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

Hunter
Warriors of the wilds, Hunters seek out mighty beasts with exceptional marksmanship and savvy trapmaking. Wearing natural colors allows them to sneak through their hunting grounds, though perhaps your **Antiquated Artifact Armor** has spent too much time out in the brush, with all the damage done to it. While Hunters can use knives and guns, they largely prefer bows – the heavier the better. Your **Ruined Relic Weapon** is a bow that has been exposed to the elements for too long – the wood rotted and barely capable of being strung.

Blue Mage
These masked magicians spend much of their time amongst the beasts of the world, for a singular purpose – analyzing and adapting the monsters' magic for their own use. Clad in – of course – extravagant shades of blue, they astound and amaze with their esoteric and exotic magic, giving their enemies a taste of their own medicine, all the while carrying largely decorative canes, rods, spears, whips, or sabers on the battlefield. Alas, neither your **Antiquated Artifact Armor** nor your **Ruined Relic Weapon** – a shoddy walking stick – are even remotely show-worthy. You'll need to refurbish them before they can truly shine.

Beastmaster
Some who brave the wilds choose to walk among and work with the beasts that are their neighbors. They take up and perfect the methods of domestication and taming that man has utilized for eons, and gather groups of powerful beasts to serve their will. While they are content to let their allies do the fighting, they're also skilled in the use of whips, instruments, and axes. Unfortunately, your **Ruined Relic Weapon** is a whip whose sting has been dulled by time and disuse. Your **Antiquated Artifact Armor**, a suit comprised of shed scales, shaved fur and wool, and other materials donated by your wild allies, could stand to receive additional donations, worn and torn as it is.

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

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

Augment Vitality -200 CP
The light of the Crystal shines upon your body, enhancing your life force. With no other enhancements, you are able to survive several months without food and several weeks without water, and remain standing even when critically injured. Should you already surpass this with other Perks, your vitality grows by 5%.

Augment Stamina -200 CP
The light of the Crystal shines upon your body, enhancing your endurance. With no other enhancements, you can take part in a full 10k meter run event at full speed without being winded. Should you already surpass this with other Perks, your stamina 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.

Hunter Perk Tree:

Sidewinder -100 CP (Discounted for Hunter)
As a Hunter, you should not be surprised to find that your main focus is hunting. Behold your quarry; beasts, monsters, serpents and lizards, birds and fish, creatures that aren't human. You're well attuned to finding their weak points simply through observation, even in the heat of battle, and your aim is always true when targeting a weak point you've found. The more sentient a creature is, or the less biological it is, the more resistant it is to your ability to find weak points.

Survivalism -200 CP (Free for Hunter)
While a Hunter is no slouch when it comes to combat, sometimes the best way to win is to prepare the ground ahead of time. You're quite skilled in devising traps. You can craft traps that release painful needles, magical-energy-eating leeches, aerosol poisons that can close a foe's throat or temporarily hamper their ability to tell friend from foe, and just about any small-scale spell, explosive, chemical, or other device you possess. You're also skilled at improvising traps from whatever objects happen to be nearby, and are likewise capable of easily detecting traps already laid upon the battlefield.

Hunter's Aim -400 CP (Discounted for Hunter)
Hunting beasts can take extraordinary amounts of patience, and a steady aim when the time has come to land your mark. Thankfully, these are traits you now have in abundance. You're not easily bored or distracted, and you can remain in a steady, ready stance for a long time without moving. Further, the longer you wait to release your attack after readying it, the more accurate and powerful the attack will become once you loose it. For ranged attacks, you'll find that your effective range expands about half a meter every second that you hold your fire this way.
Breaking My Limits Boost: Hunter's Chance
To match your patience, you now have an extraordinary sense of timing. By subtle cues, unbelievable luck, or simply by sheer intuition, you're impressively capable of deducing the best time to execute a takedown plan for that mark you've been chasing, or go out on a hunt, or check your traps, or gather resources. This ability scales to your existing luck, wisdom, and perception, growing greater alongside them. Strangely, this effect doubles in potency when you're in a competition or festival of some kind.

Advice -600 CP (Discounted for Hunter)
Your talents are seen, heard, and recognized. You can pass along knowledge you've gained through your Hunter Perks, or similarly-themed Perks, and temporarily pass the Perk's benefits onto your allies. A steadying whisper can urge your allies to share in your Hunter's Aim, a friendly suggestion can grant an ally Survivalism's trap-mastery, and a quick shout of the foe's weak point may provide your friends the deadly precision of your Sidewinder.
Breaking My Limits Booster: Hunting Hounds
Those that hunt together become as a single creature, in and of themselves. You're talented at bringing a group together and keeping them together, so long as there is prey to hunt. Better yet, you and your allies retain a natural coordination akin to a party that has hunted together their entire life. You barely need to speak while on the hunt – a simple gesture or nod of the head can be worth a hundred words.
Hunter's Aim Booster: Hunter's Eye
You have attained a talent for separating the prime hunts from the paltry ones. You can tell whether traces around you were left by some common foe, a deadly dangerous quarry, or a once in a lifetime mark. If you're actively hunting something, you can distinguish signs of its passing from that of similar creatures. And when the time comes to actually bag your hunt, you're incredibly talented at not actually damaging the goods. You and your allies will be able to successfully bring down your quarry, all the while leaving its beautiful pelt, exotic guts, or valuable horns in surprisingly pristine state.

Blue Mage Perk Tree:

Learn -100 CP (Free for Blue Mage)
It all starts with this basic talent – the ability to take a hit and turn it into your own power. There are many possible spells associated with Blue Magic – from the humble Water Cannon to the iconic White Wind to the devastating Self Destruct and so many more. Should you be struck with attacks similar to a canonical Blue Magic spell, you gain access to it – an access that becomes part of this Perk.

Convergence and Diffusion -200 CP (Discounted for Blue Mage)
Magic can be flexible. You're capable of taking an existing spell and shifting its spread. A spell you wield that's single-target can be divided into a wide area-of effect spell, and an area of effect spell may be condensed and made to put all of its power onto a single target.

Taste of Magic -400 CP (Discounted for Blue Mage)
There are other ways to take in the requisite magical energy to develop Blue Magic. All your really need is to ingest a small bit of a foe in the heat of battle, while their magical energy flows through them. Some of their blood, pumping through them to the rhythm of war, would be perfect. This should help you learn Blue Magic from foes that would be otherwise unwilling to cast their spells upon you – such as beneficial magics like White Wind.
Breaking My Limits Boost: Devour
You have developed a terrifying power. If you can weaken an enemy to a point where they can't resist, you may consume them, raw and mostly whole, in a display too terrifying for mortal eyes. Feast upon them, and you'll find yourself permanently empowered – their best traits the basis for your new improvement. A creature known for their speed would make you a little faster, while a monster known for their magic would improve your own potential.

Blue Lore -600 CP (Discounted for Blue Mage)
You have come to understand the underlying fundaments of magic – the thing that connects beasts and men alike. As such, you can tell what kinds of magic a foe might be capable of wielding with a simple glance – the subtle tells that suggest a fire alignment, or an affinity for healing magic, or years of experience with poisonous magicks. While this is certainly a valuable tool for battle against a foe and for your own hunt, this also makes you an impressive teacher for others, becoming able to teach any magic you've learned to those suited to learning it.
Breaking My Limits Booster: Unbridled Blue
Some beasts have more magic in the tip of their tooth than a normal person could ever carry in their entire body. Thankfully, you've learned to overclock your own magical power in short bursts, allowing you to cast spells you couldn't possibly manage otherwise. And of course it's come with the benefit of letting you survive some of the more… *explosive* Blue Magic out there. Once an hour, you may enter a one-minute trance where you can cast any Blue Magic without repercussion or running out of magical energy.
Learn Booster: Endless Blue
So it comes to this – you have opened Pandora's box, and beamed at the secrets that were within. You are capable of using Learn to glean the basics of any magic thrown at you. These spells aren't by default fiat-backed… but you may make them so, by spending 50 CP in future Jumps. Further, your skills with any magic you buy with CP grows further when you're hit with similar spells.

Beastmaster Perk Tree:

Control -100 CP (Free for Beastmaster)
Man has been taming, training, and domesticating animals for generations. And it *is* the work of generations – entire lifetimes of adjusting animals' behaviors, breeding the most obedient or friendly or useful individuals together to get creatures practically born to serve. Thankfully, you're an expert at this task, and capable of mystically speeding it up to a fraction of that time – the taming of a captured wild animal achieved in mere weeks, and the domestication easily attainable within a few years. Perks that deal with training, taming, and commanding animals are doubled in potency.

Calm -200 CP (Discounted for Beastmaster)
Arguably the most valuable trick for Beastmasters to take up is the ability to approach creatures that most can't even speak to. You give off a friendly vibe most animals pick up on, and so long as you don't do anything to break that vibe – such as attempting to steal from them, or attacking them – most animals will happily welcome you into their lives.
Breaking My Limits Boost: Call
You have gone further still, becoming able to communicate with animals and understand them in turn, allowing more nuance in your relationships with them. Thusly, after a few hours of networking, you can call out to the local wildlife, and receive aid in return. Set up stampedes to disrupt your enemies, convince a creature with medical abilities to assist in caring for a friend, guide a serpent to sneak up and bite your foes on the flank.

Capture and Release -400 CP (Discounted for Beastmaster)
Sometimes, there are creatures you wish to bring with you for later. With this short ritual, you may capture and store creatures within a variety of mundane containers – urns, boxes, bottles, and more. The process can be resisted, and thus it is best to weaken the foe before capturing them. The creatures you capture this way remain in stasis until you Release them, at which point they come out, wield their powers in a single way of your choice, and depart, the magic that bound them returning them to whence they came.
Breaking My Limits Booster: Imprism
An… unusual manifestation of your talent, but not unwelcome. When Capturing creatures, you may cast a spell that seals them within a strange prism – allowing you to Capture creatures even when you don't have any suitable vessel to contain them. When you Release these creatures, you may release them as they were, or as incredibly small (and adorable, and marketable) versions of themselves, small enough to ride upon the average person's head. For their new size, they're still as powerful as their full size versions.
Calm Booster: Companion Creature
Your talent for befriending creatures comes in handy – your Capture magic (and similar abilities and technologies) now enhances any creature you befriend before Capturing, making them stronger than they normally are. Better yet, a befriended creature will remain alongside you for the rest of the battle in which you Released them, and may choose to willingly return to the vessel you Captured them in, instead of returning home upon being Released. Such creatures gain a stipend of 200 points for use in future Jumps.

Animism -600 CP (Discounted for Beastmaster)
Animals who are allied or controlled by you experience a deeper connection that empowers them in ways they could never have imagined before. Namely, they gain access to lesser versions of your Perks and other innate powers. You may lessen your own access to a given Perk in order to allow a single animal to gain full access.

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 Ranger 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 – Hunter +300 CP (Exclusive to Hunter)
Your Dim Crystal shimmers with the thrill of the hunt. Because of this, you are no longer able to take perks from the Blue Mage Perk tree or the Beastmaster 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 Hunter or in theme with it.

Job Lock - Blue Mage +300 CP (Exclusive to Blue Mage)
Your Dim Crystal shimmers with monstrous lore. Because of this, you are no longer able to take perks from the Hunter Perk tree or the Beastmaster 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 Blue Mage or in theme with it.

Job Lock - Beastmaster +300 CP (Exclusive to Beastmaster)
Your Dim Crystal shimmers with bonds between beasts. Because of this, you are no longer able to take perks from the Blue Mage Perk tree or the Hunter 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 Beastmaster or in theme with it.

From Beyond the Final Fantasy (Ranger) +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. From out of the brush, this hunter appears. Always seeking greater sport and acclaim, you can reasonably expect them to constantly seek the rarest, most elusive (and often most endangered) beings in the world, to give them a life in a cage at best or to see them turned into a head on their wall at worst. Preferring a rifle for their weapon, they're not above trickery and deceit to convince the innocent to help them find their marks, and can hide their vile nature underneath a prim, proper, and friendly facade. They will become more powerful and deranged with every success, seeking ever greater challenge, before eventually turning their attention to the rarest and most dangerous game of all – the one-of-a-kind Jumper. The "**Jungle Gentleman**" will have access to all the perks on the **Hunter** Perk Tree, including the Boosted Effects.

2. Dropped into the world in a blue beam of light, this figure begins their battle. Clad in azure armor, they're armed with what appears to be a cannon that deploys simple magical bullets… at first. With priorities upon mechanical threats, they hunt down powerful threats and absorb their abilities in their cannon, allowing them to wield the power as their own. They're rather wily, clever enough to plan out their assault, acquiring powers through careful strategies and then turning those powers against the target most likely to be weak to them. This they do in preparation for a final battle with the one they came to destroy – you. The "**Beryl Bombarder**" will have access to all the perks on the **Blue Mage** Perk Tree, including the Boosted Effects.

3. Falling out of a strange wormhole, this young fellow and their loyal companion arrive. Far from home and yet unalone, this tamer of creatures views this distant land as just another stop on their journey to be the very best. Surprisingly skilled at forming bonds with wildlife of all kinds, their preferred partner is a small but stalwart mouse with the might of Ramuh flowing through its bones. They view you as someone worth challenging to test themselves, constantly drawing you into battle until they've definitively proven their strength and yours… and then, maybe one or two more matches after that, it's just too much fun. The "**Pocket Champion**" will have access to all the perks on the **Beastmaster** 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 (Ranger)

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?

Hunter Relic

The **Hunter** Relic is as much a trophy of your successful hunts as it is a proper weapon. You should reinforce and replace its failing parts with the most valuable and vital parts of the beasts you hunt. Sinew for a bowstring or wrapped around a hilt, bone to serve as the weapon's core or handle. Drip upon your weapon the blood of the creatures you slay. Seek ever greater beasts to hunt and harvest for your weapon's benefit. The strongest of beasts you slay will gift their strength to your weapon – as the victor should rightly ask from the defeated.

Reward

Your weapon has been rebuilt into any form preferred by **Hunters**. This **Reforged Relic Weapon (Artemis)**, is a beast you know well. Even if it should wander off, by its own volition or by others', you can track it down with ease, and those who did not tame it as you did shall find it impossible to work with.

This weapon can, at any time, fuse with any weapon a **Hunter** can use (other than other **Reforged Relic Weapons**) as an Import option, gaining their traits and the ability to shift between shapes. It can also heal from any damage done to it, so long as you're still alive.

By using a significant amount of your physical stamina and surrendering your mind to your hunter's instincts, you become as a wild beast yourself, capable of unleashing four strikes almost simultaneously with every attack. These blows happen in a blur, each one targeting a different foe at random, if there are enough such foes to strike in your likely-considerable range.

Blue Mage Relic

A **Blue Mage's** weapon is a flashy, extravagant thing on the surface level, but its beauty is not skin-deep – underneath the surface it's designed to channel the beastly magics that Blue Mages utilize. You will need to restore both of these qualities if you want your Relic to truly shine once more.

Materials that are blue are often used as a coating for these weapons. All the better if they naturally channel magical energy. Lapis luzuli, azurite, sapphire, woods stained due to infestation or symbiosis by certain fungi, such as beetle kill pine, apatite, blued steel or steel tempered at about 590°F to 639°F, titanium electrochemically colored to be blue, and copper or bronze with carefully induced patina finishes are all viable options, but many more exist across the multiverse, and more specialized options may exist. Other colors are viable, though colors designed to contrast and make the blue stand out more are preferred.

Heavily magically-inclined materials should be safely sealed, encased within the outer layer. Shamanistic and animal-associated minerals and woods make for especially good conductors for Blue Magic. Jaguar jasper, palo santo, beech, spruce, or holly wood, and the more magically inclined materials listed above are all good options. Even better – if you can make it fit, the core of your weapon could be a singular organ preserved in amber, an organ with unique properties compared to others of its kind, which enabled its owner to do something others could not.

Any smelting, forging, or other metallurgy or alchemy should be done with flames that burn blue. Finish the weapon by crafting an extravagant sheath or holster for it. Something that will draw attention to the weapon. When you've sheathed the weapon for the first time, you will feel a connection spark between you and the weapon – that is how you'll know you're ready.

Reward

Your weapon has been rebuilt into any form preferred by **Blue Mages**. This **Reforged Relic Weapon (Azuro's Wrath)**, is a weapon of glitz and glamour filled with arcane power, the sort that stands out if the wielder isn't the rightful owner. It spouts streamers and flame continuously if stolen, providing a blue path to the weapon's location and doing its level best to force whoever's holding it to just. Let go.

This weapon can, at any time, fuse with any weapon a **Blue Mage** can use (other than other **Reforged Relic Weapons**) as an Import option, gaining their traits and the ability to shift between shapes. It can undo any damage done to it, so long as you're still alive.

This weapon makes your Blue Magic cheaper to use by serving as a replacement for any organs a creature might need to naturally perform the abilities you've taken on for yourself. This also hastens such magic, and makes it more powerful.

This ability has another side effect that, perhaps, may be of note to you. If you happen to have Endless Blue, this weapon can even imitate unique *human* organs you see in use, allowing you to borrow an even wider variety of magics and techniques. Ninja secret bloodlines, extraordinary sci-fi augmentations, freakish mutations, heroic quirks, and alien superpowers… with this in hand, all of these and more can now be made into Blue Magic!

Beastmaster Relic

The **Beastmaster** Relic, unlike the Hunter Relic, is a weapon crafted from what bits of nature's bounty can be willingly offered and donated by nature itself. Shed skin, shaved fur, abandoned horns and fangs – items given willingly by the wild beasts of the world. You may beg, barter, or bargain for them, or simply follow behind their owners and collect your spoils as the creatures naturally lose them. If you must supplement these with materials not produced by animals, you must focus primarily on natural, unrefined objects – stone, wood, vines, and the like. Your weapon must be a humble tool of the wildlands, first and foremost.

Once you have assembled this weapon, the final step is to add a personal touch – to offer something of yourself to the weapon. Your hair, some of your skin, a bit of blood, anything you are willing and able to spare.

Reward

Your weapon has been rebuilt into any form preferred by **Beastmasters**. This **Reforged Relic Weapon (Heart of Nature)**, built upon the bonds between you and its constituent beasts. Any wild or tamed creature that sees another attempt to wield it without your permission shall take notice, and turn against them with violence to see the weapon returned to its rightful owner.

This weapon can, at any time, fuse with any weapon a **Beastmaster** can use (other than other **Reforged Relic Weapons**) as an Import option, gaining their traits and the ability to shift between shapes. Damage done to it will be regenerated so long as you are still alive.

Despite being primarily made of primitive materials, this weapon is a bane to technology it's wielded against, even a light tap disabling its functions for a few seconds. The more technologically advanced an object you're striking at is, the more easily it comes apart under your blows. While a simple wooden shield will hold up about as well as it normally would, a steam engine will dent under a handful of whip strikes, and a laser shield will come apart like tissue paper. Better yet, this effect (and any effects from fused weapons) spreads to any animals you're allied with.

Of Artifacts Augmented (Ranger)

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

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

Concentrate: This armor allows you to purge your thoughts and focus on a single thing, ignoring all else, even matters such as physical pain or cognitive hazards. Upon deactivating this effect, everything you ignored will quickly return to your memory.

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.

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.

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

Magic Counter: Your armor can temporarily record damaging spells that strike it, and guide your motions to quickly throw the same spell back at the caster. This casting uses residual energy from the spell you were hit with, and so costs you nothing.

Ordeal of Ala Mhigo

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

Somewhere in this Jump, there is a vast salt lake surrounded by canyons, great mountains, and war-broken cites and temples. The ghosts of soldiers from both armies yet wander this place, including a horrific revenant skilled in the way of the katana and possessed of overwhelming strength. He was once a commander of armies and leader of men, but his hunger for worthy foes led him to push his population into revolt, again and again and again, their rising desperation leading them to reduce this once proud land into this desolate state, ultimately ending his life not through battle as he had hoped but through starvation and disease. Now, these wastes are his hunting grounds, and even long dead he yearns for worthy prey – or to be made prey himself. Strike him down, and reduce him to ashes with lightning. Gather the ashes, for they shall be needed.

Should you spend any great length of time in this place, you'll eventually be subject to overwhelming thunderstorms – storms beckoned by a mighty warsteed. This is Ixion, a mighty unicorn of legend, the embodiment of this place's hunger for freedom. Through him, this place was laid to waste, its earth rendered inert, all to ensure that no man or beast may claim this place as theirs again.

The beast's hide is steel, and the levin-infused air around it deflects even the strongest attacks. Show it the ashes of its detested enemy, and it shall honor you with a fair fight, disabling its protective aura. Triumph, and the beast shall burst and scatter into lightning before your eyes, the storm in this place calmed forever more.

Rewards:

As the beast scatters, a bolt passes through you, 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 **Stygian Ashes**, the cursed ashes of a long dead evil, blessed by Ixion's lightning. When worn it allows one to abandon their own body and temporarily possess a corpse, gaining the abilities of the corpse's former owner, and if it is tied to one's weapon it instead punches through electric barriers.

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 Ixion** for themselves. Their stats are as follows:

Ixion
Elemental Nature: Lightning, Wind
Scales To: Agility
Horn crackling with levin's might, Ixion can command the power of wind to strike with discs of shredding magic that can unmake temporary buffs such as Protect, Regen, and Haste, or super forms a foe may have active. His ultimate attack, **Thor's Hammer**, lifts foes into the air using lightning and wind magic from his horn, then launches a mighty orb of electricity that crashes into the enemy like a hammer onto an anvil, doing cataclysmic damage.

(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:

Magic:
If you should happen to already possess specific spells of some kind, additional instances push the spell up a rank across all Out-of-Context FF Jobs. For example, if you already have Fire, a second Perk that grants Fire gives you access to Fira.

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…
"Jungle Gentleman": Clayton, Disney's Tarzan
"Beryl Bombarder": Mega Man, Mega Man
"Pocket Champion": Ash Ketchum, Pokemon