Out of Context: Pathfinder Lawful Evil Outsiders Supplement

V1.0 by Sin-God/LJGV

This document can be used as a supplement in any Jump that would not otherwise have Pathfinder lawful evil outsiders within its continuity.

By taking this Supplement you have chosen to be a Pathfinder style Devil, Asura, or Velstrac and you will enter into that continuity as a Drop-In waking up in a place of imprisonment, such as a jail or dungeon.

As a Pathfinder lawful evil outsider you aren't a human. In future jumps this follows you as an alt-form you can don at will.

+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:

There are three very distinct, powerful types of semi-commonly encountered outsiders in Pathfinder's iteration of Hell. The most common are devils; subordinates of a primordial god named Asmodeus and his archdevils. Beyond them, there are Asuras and Velstracs, both of which are lawful evil outsiders though they are born of wildly different circumstances. In every case, unless a perk says otherwise, you begin as a member of the origin of your choosing of middling power, perhaps as an *Evangelist* velstrac, a *Magaav* devil, or an *Adhukait* asura. **Please note: some of the lore that follows each origin's descriptions only matters relative to Pathfinder's cosmology and should only be used as a leaping off point rather than as an unholy text to adhere to, given the nature of out of context supplements.**

Devil

Devils are native to the plane of Hell, and they abide by a strict hierarchy. They are also creatures of the law in other ways and have a powerful ability to make and enforce supernatural contracts. All devils are beneath Asmodeus, the most powerful of the nine archdevils who inhabits Hell and the only full divinity to stand among their number, in the infernal hierarchy. He is a primordial god, one of the first divinities, and is credited with fantastically epic feats such as helping to defeat Rovagug, and is said to be the author of various concepts of order and is the brother of Ihys.

Asura

Strange creatures born of the mistakes of deities and their ilk. These powerful beings are utterly intractable foes of the holy and divine, and seek to destroy or corrupt any and all such beings, their servants, and to defile their holy structures, practices, and artifacts. Asuras are comprised of both quintessence (the metaphysical substance from which souls are formed) and a potent

and hateful spark that persists when an Asura is slain. A deceased Asura's spark is hurtled to Hell or the nearest Asura Rana (powerful lawful evil demigods in terms of might that are the mightiest of their kind) to be reincarnated, a process which typically leaves them weaker but a determined and clever asura can convince a Rana to imbue them with power and return to life in a stronger form.

Velstrac

While Velstracs are lawful evil outsiders they are not actually native to Hell. When they were first born, created by the coalesced selfish and depraved thoughts of the first mortals, they were hideous monsters that the gods chained them in the depths of Hell. They would escape this imprisonment, and some would go to the Netherworld: the Shadow Plane, while others would either stay in Hell or would return to the lawful evil plane at a later point. Velstracs consider themselves above simple morality and look at their activities, which others consider depraved and cruel, as them pursing an intersection of science and the arts. They wield dark magic, science, and supernatural abilities with inhuman glee and lack the typical regimentation of lawful society, instead forming small workshops of artists, or occasionally serving *Velstrac Demagogues* (the strongest and most darkly powerful Velstracs, serving as demigod rulers of the race) whose philosophies and methodologies align with their own.

Perks:

Note:
To get a **Booster:** Perk you will need to purchase the stated Perks. As a **demonstration**:

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.

General Perks:

All perks in this jumpdoc are innately toggleable, meaning you can choose to shut them off at any time to cease getting the benefits of the perks but also potentially the drawbacks of them as well.

Regimented Progression - Free
Outsiders in Pathfinder often have curious… paths of progression (that logically culminate in them becoming the assorted brand of demigod that is a noted ruler of their kind, though for the overwhelming majority of outsiders their existences are cut short long before this happens. In this jump, relative to the three types of outsiders you choose here, the aforementioned demigod-like-entities are Archdevils, Asura Ranas, and Velstrac Demagogues), and there is a long and storied history of such creatures beginning their existences as lower forms of their kinds of outsider-type and maturing into greater and more powerful creatures. Sometimes creatures will even shed their native *type* altogether, such as the archdevil Geryon who was once an Asura Rana. You now have a form of this, able to, through diligent training and embracing your nature as a lawful evil outsider of SOME type, grow in power to the point that you become something stronger. For example if you are a devil and you begin your time using this OOCS as a Magaav you could, through hard work and constant behavior in line with the ideals of Hell, eventually morph into an Osyluth. This process can repeat itself as many times as you earn through your actions, and can affect other alt-forms, though there has to be a logical chain of progression for this perk to follow. If you want this power to work for other alt-forms you have to behave in line with ideas related to the philosophies of your kind, and this, by itself, doesn't create new evolutions where none naturally exist.

Law and Order Origin - Free (Cannot be taken with "Not Drop In")
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 a being of law and order beginning your adventure in a place dedicated to the law.

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.

Lawful -100 CP
You now have the lawful modifier applied to you at all times. This benefits you in a number of ways, making it harder to damage you, making you resistant to some types of harm (damage from lawful, neutral, and non-aligned sources), and giving you advantage when it comes to dealing with some creatures (those of lawful persuasions, including in worlds where alignment isn't so concretely spelled out). You can also count as lawful for the purposes of dealing with some types of magic, particularly alignment magic. This is only to your benefit, it doesn't render you vulnerable to chaotic forces, and is toggleable. You also know generic magic keyed to your alignment, knowing simple spells that heal people and creatures of law, and harm those of chaos, and your mastery of these arcane feats grows as you embrace your alignment.

Evil -200 CP
You now have the evil modifier applied to you at all times. This benefits you in a number of ways, making it harder to damage you, making you resistant to some types of harm (damage from evil, neutral, and non-aligned sources), and giving you advantage when it comes to dealing with some creatures (those of evil persuasions, including in worlds where alignment isn't so concretely spelled out). You can also count as evil for the purposes of dealing with some types of magic, particularly alignment magic. This is only to your benefit, it doesn't render you vulnerable to good forces, and is toggleable. You know surprisingly advanced spells related to your alignment that give you greater power over evil people and creatures and the ability to harm, weaken, and corrupt creatures of goodness and neutrality.

Infernal Science -400 CP
You have knowledge of advanced, horrifying sciences tied to Hell. This strange plane has long been the home of advanced, insightful civilizations, from the earliest Velstrac prisoners to the dark soul-architects of the infernal megalopolis of Dis, and you know the profane secrets that allow devils, velstracs, and even rare asuras interested in science to create powerful lawful evil technology capable of a range of feats. You also have a strategic, academic mind well-suited to order and science, and can instill discipline in others, giving them an edge when it comes to making dark discoveries.

Despot -600 CP
You have a dark charisma, an evil magnificence that allures and attracts those with lesser wills, as well as those who have lawful or evil personalities. Such individuals are much more inclined to listen to you, are likely to obey you, and find that, while in your presence or shortly after leaving your presence, their darker urges are stronger and harder to ignore. People who listen to you are more likely to succumb to tyrannical urges, and when someone succumbs to such an urge that is morally significant, such as the urge to kill someone or to resist someone else's freedom, they move a bit closer to lawful-evil in alignment. Anytime your charisma brings people to the tyrant's alignment, lawful evil, you gain a permanent buff to your charisma, intelligence, and strength.

Infernal Science Booster: Tyrant's Structure
You are an architect of civilizations. You know how to build tyrannical societies that revere you, or anyone else you elect to nominate to positions of leadership. Civilizations you build or corrupt are incredibly difficult to steal from you, with your leadership and wisdom bolstering them and giving them a boost that makes them incredibly resistant to rebellions and efforts to take them from you. This degree of fiat also gives you the ability to conquer places and people that succumb to you and accept you or a chosen substitute as their rulers, which allows you to begin to build an empire that you can take with you on your chain, if you wish.

This also grants you prodigious power when it comes to lawful magic, giving you the power to corrupt people, structures, and landscapes, twisting them in your image. This powerful magic is enormously helpful for taking over places, and you can use it in a range of capacities such as to help someone become a king or queen, and to turn a landscape against an invading army. This magic is especially powerful against chaotic and good forces, making you a mighty aid to tyrants, or a sorcerous tyrant in your own right.

Devil Perk Tree:

Devilish Design -Free, Mandatory for Devils, Not purchasable by non-Devils
You are a devil. This comes with a slate of traits that all devils benefit from. You are immune to fire and poison damage, resistant to acid and cold, you can see in any and all darkness, you can summon another devil once per day, you are telepathy, speak the language of devils, the most common tongue of your setting, and the language of angels. Your natural weapons (fists and the like) and artificial weapons you wield count as evil and lawful for the purpose of ignoring damage resistances or immunities.

Laws Of The Land -100 CP (Free for Devil)
You automatically know and understand the laws of any place you visit. You have the slick understanding of an attorney when it comes to the law, and you know how to weaponize it against your foes, as well as how to wiggle even the guilty out of accusations of crimes, provided you have reason to want someone acquitted. You are a particularly nasty lawyer with this.

Guardian of the Lower Layer -200 CP (Discounted for Devil)
You have the steadfast discipline of a well-trained soldier, skilled and experienced with the dark magic and brutal martial skills needed to survive and excel in any environment. You appeal to warriors and generals and have a masterful grasp of tactics and logistics. You'd make a deadly general yourself and know how to bolster warriors by outfitting them in equipment touched by Hell's order, giving weapons and armor the benefits of being imbued with lawful evil energy which overcomes a great deal of damage resistances and immunities and makes the weapons slightly more likely to hit in the first place.

Soul Salesman -400 CP (Discounted for Devil)
One of the signature abilities of devils in various TTRPGs, including both Pathfinder and D&D, is the ability to make contracts that are supernaturally enforced and give them the ability to buy and sell souls. You now have this ability, able to conjure up exacting contracts that allow you to perform a range of services or give out a number of goods in exchange for anything they can offer, including their souls. Souls you own via contract are transferred to you when the mortal dies, and/or when you exit the jump you made the contract in, and souls have a number of uses not the least of which are to be used as powerful currency, or as mighty energy generators.

Infernal Science Booster: Soul Scholar
You understand the profane power of souls. As a soul scholar you know how to use souls in new ways, particularly when it comes to permanently using them up in singular moments to derive incredible power from them. You can empower spells with souls, making them permanent, more powerful or altogether heavier and harder to stop or counter, or even how to prepare a soul for consumption. If you or someone else consume a soul you have prepared you will gain the memories of the soul, as well as various shades of their powers. As you consume more properly prepared souls you gain more experience with this power, you find it easier to prepare souls for consumption and get more power from each soul you consume.

Oppressor -600 CP (Discounted for Devil)
You are an *Oppressor*, an embodiment of the dreadful power of the lawful evil alignment in its most direct form. You impress tyrants and inspire those who long for civilization, and are willing to languish underneath a boot if it means protection from the savagery of nature and less skilled leaders. You appeal to those with tyranny in their hearts, who are determined to stand up against the kind-hearted and wild-souled. You have an aura of oppression, which is utterly devastating to those who are of kind, neutral, or wild alignments, and which empowers the lawful and the wicked, at least those of whom are loyal to you. Each of your words, when you desire it at least, is laced with the power of oppression, weighing down the hearts of those opposed to you, while lifting the spirits of your allies. Tyrants see an ally, a kindred spirit, in you, and seek to aid you or be aided by you, while freedom fighters recognize you as their antithesis, and fear you. When you lean into this perk's nature, behaving in ways that align with the most direct facets of being lawful evil, you grow in tyrannical power and more readily spread the power of oppression, weakening the forces of goodness and chaos with every victory in the name of tyranny. If you take this perk and are a devil you can opt to be a Pit Fiend as your fiendish alt-form, an incredibly powerful devil.

Despot Booster: Archdevil
As a despot, oppressor, and devil, you have transcended the hierarchy of Hell and become something new. An archdevil. You are a mythic enemy, one that has the boons of the mythic template, as well as the power to convert lawful evil people loyal to you into devils of various power levels, with it being easy to transform someone who is lawful evil into a devil as powerful as they are, or harder to do if you infuse them with energy to make them into something stronger and scarier. You are also considered a demigod, capable of hearing prayers by people of your alignment and answering them even across cosmic distances, and can infuse people with power, turning them into clerics, witches, antipaladins, and inquisitors, as well as can infuse a chosen animal with your fiendish power, turning them into your sacred animals. You will invariably manifest unique powers based on your personal philosophy related to the general dogma of the lawful evil alignment, as well as adventures you've gone on and will go on in the future, which help you evolve into a unique embodiment of tyranny and despotism. Each civilization, community, and even individual you bring to despotism and tyranny not only leaves you stronger but also gives you a buff that scales in potency to match the achievement that was corrupting them for tyranny, meaning that corrupting a chaotic good god of the harvest and hunt to the lawful evil alignment would give you something incredibly special while corrupting a single man who was raised in a post-apocalyptic anarchic hellscape would give you something minimal due to the likely ease of corrupting them.

Guardian of the Lower Layer Booster: Spreader of Hell
You have the power to spread Hell itself, to infuse the very air of the lands you conquer and oppress with the power of the lawful evil alignment. This process is irreversible and empowers lawful evil beings, as well as weakens those who are not lawful evil, and causes those who perish here to naturally become devils over time, ones that are filled with a powerful desire to submit to you and to become part of an infernal hierarchy you create and control. People who

become citizens of lands you control find it nearly impossible to refuse you and are naturally very susceptible to the draw of the lawful evil alignment, fascinated by its order and structure and are happy underneath the boots of their betters.

Asura Perk Tree:

Asura Anatomy -Free, Mandatory for Asuras, Not purchasable by non-Asuras
You possess the makeup of an *Asura*. You are immune to diseases, curses, and poisons, resistant to acid and cold, capable of telepathic communication, and are harder to hit with enchantment magic. Beyond that you are also harder to track with magic, you naturally regenerate health and from damage with every passing second which makes you tough to kill (you must be hit by a good-aligned weapon, ability, or spell to be rendered temporarily killable). You can also summon more asuras and you are naturally resistant to magic, as well as are skilled at escaping confinement and perception, and your weapons (natural or otherwise) count as both lawful and evil for the sake of overcoming damage resistance and determining other beneficial effects.

Theologian -100 CP (Free for Asura)
You innately understand piety and theology, and you automatically know who worships what gods with as little as a glance at them. Beyond that you also understand whether or not the gods in question actually exist in a given reality.

Antitheist -200 CP (Discounted for Asura)
You are an intractable foe of faith, an enemy of religion, and in the presence of religious iconography are filled with both cold fury and strength. You deal more harm to theists, and are far more dangerous to those who draw power from the gods, and you grow in power, ever so slightly, whenever you kill a cleric, desecrate a church, defile a holy artifact, or the like.

Heresies -400 CP (Discounted for Asura)
You have a peculiar kind of power. You can wield the contradictory statements of faiths against them, and have a powerful ability to weaken the holy, the sacred, and the blessed, by using dark logic to weaken faith and to strike the souls of your enemies you can weaken and even sever their connection to their gods, even connections as profound as those of a cleric or inquisitor.

Infernal Sciences Booster: Blasphemies
You have knowledge of profane blasphemies that you can wield against your foes, ones that are so powerful that they can temporarily weaken a divinity itself. By uttering these blasphemies you strike at a deity's quintessential nature, and corrupt sacred, divine, and holy magic and miracles. You can even twist spells as powerful as *Wish* or abilities like *Divine Intervention* into something corrupt and wicked! Deities will learn to fear you.

Divine Mistake -600 CP (Discounted for Asura)
You derive wicked power from the errors of gods, and draw sustenance from their regret and mourning. You are a powerful symbol of holy errors and a living reminder that the gods are not perfect. In your presence all divine connections are weakened and those who draw power from faith find their powers notably less reliable. Beyond this you can choose for your Asura form to be that of an Asurendra, a specific type of Asura with powerful abilities.

Despot Booster: Asura Rana
You are no ordinary Asura, having attained a dark enlightenment and have become something dreadful… An Asura Rana. As an Asura Rana you have the power to attract worshipers, creating twisted clerics, witches, inquisitors and the like, as well as the power to create twisted divine sparks you can empower to create new Asuras loyal to you. You also have the power to twist the souls of unbelievers loyal to you into Asuras and can take the hearts and souls of those who feel betrayed by the gods and twist them into your pawns through powerful magic. You draw dark power into yourself by turning people against the gods. Your presence also brings out the worst in divinities, making it all the more likely they'll commit horrifying unforced errors. You can also respond to prayers asked by people of your same alignment, and can turn those prayers into dark mockeries of themselves with eerie ease.

Antitheist Booster: Blasphemous Sage
You have a unique tool to use in your reverse-crusade against the holy, sacred, and divine. Something about your personal philosophy has mutated in such a way that you have a new ability that you can wield as a weapon against your holy foes. This ability is mighty when used against clerics, and infuriates gods who witness it, filling them with dark, violent thoughts, which are funnily enough oftentimes the ones that spawn asuras in the first place.

Velstrac Perk Tree:

Kyton Kit -Free, Mandatory for Velstracs, Not purchasable by non-Velstracs
You are a velstrac, also known to those not sufficiently knowledgeable concerning your true nature as a *Kyton*. As such you have some innate abilities. Namely you have darkvision out to 60 feet, you are immune to cold damage, you have impressive regeneration, and have a powerful gaze attack that wracks those who make eye contact with you with pain.

Artiste -100 CP (Free for Velstrac)
You are an artist, one who specializes in creating taboo and profane art. As an artist you, specifically, excel at creating art that is evocative, provocative, and inspires strong emotions. You are really good at making people feel pain, even able to make things that shouldn't be able to feel pain, such as machines too dull to feel pain wince, flinch, and even come to fear you due to the pain you inflict.

Sadomasochistic -200 CP (Discounted for Velstrac)
You are a dangerous artist, one who dances in battle, feeling the ecstasy of pain when your foes inflict it on you. You are not only immune to the debilitating effects of pain, you actually become more dangerous in battle as your foes harm you, with you focusing more on battle as pain courses through you and your own blows becoming a little more dangerous as you move closer and closer to death itself. Death you inflict may end the time you get to torment people but it also gives you a foul rush, one that makes your next strike more dangerous and harder to avoid. You could be a whirlwind of death and suffering.

Self Sacrifice -400 CP (Discounted for Velstrac)
Like many Velstracs you have an eerie ability. You can sacrifice parts of yourself and grow from your sacrifices, the pain and inconvenience of the loss you endure giving you a worthwhile boon or enhancement that invariably makes up for what you lost. Even the complete loss of body parts will not inconvenience you, as you will invariably gain suitable replacements for what you lost.

Infernal Sciences Booster: Replacement
Your mastery of infernal science and your skills with self-sacrifice have resulted in you gaining the knowledge of the horrid medical processes needed to do things like peel the skin off of your foes and graft it to yourself or to take the supernatural organs out of someone else and transfer them, intact, to another person, transferring their powers. You are a skilled, and absolutely wretched surgeon of the unnatural, of the abominable, and of the sadomasochistic.

Transformation -600 CP (Discounted for Velstrac)
You understand how to transform yourself and others through foul surgery, magical rituals, and sinister science. You can do this in ways that leave your victims beautiful to behold, or in ways that make them sickly and insanity inducing to look at. Those touched by your surgical skills and the "Art" of your scalpels are twisted in mind, body, and soul, and often begin the foul process of slowly morphing into something eerily Velstrac-like, even if this doesn't actually make them new

velstracs by itself. If you lack any appropriate boosters and are a Velstrac your Velstrac form can be that of an Eremite.

Despot Booster: Velstrac Demagogue
You have become something… foul. You are now a member of the demigods corresponding to Velstracs, known to them as *Velstrac Demagogues*. This means that you can do what the other demigods here can do, answer prayers issued by lawful evil people, empower people with divine energy to make them into a holy or unholy class, and you know the sinister process needed to warp lawful evil souls (or souls otherwise in your possession) into new Velstracs. You gain power whenever people lose their sanity due to pain you or your followers inflict, as well as whenever you or your followers experience pain.

Sadomasochistic *Booster: Pain And Pleasure*
You are a… *Professor of pain*. You draw energy and vitality from pain you inflict (giving you a healing factor that factors in how much harm you're doing), and your blows, when aimed at the same person, increase the pain they deal with each blow. Beyond this your strike saps your foes, draining their wills and leaving them more vulnerable to your teachings and to your overall influence. Your blows can twist the minds of your victims and warp them into insane sadists who seek to replicate what happened to them under your loving knife. Their souls, and the souls of those they kill, go to you when the time comes, potentially giving you a supply of would-be Velstracs.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it.

Lawful Grimoire (Free):
This profane text contains a variety of handy spells for lawful beings. In the back of its pages are modified versions of the spells that cause pain and suffering but achieve the same end goals. The spells in this grimoire can be taught to anyone and if you meet the requirements of the spells, such as having knowledge of the spells as well as a material component of some sort or a pool of arcane energy to use in the place of the material component, you can always cast them. This corruptive text has a curious propensity for drawing people closer and closer to the end of the text.

Profane Contract (200 CP Free for Devil):
This is a mystical contract you can use once per jump to persuade anyone to a single one-time exchange of goods and/or services. There are powerful enchantments on this contract to ensure people seriously think about signing it, though unfortunately they only make people hear you out, though this is still fantastic for getting a foot in the door. This is also only once per jump/once per decade, but it gets the job done.

Forgotten Temple (200 CP Free for Asura):
This is the forgotten temple of a once powerful deity. It follows you around from jump to jump, attracting the attention of powerful gods and beginning to poison them, ever so slightly, whenever they appear in the temple or send a cleric or other chosen representative into the space. The more powerful a chosen person is the more powerful the poison's effects on the deity. The poison is thorough and negatively affects its victims in every way, rendering them altogether less effective and more vulnerable to you. If a deity personally enters your space they'll learn to not do that again.

Pain Engine (200 CP Free for Velstrac):
This powerful device stores pain and converts it into usable energy. With this small generator comes a set of knives which collect the pain they inflict on somebody. The knives do harm to others but if you choose to collect the pain they inflict their victims feel nothing while taking damage and you can, at any point, take a knife and place it against your generator. When it is placed against the generator the pain is stored into it, which it can convert into other forms of energy and be used to power anything you need it to power.

Little Slice of Hell (400 CP):
This is a small plane that follow you into future jumps, automatically collecting the souls of anyone in the setting whose alignment is lawful evil or who are otherwise captured by you. The landscape here is initially a dark, blasted plane, where ruined cities dot the landscape and the ground is filled with powerful hellfire that erupts whenever someone disobeys the law or an order from a superior, blasting the disobedient with painful, burning hellfire. As the plane attracts and acquires more souls it grows bigger, and you are regarded as the ultimate lord here, able to change its designs at will and can remotely use any soul-related powers in your possession on

the souls here. These souls are great for transformation, and the resulting devils, asuras, and velstracs are always curiously stronger and smarter than they should be, as well as incredibly loyal to you, all of which are the result of absorbing Hell's philosophy long enough to grow stronger for it.

Companions

Companion Import [50-200]
Standard companion section; 50 CP to import or create a custom companion with a stipend of 600 CP and the ability to select their own origin, perks, and items. If you pay 200 CP you can import or create 8 companions and they all get the same benefits.

Canon Companion [50]
This option is what allows you to bring canon characters from this setting with you as new companions. You get a token you can give to anyone you can persuade to join you on your chain, and at the end of this jump they'll be able to join you as you select your next jump as your newest companion.

Drawbacks:

Lawful Evil Mind +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow is a Lawful evil outsider that has arrived in this world. You will need to work out your Background with your Jump Chan.

Origin Type +200/300 CP
Whichever origin you select, you can only select perks pertaining to your origin and undiscounted perks. For 200 CP you can buy perks from other origins, but cannot use them for the duration of this jump. For 300 CP you flat out cannot purchase perks from other origins aside from your origin.

Lawful Evil Foes (Varies)
This is a tiered drawback, one that costs 200 CP per tier. For each installment of this you take, a pair of other lawful evil outsiders, only 2 per origin appears. These LE outsiders do not have perks and have stats and attitudes matching the type of LE they are they are.

Epic Outsiders +200 CP/+400 CP/+600 CP/+800/
Sans drawbacks there are no other LE Outsiders when you first appear here. This changes that. This drawback causes there to be uniquely powerful LE outsiders who appear at the same time as you. Each of these enemies has access to the full perk list of their origin. Each tier of this corresponds to a different origin, which you select when you take that tier. The final tier of this grants all of the summoned foes access to the general perks as well as the perks for their origin.

True LE Outsider +500/800 CP

Oh… Oh no. Now you think like a LE outsider of your given origin! This makes you a outsider's outsider even if you can at times power through such sentiments. For the duration of this jump expect to be stuck acting like a LE outsider would. If you take the second, +800 CP tier of this, you cannot shapeshift out of your LE outsider form. Alternatively, you can take the second part of this without the first, but for only +300 CP.

Ending Options:

Return Home

Stay here

Continue On

Notes:

-Extremely grateful that the Archives of Nethys is a thing. It was incredibly helpful for this.

-This is, essentially, the lawful evil version of my OOCS for 3.5e's Abyss (which was all about D&D demons).

-This is my first OOCS is a minute. It feels nice to be back.

-Remember I do not put in generic drawback lists in my OOCS. They can still be used by your jumper if they want to use them, I simply don't put them in my out of context supplements directly.

-**Broadly speaking Archdevils, Velstracs, and Asura Ranas are meant to be about equally powerful. The "You are a demigod" stuff helps to outline their broad capabilities, and any of their demigod traits are shared across all three forms, even if I failed to write that out. Each of them also gets to create their own religions and all that.**