a Marksman. An expert with the bow…and guns. Hey, don't look at me like that! It's called marksman not bowman. Anyways these classes are all about shooting and attacking with ranged weapons. But it is most well known for its signature ability Rapid Fire.

This ability allows you to attack eight times at half strength but in addition, these attacks ignore defenses. Pretty cool. In addition, your accuracy is a bit better than most.

Perfect Disguise Booster: Beast Tamer

Well, we are dealing with something that is basically a ranger so let's add its cousin. Beast Tamers are masters of beasts. Their skills involve utilizing various taming techniques to paralyze or subdue their targets. You are also good at hiding from sight and smell. In addition, they can catch a monster and then release it causing the creature to do a special attack or spell, that people can't normally use. So get out there and start wrangling some critters.

Critical Eye Booster: Sniper

Boom. Headshot. Sniping's a good job mate. Challenging work. Outdoors. Wait....wrong sniper. Sorry! Anyways this class is similar to the Assassin but with one big difference. These guys don't care about critical hits. They focus on accuracy. This class is about hitting your target regardless of distance. Mostly seen in Fire Emblem. Snipers are the masters of long-range. This particular version has access to several skills involving increasing your accuracy, locking on to a target, Critical headshots, and marking targets. Marking a target makes it easier for you and your allies to hit the marked enemy. In addition, when you mark a target any ally that is inflicted with Berserk will attack the target that was marked instead of anyone that is closest to them. Like I said Sniping is a good job mate.



Wizard:

Magic Knowledge and the Dark Arts – 100 CP (Free for Wizard)

You can't be a wizard without knowing how to cast magic. This perk gives you the knowledge and skills needed to cast magic. In addition, you know the Dark Arts, such As Necromancy, curses, and hexes.

Knowledge Sponge 100 CP (Free for Wizard)

Being a wizard is like being a student. You need to study. And just like students it can be hard to retain what you learned. But not for you. You keep a photographic memory of whatever you learn from books and teachers. In addition, the amount of time it takes for you to understand a concept from reading a book or hearing it from a teacher is now reduced by half

Stage Magic – 200 CP (Discounted for Wizard)

Well, this is unusual. Normally mages focuses on actual magic that they can use for research or combat. But hey sometimes you get bored and find ways to entertain yourself. This type of magic is mostly used for entertainment purposes. Fireworks, dancing lights, that sort of thing. But it also makes you skilled at using daggers and cards as weapons.

Forbidden Knowledge – 200 CP (Discounted for Wizard)

You know its funny. Magic is similar to science in a way. Scientists tend to try something REALLY dangerous just to see what happens. Same thing can be said about magic. However, this has yielded some morally ambiguous results. Access to this knowledge is banned and seeking it would be considered a crime. But You…you found a way to obtain this knowledge. This includes things like dark rituals. Eldritch knowledge. Techniques in Necromancy that is not normally covered by regular studies.

Power of Observation – 400 CP (Discounted for Wizard)

There are multiple of ways to learn magic. Outside of just studying of course. One of those ways includes observing your enemies and learning from their movements and behavioral patterns. This can be used for inspiration to make new spells

Unlimited Discovery Booster: Blue Mage

Hmm Sometimes you can't help but feel jealous of the monsters. Some of the things they can do are amazing. But alas you can't do the things that they do. OR CAN YOU?! That's right there are people who have learned how to imitate or just outright copy some of the abilities that monsters use. These are Blue Mages. One of the hardest types of mages to be. They can only learn spells from Monsters. When a monster does a special move, you can learn it….by being hit by it. You can then replicate as a blue magic spell. So get out there fight monsters and discover what you can learn from the creatures that you normally fight.

Time is On My Side – 400 CP (Discounted for Wizard)

Or is it? Well this may not seem like much but what this perk does is that it gives a unique awareness of time. More specifically aware of paradoxes that can occur as a result of your actions. Good for tor avoiding universe ending paradoxes or time loops.

Unlimited Discovery Booster: Time Mage

Time is said to be the ultimate killer. It kills everyone eventually and no one can control it. Well, tell that last part to a Time Mage. Time mages are an interesting kind of magic user. They found a way to take the forces of time and bend it to their will. Well not completely. Time magic can cause a target to move at a snail's pace or hasten their movements and actions. They can also cause things to age or de-age. However, if it is something living like animals, insects, humans, etc. the effect will be undone after a few minutes. But it gets weird. Time mages can also call summon comets to strike their enemies. That would be more around the realms of Space but hey time and space go hand in hand sometimes.

Dark Magic Expert – 600 CP (Discounted for Wizard)

Now hold your horses don't be fooled by the name. What Dark Magic means here is basically all types of attack magic. IT just that loads of dark attribute spells fall under this category and you are well-versed in these spells.

Bahamut's Blessing Booster: Magus

To a point? My apologies, I didn't know I was in the presence of a Magus. Magus are the top dogs of all Mages. All black mages at least. Anyway, Magus has amazing insight into the dark side of magic. Hexes, curses, debilitating spells, you name it they have it and know it. Also they

are REALLY good at using dark spells. So yes, you can hit your enemies with a DARK MAGIC ATTACK!

Stage Magic Booster: Trickster

Also called Red Mage. But this one is a bit special because it combines Final Fantasy's Red Mage, Final Fantasy's Mystic Knight, and Dragon Quest's Armamentalist. You have some skills in Healing magic and debuff spells. In addition, you are competent with a sword. But more importantly, you can infuse spells in your weapons, allowing you to attack an enemy and cause the spell to activate after the initial strike hits.

Forbidden Knowledge Booster: Necromancer

RISE FROM YOUR GRAVE! Now that we've got that meme out of the way, let's talk about this one. Necromancers are frowned upon in magic society. Something about messing with the realm of the dead just seems wrong to them. But what is classified as Necromancy in the world of JRPG? Simple, anything that has an undead vibe to it. What I mean by this is that any spell that temporarily calls forth a skeleton or some other undead is classified as Necromancy. Using spells that have a chance to Insta-Kill? Necromancy. Spells that drain the life out of a target? Necromancy. So yeah, Necromancers are the experts at creepy and evil-looking spells. But hey, you don't have to be evil to be a Necromancer

Spirit Magic – 600 CP (Discounted for Wizard)

When it comes to magic, knowledge is power. Knowing how magic works is only half the battle. Understanding it is another thing entirely. But what can give you better insight into this? The ancient spirits. These entities have taught a special brand of magic that affects the spiritual plane and affects the target's souls. But more importantly, Elemental Spells can be found among some Spirit Spells. There is so much to learn about this kind of magic. But if you keep up your research, you may be able to unlock more secrets

Bahamut's Blessing Booster: Sage

Or you might have already discovered those secrets. You are now what some would call a scholar, but the real word to describe you is Sage. These magic users are revered as much as Magus are. Your skills in Spirit Magic have granted you access to all forms of Elemental Magic. Water, Fire, Earth, Air, Lightning, Ice, Light, Darkness, it doesn't matter. If it is a spell that uses the elements, you know how to cast it and how to use it. In addition, you know some MINOR healing spells. But leave healing magic to clerics.

Stage Magic Booster: Luminary

Whereas Trickster focuses on the magic. Luminary focuses on the Stage. This class can also be called the Illusionist. Anyways, this class is about showing off and bedazzling foes or making them laugh with your magic tricks. With some help from the spirits, you can really leave them mesmerized. This is based on the Luminary and Jester Classes from Dragon Quest.

Forbidden Knowledge Booster: Warlock

A dark deal was made between you and the spirits, granting you access to fiendish magic. Mages that use this type of magic are called Warlocks. Now, unlike DND Warlocks, these guys are not bound to some deal with some supernatural entity. No, they use magic that comes from more morally ambiguous sources. They are experts at spells that can essentially hurt someone at the spiritual level. What I mean by that is that most of their spells are non-elemental, meaning they can't be resisted, but they also carry a chance to inflict a status ailment. In addition, they tend to be good Dark and Fire spells. They even have their own element type called Hellfire, which is a combination of the two.



Cleric:

MEDIC! – 100 CP (Free for Cleric)

Adventurers will face adversity and need someone to keep them from dying. That someone is you. In addition to healing spells, you know medicine. No one is dying on your watch! Whether you have Mana or not.

Basics of Exorcism, Religious Wisdom, and Holy Rites – 100 CP (Free for Cleric)

What you ARE a cleric. So not knowing about Religious stuff would be embarrassing. Anyways you are now an expert in all religions that exists in the current jump. If it wasn't obvious this perk will update every time you enter a new jump Also, you know how to Exorcise ghosts and demons out of people

DEUS VULT – 200 CP (Discounted for Cleric)

IN THE NAME OF GOD! IN THE NAME OF GOD! IN THE NAME OF GOD WE GO TO HEAVEN!
Sorry, couldn't be helped. Anyways, while Clerics are the party's healers, they also need to know how to fight. Monsters, Bandits, what have you, won't leave you alone just because you're a Cleric. So you have some skills in combat. Such as knowing how to use clubs, maces, slings, small crossbows, and swords. In addition, you have a knack for detecting heretics– I mean hidden foes so you can purge– I mean expose them.

Knowledge of the Natural – 200 CP (Discounted for Cleric)

The gods created the lands you walk on. So it would be wise to have some knowledge about it, right. Nothing too crazy, just what is edible, what is poisonous, what will make you high….NO! NOT FOR THAT REASON! Anyways, you will also learn about what creatures may live in each the environments that you visit or travel through during your adventures.

Connection to the Espers – 400 CP (Discounted for Cleric)

Okay, first of all, an Esper here isn't a psionics user. Esper refers to mystical creatures of magic that are basically gods to some people. This perk means you can commune with mystical creatures and be understood.

Unlimited Discovery Booster: Summoner

But you what would be better than just talking with Espers? Summoning them! But not just anyone can summon Espers. Those who can are called…Summoners. Huh. Anyways wit this class, you call forth Esper and creatures and beings that are similar to Espers. They will fight alongside until the battle is over. They also have their Limit Break that they can use but use this wisely because chances are that after using their Limit break they'll leave the battle.

Prediction – 400 CP (Discounted for Cleric)

So… uh… yeah there's no way other way to say this. The perk gives you the ability to have visions of what's to come. Be it dangers, Natural disasters, or possible ambushes. Just be careful, you may be able to see the future but you may not be able to see what comes next.

Unlimited Discovery Booster: Oracle

It's one thing to predict a natural disaster, it's another thing to be able to turn said disaster on your foes instead of your allies. That's what Oracles do. Yeah, that's right. People who normally predict these things have learned to weaponize their abilities to not only predict what their enemies are going to do but also to redirect natural disasters to their desired target. Although, that's not what's really happening here. The Oracle is using those predictions of disasters to create powerful holy spells that imitate the disaster albeit on a much smaller scale. However, some of their spells are blessings that buff their allies and heal them. A very versatile class to be sure.

Triage – 600 CP (Discounted for Cleric)

Time waits for no man, but it waits for you. When you have to decide who lives and who dies, who gets the benefits of your healing, and who is too far gone, you are given a bit more time to save a few more lives. Your order of operations always ensures the maximum number of people survive to be healed, and time seems to flex just a little to let you save just one more.

Bahamut's Blessing Booster: Saint

But what if you could help that one that everyone says is too far gone? What if your reach with healing magic was greater? What if you could ensure that EVERYONE survives? Well, that's what a Saint desires. These clerics are the pinnacle of healing classes. They have access to spells that can affect many people in a large radius around them. They can heal themselves and others back to perfect health, without a single scar or bruise present on their body. To the

undead, a Saint is a walking terror because their healing spells deal damage to them. But that's not all, Saints also have this aura of healing around them that everyone in their party benefits from, granting them regen and one charge of Auto-Life.

DEUS VULT Booster: Crusader

Now this may seem like a Paladin's, but it isn't. The Paladin is focus is combat. The Crusader's Main focus is keeping the party alive. This means you know a large variety of support skills and spells. Such as an array of auras that you can use to buff your allies.

Knowledge of the Natural Booster: Druid

Hey, druids are all about being one with nature, and that can be seen being an extension of clerics. Anyways, Druids in JRPGS tend to be secondary healers with several nature-themed healing spells and buffing spells. But what makes them so useful and different from normal clerics is that their spells do two things at once. They heal/Buff and remove status ailments. Sure, they have some attack spells, such as using vines to whip their targets or calling some beast for aid. But they are mostly focused on healing in JRPGS…or shapeshifting. Oh yeah, Druid can shape-shift. You know what? I'll add this as well. You can transform into a bear, stronger and still be able to cast your spells. Use that as you see fit.

Retribution – 600 CP (Discounted for Cleric)

Okay, healing is great but not all spells that Clerics use are meant for healing. Yeah, there are also spells that are used for damaging targets. These Spells tend to deal with Light Damage. Which makes it the perfect counter for demons and devils.

Bahamut's Blessing Booster: Avenger

Saints heal. Avengers punish. These dark-robed Clerics' main priority isn't to heal their allies. It's to destroy their enemies with divine magic. In addition, they have their own special element type. Good. No, really that's the name of the element. You may know it by its other name Holy. We can't call the element Holy because that's a spell that you can learn. Anyways Avengers tend to be the person to turn to when you have a villain, an evil being that needs to be struck down by some righteous fury. Demon and Devil will fear you and your divine spells

DEUS VULT Booster: Templar

Whereas Crusader Defends and Heals. Templars Attack and Harm. Templars are more about offense than defense. Their skills include light attribute attack magic. Debuff spells and more importantly a variety of anti-magic skills/spells.

Knowledge of the Natural Booster: Witch Doctor

Okay, so a Druid is more about protecting nature and its inhabitants from danger and healing others through nature's blessings and power. A Witch Doctor attacks invaders and evil with the Fury of Mother Nature’s darker side. Instead of flowers and trees healing you and your allies, vines and thorns strike your enemies. Using honey to heal, you use toxins and swamp water to poison your foes. More horrifyingly you can summon large spiders and shambling masses to aid you in battle. And even launch flaming skulls at your enemies.



Items:



Any lost or stolen items will be returned 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.

Clothing – Free

Appropriate clothing for chosen origin.

Basic Gear – Free

You are given a weapon, an armor set (Light, Medium, or Heavy), and several health potions.

Cozy House – Free

The building that you woke up in with all the necessary amenities. Can act as a secondary base.

One sword to Rule Them All – 200 CP (Free for Fighter)

A sword that can eat other swords, including Wooden Swords. Gaining their abilities and powers and becoming ever more badass. By default, it has three forms: one oversized sword, one long sword, and one katana. Stable for a JRPG. In addition, you can "Level up" each form until it has been mastered. When a weapon form is mastered, you learn a new skill to use. However, the higher the rarity of the form, the more skills you learn. Uncommon grants 2, Rare gives 3, Unique gives 4, etc. However, Rare rarity and up will also grant unique spells that you can use. However, master a Legendary, Divine, or World Class Weapon form, you will be given a class that matches the form. In addition, some Weapon forms can "evolve" into stronger blades. You can summon this sword to your hands like a Keyblade.

Shadow Daggers – 200 CP (Free for Rogue)

A pair of dark daggers with a silvered blade. It has been enchanted to be able to pierce armor and magical resistances. But its biggest advantage is that each time it kills an enemy, it gets stronger, and depending on what enemy you kill it gains new properties. Moreover, like "One Sword to Rule Them All," it too can absorb weapons. In this case, Daggers. In addition, this dagger can be concealed. Someone would have to pat you down and search you thoroughly to find it on your person. It can be thrown and come back to you like a boomerang.

Magus' Grimoire – 200 CP (Free for Wizard)

Well, this tome may look like your run-of-the-mill spell book. But this one has a special property to it. You can record any new spell that you have learned in it. each new spell recorded makes your magic power stronger. Sometimes when you add a spell in the book it will light up and enter an additional spell that's related to the spell you have recorded. For example, if you recorded a lightning spell the tome will add a storm spell in addition to the lightning spell you recorded.

Healer's Favor – 200 CP (Free for Cleric)

This is strange Phoenix Shaped Amulet has an interesting enchantment. The more you heal while wearing this amulet the stronger you become. Also, Just like a certain Healer, you can learn things from the people you are healing just by healing them. This is mostly limited to skills and spells. May not seem like much but there is one more boon this offers It can be used to cast

a powerful healing spell once per battle. This spell fully heals you and your allies. Not bad for an amulet huh?

Airship that Soars through the Sky – 400 CP

NONE! NONE! NONE! NONE! NONE! NONE! Oh wait here's one. It's actually based on the Airship Invincible from Final Fantasy 2. It's large and has cannons that can fire at your enemies. Unlike the Invincible, this one is as fast as a normal airship. In addition, any Airships that you may acquire in the future gets merged with this one making it bigger on the inside. So like a fantasy Tardis. Yeah, enjoy!

Castle – 400 CP

Maybe the Cottage isn't enough for you. Well, you can upgrade to this regal magical palace. Its appearance will change based on your personality and your current jump.

Companion:



Normally you would not get any companions within an out-of-context supplement but hero needs a party.

They're with Me – 100/200

You can import up to eight companions into the supplement they get to choose their origins and get 600 CP to spend as they wish. You can pay 200 to double the amount of CP they get.

> **And So are they – 100 (Requires They're with Me)**
>
> Instead of 8 companions, you can import them all. This may seem like an odd option, but hey in RPGs, you can an entire army of party members. So it isn't too crazy. Anyways, any companions imported with this option receive the same amount of CP as those imported with the "They're with Me" purchase. This means they will either have 600 CP or 1200 CP. Depends on how much you spent. They also receive half the amount of CP you received from Drawbacks

Special Companions

These companions cost 100 CP each and if you pay 200 CP they also gain access to the classes that they are based on

Veteran Mercenary

This man is a seasoned warrior who has plenty of skills that he can teach you. He is based on the Knight Class

Viking Gal

An energetic teen who is hungry for combat. Fiercely loyal. She is based on the Berserker Class

Gentle Dark Mage

A studious man that has expertise in dark Magic. He is based on the Magus Class

Loyal Paladin

This teen girl has a desire to protect the innocent and helpless. She is based on the Crusader Class

Royal Crusader

The teen girl has a desire to destroy the wicked and vile. She is based on the Templar

Hot Blooded Swordsman

This Teen is ready for adventure and combat. He is based on the Trueblade Class

Elegant Ranger

This girl is really good with a bow and traveling through harsh terrains. She is based on the Marksman Class

Wise Scholar

This young man is a prodigy. He is able to grasp the nature of Spirit Magic relatively quickly. He is based on the Sage Class

Kind Herted Priestess

When it comes to helping others get back on their feet this lady is a master at it. She is based on the Saint Class

Stalwart Knight

The man has trained in the ways of defense and has developed a fighting style around it. He is based on the Spartan Class

Mysterious Rogue

She doesn't really want to get into her past but she is very cordial. She is based on the Assassin Class

Eccentric Necromancer

This creepy old man is just a goofy and eccentric old man. He is based on the Necromancer Class

Determined Kunoichi

This girl has spent a lot of time training in the ways of stealth and combat. She is based on the Ninja Class.

Expert Samurai

A master of Swordsmanship, He is actually willing teach others his ways. He is based on the Samurai Class.

Drawbacks:



Supplement Specific Drawbacks

Native +100 CP

You are no longer a Drop-In or from an alternate Reality. You are a local adventurer who has these skills due to previous quests and adventures, that you have completed.

You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement. Any items that you have purchased will be given to you after the current jump.

Enemy Power User +200 CP

Normally you would be the only one “with the power type” within this continuity, however with this drawback “one person for each origin” will appear, one of each type “but without perks” who are each going to “Do bad stuff”.

Gladiator +300 CP (Exclusive to Fighter)

You see magic and dirty tricks as cowardly and live for the thrill of the fight

Because of this you are no longer able to take perks from the Rogue Perk tree, the Mage perk tree, or the Cleric perk tree.

Peddler +300 CP (Exclusive to Rogue)

You didn't have the money or resources to afford any formal training and had to get by based on what you can get your hands on

Because of this you are no longer able to take perks from the Fighter Perk tree, the Mage perk tree, or the Cleric perk tree.

Apprentice +300 CP (Exclusive to Mage)

You are very dedicated to your studies on magic that you don't focus on any other avenues of power.

Because of this you are no longer able to take perks from the Fighter Perk tree, the Rogue perk tree, or the Cleric perk tree.

Acolyte +300 CP (Exclusive to Cleric)

You turn to the divine constantly and rarely seek any sort of guidance from other sources.

Because of this you are no longer able to take perks from the Fighter Perk tree, the Rogue perk tree, or the Mage perk tree.

Villain +200 CP/+400 CP/+600 CP/+1000/1200 CP

Normally there would be no other "People who can use your power type" within this continuity, however with each purchase of this drawback, a new "way that you entered" will appear at some point during your Jump, somewhere on your Planet.

For +200 CP only a Conqueror will appear.

For +400 CP both a Conqueror and an Assassin will appear.

For +600 CP a Conqueror, an Assassin, and a Dark Necromancer will appear.

For +1000 CP a Conqueror, an Assassin, a Dark Necromancer, and a Fanatic will appear.

For +1200 CP a Conqueror, an Assassin, a Dark Necromancer, a Fanatic, and an Overlord will appear.

1. Conqueror is a crazed warrior bent on conquering everything. They will have access to all the perks on Fighter Perk Tree.

2. Assassin is a cruel and sadistic killer that ill target anyone for the right price. They will have access to all the perks on the Rogue Perk Tree.

3. Dark Necromancer will have access to all the perks on the Mage Perk Tree.

4. Fanatic will have access to all the perks on the Cleric Perk Tree.

5. Overlord will have access to all the perks on this Jump Document.

BBEG +1000 CP

Or big bad evil guy, Basically the main antagonist. If your setting already has one another one will be added. They will be planning on your downfall and using many tactics to defeat you. He may even join forces with other villains. They are on the same level as any final boss in a typical JRPG. They will not rest until you are dead. Near the end of your jump, they will confront you personally and they will be powerful a foe. So, expect a monster of the weak deal by taking this that will get increasingly difficult as you keep winning.

Generic Drawbacks:

Wanted +100 CP

Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

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.

Double Trouble +100 CP

You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 CP

Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 CP

At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP

The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 CP

A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

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 group your enemy.

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.

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.

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.

Team Up +100 CP

It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP

Once you start this jump you will lose all of your knowledge of the setting’s universe and all its continuity.

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.

Plot Anchor +100 CP

Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

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.

Scarred +100 CP

You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

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 whatever's going on.

Honorable +100 CP

You are honor-bound 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 action.

Nightmare +100 CP

Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconvenients +100 CP

Small issues will constantly occur causing minor discomforts for you.

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.

Friends From Beyond Your Dimension +200 CP

A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

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.

Dead or Alive +200 CP

You have a local criminal record and anyone who recognizes you as the target will attempt to-turn you in for the bounty.

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.

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.

Dark Minions +200 CP

Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 CP

You have lost your eyesight and will not regain it this jump.

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.

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.

Thou shalt not kill +200 CP

You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Selective Amnesia +200 CP

Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP

You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP

You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Living in Exciting Times +300 CP

Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP

All of your enemies will get situational intelligence whenever you face them making them twice as competent.

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.

Local Scale +300 CP/+600 CP

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 +600 CP your level of growth will be capped at 90% of the scale of growth of the local protagonist.

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. 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. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys +400 CP

All items gained from other jumpchains will not be able to be imported into this jump.

Friendly problems +400 CP

All companions, followers, and pets are barred from this jump.

Mortal +400 CP

All of your perks are all disabled for the duration of this jump.

Boss Rush +600 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.

Random Setting +1000 CP

By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.

https://www.bestrandoms.com/random-movie-generator?genre=Fantasy

Notes



By Sonic Cody 12/Sonic Cody 123/Cody Majin

This Supplement is my tribute to the JRPG classes I have loved over the years and the ones I found interesting recently.

Thanks to Zealousideal_Box4673, mcxayer, LuckEClover, Happyice3, Grimms-VI, Burkess, and DeverosSphere for their help in making this jump possible for their suggestions.

Yes the special companions are passed on the pictures that you see on this document.

Changelog:

7/24/2024: Released

7/25/2024: Fixed Errors and Clarified several Perks

7/26/2024: Added Changelog and the Perk Knowlede Sponge

