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

Bard
Wandering minstrels who travel the land and lift spirits with their songs. While they're lovers, not fighters, they are quite capable of using instruments as weapons, as well as skilled with the bow. You carry a shoddy-looking instrument of your choice, a **Ruined Relic Weapon** that will serve well enough to guard you on the road. Bards travel light, their garbs colorful and comfy, though your **Antiquated Artifact Armor** seems to have lost both of those aspects. Maybe you can convince those around you to toss a coin your way?

Mime
An incredibly strange Job, focused on mimicking the arts of their allies. They often hide their faces under heavy silks and turbans, or behind masks, preferring either a vibrant rainbow of colors or a stark lack of them, drawing eyes either way. Your **Antiquated Artifact Armor** isn't as eyecatching, alas. They're surprisingly skilled in all sorts of weapons… though it is unclear whether those skills are their own, or the copied skills of their friends, a matter made more uncertain by the fact that they don't usually carry weapons of their own – not even a **Ruined Relic Weapon**. If you wish to arm yourself, you will have to find another way. Maybe borrow a weapon from your allies?

Dancer
Fancy footwork and whirling limbs define the skills of a Dancer. Prancing across the battlefield with knives, throwing weapons, whiplike weapons, or even just their fists, they are a sight for sore eyes, especially in the light and alluring garb that emphasizes their honed bodies. You… are not quite as pretty to look at in your **Antiquated Artifact Armor**, and your chakrams are **Ruined Relic Weapons** that simply don't shine in the light as a Dancer's should. You will need to rely on your skills to see this ballroom blitz to its end.

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 (Performer) - Free
You gain a basic understanding of how to use your Job(s) in battle. In this case, you have mastered the weapons of your Origin, and have an eye for drawing a crowd. 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 Accuracy -200 CP
The light of the Crystal shines upon your body, enhancing your hand-eye coordination. With no other enhancements, your hands are steady and dexterous, and your eyesight is exceptionally sharp. You could reliably hit a bullseye from 100 meters without a scope. Should you already surpass this with other Perks, your accuracy grows by 5%.

Augment Agility -200 CP
The light of the Crystal shines upon your body, enhancing your swiftness and reflexes. With no other enhancements, you have the flexibility and balance of an olympic gymnast. Should you already surpass this with other Perks, your agility 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.

Bard Perk Tree:

Cheer -100 CP (Free for Bard)
Your words embolden and galvanize your allies in a variety of ways. So long as you keep singing or playing your song and your allies can hear them, your song's effects continue to hold and build in power – being struck by an attack, flubbing a note, or otherwise having your concentration lost will cause you to lose your song. Hero's Rime plays the strings of muscle along your allies' bodies, empowering their physical attributes, while Mana's Paean stirs your audience's souls, enhancing your allies' magical abilities.

Hide -200 CP (Discounted for Bard)
Get back here, you spoony bard! Sometimes, the spotlight can be troublesome, and so you have an exceptional talent for shirking it. Losing unwanted attention in a crowd or around a corner is one way to end an impromptu show, but even when you can't run away you're good at slipping behind your allies and letting them handle those who take issue with you, letting yourself become just another bit of background noise.

Mage's Ballad -400 CP (Discounted for Bard)
Your talent for magic and music have become one – should you be willing to convert your spells into a quick ditty. A fiery bolero might substitute for the vocal and/or somatic components for a Fire spell, while a chilling elegy may serve to cast Blizzard. This is usually slower than casting the spell normally, but costs less magical energy and is, strangely, more powerful so long as your target can hear you. Let your imagination run wild and convert your spells into song.
Breaking My Limits Boost: Magickal Refrain
You've mastered a variety of mystical melodies. Carols to deflect elemental effects, one for each element. Maiden's Virelai to charm your foes and turn them against your enemies. A variety of Etudes to enhance specific stats in a more focused way than Hero's Rime. A Requiem to silence the dead. A march to grant a slow regeneration to those friendly ears who hear it. A Nameless Song that grants luck and random benefits to all allies who hear it.

Soul Voice -600 CP (Discounted for Bard)
Your very soul sings a harmony with you, allowing you to be your own accompaniment. Even as your lips form lyrics, your spirit drums a beat with your heart, pulls at ephemeral strings with muscle and sinew, or breathes wind through nonexistent brass. As such, any and all musical powers you possess are doubled in potency.
Breaking My Limits Booster: Soul Symphony
Your talent for song is such that you can weave two songs into one, granting both of their effects at once. In addition you've mastered a few high-end melodies. The Goddess' Hymnus places a blessing upon a single listener that activates if the listener takes a mortal wound an hour later, healing the injury instantly and pulling the listener away from death's grip at the last moment. The Toadsong curses foes and turns them into toads. The Loveless Ballad temporarily calls forth long-dead friends, granting strength and closure to those who yet live. The Dynamis Dreampop connects distant friends' hearts, and turns emotion into power.
Mage's Ballad Booster: Thousand Words
Your talent for magic and music have advanced together to become a showstopping – or perhaps, show-*starting* mastery. You can convert any rituals or rites you know into a musical number, casting their usual components to the side. Instead, you will need two things at bare minimum - the sounds you can produce, and a sufficient audience to hear them. The size of the audience needed depends on the scope and cost of the ritual you're converting. Evoking the original requirements with the use of suitable lyrics, dress, lighting, or instrument choice can lessen the load, as can calling in bandmates or backup dancers. Make this the show of the century, and change the world with your song.

Mime Perk Tree:

Mimicry -100 CP (Free for Mime)
You are exceptionally skilled at repeating the motions of those around you. Upon detecting someone taking an action, for the next thirty seconds you are capable of repeating their action, exactly as they did it… or, in a perfect mirror of how they did it – for example, if you spot someone performing a flourish with their left hand, you can repeat the flourish with your right hand.

In Sync -200 CP (Discounted for Mime)
You have a supernatural sense for your allies' motions, allowing you to act simultaneously with them without communication. Attack from different angles with such perfect coordination that your opponent can only assume you're the same person, just in two places at once! This comes with an impressive spatial awareness that lets you know what someone is doing without looking at them.

Charades -400 CP (Discounted for Mime)
You are able to communicate entirely through gestures and charades. Handheld props you've encountered before can appear as needed, and you can even, for a second or two, perfectly mimic the appearance of a person you've seen… what, that doesn't sound especially useful? As it happens, the props you create are quite real… at least, for up to five seconds after they leave your hands. So go on ahead, and throw that glass of wine into someone's face!
Breaking My Limits Booster: Setpieces
Your ability to play charades has been kicked up a notch. You can now create invisible constructs in a variety of shapes. An invisible cup you mime drinking from will hold actual water if it's poured. Sit yourself in a chair, and that chair will linger after you've stood up. Press or knock against a fake brick wall, and you'll find that the wall isn't quite so fake anymore. The smaller and less complicated the object you create is, the longer it will last, up to three whole minutes after you last touched it, or until destroyed.

Counterfeit Skill -600 CP (Discounted for Mime)
Your friends are your power… perhaps a bit too literally! You may "equip" a single skillset from your nearby friends, and use it as if it were your own. The more narrow the skillset, the closer in talent your mimicry of them will be. Even at its narrowest, however, your version will have its quirks – for example, if your friend possesses a whipping technique that draws the foe near to them, your whip style might have a similar-looking technique that instead launches them away, or perhaps your Black Magic's version of Fire tends to knock foes straight down where the mage you're copying would normally blast them horizontally into a wall. These quirks do not get in the way of the skills working – you won't find yourself failing to lockpick a door just because your copied burglary skill is a bit weird about it. These techniques are only available when your allies are within fifty meters of you, and you can only use one Counterfeit Skill at a time per ally.
Breaking My Limits Boost: Borrowed Skill
You now have the ability to store Counterfeit Skills, holding onto them for a full day after having last been near the person you copied it from. Better yet, you can now hold and use up to two Counterfeit Skills per ally at a time.
Charades Booster: Counterfeit Blade
It's not enough to copy your friends skills, is it? When using their powers, you can now transform your weapon into a facsimile of their tools of the trade. The facsimile is obviously fake, to the point of parody, but it's no less effective than the real deal. If you have **Setpieces**, the weapons can be entirely invisible instead. Interestingly, this power also comes with the ability to perfectly mimic your friends' voices.

Dancer Perk Tree:

Blade Dance -100 CP (Free for Dancer)
Your weapons are often whirling, swinging, and whipping things, and they fly gracefully under your command, even when you've let go of them. You know how to throw weapons so that they will return to your waiting hands a few steps in your dance later, either through riding air currents like boomerangs, ricocheting off walls or enemies, or even simply heading to where you'll be in a few seconds.

Ride the Rhythm -200 CP (Discounted for Dancer)
While dancing, your physical blows are all the stronger. If you can find a rhythm or beat to dance to, even just the beat of your own heart, you are twice as strong. If there is an actual song playing upon the battlefield, dancing to it bolsters your strength to thrice its normal amount, and you serve as an amplifier for that music, extending its range (and if it's magical, its effects) as if you were a second source of the song. In addition, you're now a savant when it comes to dancing, knowing most common dancing styles and being able to quickly learn or teach new styles.

Standard Step -400 CP (Discounted for Dancer)
You are capable of several magical dances, incorporating them into your fighting style, though you can only ever use one dance at a time. Tempting Tango confuses and beguiles enemies that can see you, drawing their attention to you and making them slightly more friendly to you – if this is nothing personal, your foe may even become your friend! Samba of Silence strikes foes that witness it speechless, halting them from communicating or using abilities that have a vocal component, requiring some time to rest to shake off the effect. Jitterbug hastens the tempo of reality, speeding up your allies and unaligned objects for as long as you can keep the pace up.
Breaking My Limits Boost: Technical Step
Curing Waltz provides a regenerative effect to you and your nearby allies while you continue to dance. Slow Dance drags the tempo of the world around you down, slowing down all enemies within ten meters of you while you continue it. Dirty Dancing guides your allies' attacks and spells to your foes' most tender weak points. Carnival Cancan doubles the vitality of your allies for as long as you can keep dancing it.

Closed Position -600 CP (Discounted for Dancer)
Certainly, you're the star of the show, but it takes two to tango. You may choose a single ally, turning them into a Dance Partner. So long as you and your Dance Partner are within ten meters of each other and both of you are dancing, they share any and all Perks related to dancing that you have.
Breaking My Limits Booster: Kriegstanz
Your dance is the dance of war, a beautiful art that allays your allies and frustrates your foes. Your dances restore willpower, dispel despair, and shatter mind control in your audience. In addition, after being under the beneficial effects of one of your dances for a minute, your audience may be granted access to that dance for themselves as if they were chosen with Closed Position, allowing you to spread the effects of your dances even further.
Standard Step Booster: Forbidden Dance
People die, and you dance. You dance, and people die. When does it end? To stare upon you performing the Polka is to know despair – and with it, a loss of their physical strength and motivation, requiring some time away from the cursed dance to recover. The Brake-dance outright freezes time within five meters of you for as long as you can keep it up. The Heathen Frolic seeds doubt in higher powers and weakens powers that rely on faith for anyone who beholds it. Magical Masque creates an anti-magic field within twenty meters of you for so long as you continue to dance. The Nameless Dance can inflict a random status effect on onlookers, striking them blind, deaf, frozen in time, cast into sleep, poisoned, or even turned into a frog, trapping them in these effects until you end this forbidden dance.

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 Performer 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 - Bard +300 CP (Exclusive to Bard)
Your Dim Crystal shimmers with the songs of eld. Because of this, you are no longer able to take perks from the Mime Perk tree or the Dancer 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 Bard or in theme with it.

Job Lock - Mime +300 CP (Exclusive to Mime)
Your Dim Crystal shimmers with myriad mimicry. Because of this, you are no longer able to take perks from the Bard Perk tree or the Dancer 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 Mime or in theme with it.

Job Lock - Dancer +300 CP (Exclusive to Dancer)
Your Dim Crystal shimmers with the rhythm of the future. Because of this, you are no longer able to take perks from the Mime Perk tree or the Bard 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 Dancer or in theme with it.

From Beyond the Final Fantasy (Performer) +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. Stumbling through a portal from another plane comes this scoundrelly-shaved minstrel. They take one look at you and decide you're the sort that deserves to be taken down a notch or two. Not the type to take direct action against you themselves, they'll instead plot and scheme with a growing party of cohorts to relieve you of your excess riches and embarrass you in front of the world. Despite this, they're not incapable of holding their own on the battlefield – just preferring Plan A, B, and C first. This "**Neverwinter Songweaver**" will have access to all the perks on the **Bard** Perk Tree, including the Boosted Effects.

2. Like a falling star, this pink puffball arrives with a hunger for adventure… and food. Lots of food. While usually very passive, cheery, and relaxed, anything could set them on a rampage across the world, copying the abilities of those they meet to defeat them. There is little distinction between those actively causing them problems, those trying to stop their rampage, and those simply in the wrong place at the wrong time – all will find themselves on the receiving end of this creature's wrath. Tread carefully, because any small choice you make could tip the dominoes that will inevitably cause them to hunt you down. The "**Starbound Sphere**" will have access to all the perks on the **Mime** Perk Tree, including the Boosted Effects.

3. Falling from a burning aircraft, this trio of songstresses land with a flourish. Yearning to banish otherworldly creatures from whatever realm they arrive in, they draw power from their ever-growing audience, and prove as talented on the stage as they are on the battlefield. Unfortunately, you ping as something that doesn't belong in this world – and so they'll oppose you on both fronts. You better be ready for the takedown, because they'll pull out all the stops and show you how it's done. The "**Golden Hunters**" will have access to all the perks on the **Dancer** 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 (Performer)

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?

Bard Relic

If you wish to rebuild your Relic into something worthy of a **Bard**, you need more than just raw materials, or talented craftsmen. Those things are needed, yes, and must not be overlooked, but there is a material that you and only you can produce for it.

You need a story – a story to weave into every fiber of the Relic's being. A story that binds the weapon's past, present, and future to you. You, as a musician and taleteller, must reforge this story. Your heart must be the hammer and the paper, your soul the anvil and the pen. Give the tale shape, larger than life, then etch that shape into yourself that you may never forget even a single word, a single note.

From the moment you start, to the moment the rebuilt Relic is in your hands, you must be silent – for your tale must be reborn at the moment the Relic is – they must be twins. The first words you speak – that you *sing* – when the Relic is in your hand, the first song you play with it pressed to your lips or fingers, must be the tale, pure and beautiful, fit to break hearts and put them back together again.

Reward

Your **Reforged Relic Weapon (The Final Fantasia)** is both song and instrument, reforged into a shape a **Bard** is familiar with. It is etched into your heart and your heart alone – if separated from you it will return to your hands like a song you just remembered returning to your head, and those who try to use the relic or the song will find their attempts a paltry shadow of the real thing.

This weapon can fuse with any weapons a **Bard** can use (other than other **Reforged Relic Weapons**) as an Import option, allowing it to take their shapes and gain their abilities. It can restore itself, undoing any damage so long as you're still alive to tell its tale.

In your hands, your Relic amps up your songs, disrupting other powers that use sound as a medium, shape, or vector of attack. From psychic screams only certain people can hear to musical rites to summon a demon from another plane to someone using a song to make you remember a previous battle, your own music forces them to be silent while you take center stage.

Speaking of remembered tales, outside of battle this Relic can be used to inspire others' growth, by allowing them to do battle against harder versions of their previous foes. You will need to know the story of how the original fight went, of course. Perhaps some personal details about the foe as well. The better you know the context of the original fight, and those who participated, the more powerful the recreation can be, and the greater the results of the training.

Mime Relic

Mimes don’t usually carry weapons of their own – everything is borrowed, everything is copied. For a Mime to lay claim to something all their own would be madness – an inconceivable joke. And yet…

A few snips of your own hair, samples from some clothes you used to wear.

One whole onion. Maybe two. Apply some makeup, that will do.

Thrust a nail through its head, then wish upon a star, and… viola! A friend to follow near and far!

Reward

You have crafted a strange handheld doll that **Mimes** can use. The **Mimicking Relic Weapon(?) (Onion Effigy)** is a perfect, adorable recreation of you – an inverted voodoo doll that will do as you do, at one tenth of the scale. When set on the ground and patted upon the head, it will follow you, and when you perform a spell or attack, the doll will perform the action as well, as if it had all of your Perks. An ally of yours can activate it with the same methods, in which case they will follow that ally, but will still act in mimicry of you, so be mindful of where it is before you do anything dangerous.

You always have a sense of where the doll is. It can fuse with other dolls, puppets, and automatons, though not with any **Reforged Relic Weapons**, as an Import option, gaining any unusual traits they have, as well as the power to change into alternate forms. If it gains sentience of some kind, it may activate of its own accord, and you share its senses and know when it wants you to do something it can mimic. Even if it breaks, it can repair itself so long as you are still alive.

Dancer Relic

For the **Dancer** Relic, the crafting process must be elegant and graceful, every movement to a strong rhythm. Let each piece come together in harmony and take shape to a beat. Plan it out. Choreograph it. Improvise if you need to. But in the end, you will need to do it all in one take.

The materials should be beautiful from the moment it arrives in your workshop to the moment it becomes part of the final product. Glass, platinum, silk, gemstones – these are good examples of the kinds of materials that bring your Relic Weapon together. If it glitters, flows like water in the wind, or catches the eye and holds on tight, it's perfect.

Reward

You've pulled together a weapon worthy of a **Dancer**. No matter it's shape, the **Reforged Relic Weapon (Eternal Encore)** shares your heartbeat. It's a rhythm you can always sense and track down, no matter how far away from you the weapon is taken.

Whenever you want, this weapon can absorb any weapon suitable for a **Dancer** (other than other **Reforged Relic Weapons**) into itself as an Import option. It can also restore itself over time, so long as you're still alive.

On the offbeat after it's swung or thrown, this weapon creates an "encore" of the weapon that, by default, repeats the movements of the original. However, this afterimage can be snatched out of thin air, allowing you to dual-wield a copy of the weapon. There can be as many encores of this weapon as you have limbs that can reliably wield the weapon, and they will linger so long as they stay near you and you continue to dance. If there's a musical rhythm in the area, their striking edges "pulse" to the beat, extending their reach a few inches beyond their physical components. These pulses cannot harm you or your allies.

Of Artifacts Augmented (Performer)

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

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

Return Fire: Your armor provides you the reflexes and senses to catch physical projectiles such as arrows, bullets, and thrown weapons with your bare hands. If you possess a suitable weapon it also allows you to smoothly load any projectiles you catch and fire them back.

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

Untrappable: Your armor has an unusual property that causes tripwires, pressure plates, and other static traps to fail to detect you. Your armor alerts you should you "trip" such defenses, but the pressure plates don't push down, the wires don't snap, and the traps simply don't go off unless you willfully activate them.

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

Icarus Waltz: Your armor has wings, which you can control as if they were your own. These wings allow flight, and enhance your existing flight abilities in speed and control.

Ordeal of the Dream Oath

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

On the coast somewhere in this setting is a famed opera house, and they are preparing a glorious show. Go, sit, and relax as you watch it. Hearken to it, lose yourself in it… and find yourself pulled into another story…

The armies of the west and east clash. Amidst them all, you play a role as soldiers serving Draco, a hero of the west. You and your allies must ensure that your leader survives a crushing defeat, and stand with him as he marches to save his beloved, Maria from the vile Prince Ralse of the east.

Fight through their armies, storm the forced wedding between the prince and the princess. To level the playing field between you and himself, Ralse calls forth a pair of demons – a tentacled fiend and a wind-spewing beast. Support Draco against these monstrous beings, and see to it that this musical world has a happy ending to its story.

Rewards:

As the tale reaches its final, celebratory crescendo, you are filled with overwhelming, otherworldly inspiration, and you feel one of your Jobs growing in strength. You and each of your Job-bearing Imported Companions will receive **600 CP** to spend on Perks from an Origin other than your chosen one, from any single Out of Context FF Job Supplement you've already taken, including this one.

You also claim the **Darkness and Starlight**, a shard of the phantasmal world you left behind. If worn it adorns you in starlight, lighting up areas around you and distracting foes to make it harder for them to hit you, and if it is tied to your weapon it instead causes the weapon to produce a strange trail that resembles the night sky, which obscures your movements and blinds foes that look at it for too long.

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 Ultros and Typhon** for themselves. Their stats are as follows:

Ultros and Typhon
Elemental Nature: Wind, Water, Physical
Scales To: Vitality
The demons conjured by Prince Ralse, this naughty octopus and his blustery friend have escaped the world of music and sworn themselves to your aid, always arriving as a pair. With ink to blind foes and writhing tentacles to grab and whip, Ultros is capable of harassing all manner of foes even as he casts supporting spells upon his partner. Typhon's physically impressive, but his true draw is his breath, which can blow foes away, and with his full power he can unleash a **Snort** that can outright disentigrate weaker foes.

(If you have not yet acquired a Summoner Origin from the Out of Context FF Job series, the power of **Summon MONSTER** 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…
"Neverwinter Songweaver": Edgin Darvis, Honor Among Thieves (Credit to Gamebrain for the idea)
"Starbound Sphere": Kirby, Kirby
"Golden Hunters": The Huntrix, Kpop Demon Hunters