Out of Context: FF Red Mage Supplement

V1

By James the Fox

The Omniverse is shrouded in darkness. Seas stagnate, winds falter, the earth grows barren.
Heroes fall, and villains rise. Entire civilizations cry out and perish.
But a prophecy rings out across reality, as distant Jumps yearn for champions to fulfill it:

"When darkness veils the world, a Jumper of Light shall come."

And now, after a long journey, or perhaps at the start of one, you and your comrades have appeared. And in each of your hands… is a dim crystal etched with the wisdom of the past, sheltering the light of hope…

You stand upon a hill overlooking... a city of consequence where good and evil collide. A small and humble town where a hero is meant to be born. A village with a small problem that will cascade into a worldwide disaster. Or perhaps, something else entirely?

Cross the bridge, hero of light. Cross the bridge and bring hope to all.

This is one of several Supplements that focus on the Job System of the Final Fantasy multiverse, each focused on its own core Job. This document can be used as a supplement in any Jump to grant the Jumper and their allies the otherworldly abilities of the document's Job.

By taking this Supplement you have chosen to be a **Red Mage of Light**, and unlocked an additional **Starting Location** for this and future Jumps: As a **Drop-In** Origin, you may choose to enter the setting by mysteriously appearing at sunrise, outside of the Jump's main city, bearing a small dim Crystal (or Orb?) engraved with the teachings of your Job.

Your role as a Red Mage of Light need not influence your Race – you may appear as whatever species you already are, or whatever species is given to you by the main Jump. By default you are a Red Mage of Light – but may choose to invert that, being a Red Mage of Darkness, in which case invert any other mentions within this document of Red Mages of Light or Red Mages of Darkness.

+1000 CP

If this Supplement is instead taken as a standalone Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump. You may also treat this as a **Generic Final Fantasy Jump**.

Origin:

You may choose a single Job to focus in on – a variant of the main Job given above.

Sage
More focused on sorcery than swordcraft, these Red Mages wield White and Black Magic with skill and speed. They tend to wear heavy ruby robes decorated with baubles and charms, though your **Antiquated Artifact Armor** has lost much of its luster. They wield knives, shortswords, wands, and even guns like conductor's batons as they direct mystic drones called Nouliths around the battlefield. Your **Ruined Relic Weapon** might once have been a marvel of an ancient magical civilization... but from the dagger to the four Nouliths themselves, everything is chipped and worn and rusted.

Mystic Knight
Dead center between Sages and Fencers, a Red Mage's Red Mage. Whether clad in fanciful tunics and turbans, veils and ribbons, or scarves and corsets, they are a crimson flash, the legends of which bring hope to the masses… it's a shame that your **Antiquated Artifact Armor** doesn't quite match up with the legends. They have a forte with longswords, rapiers, and even the occasional greatsword. That said, the **Ruined Relic Weapon** on your hip has lost many of the magical foci embedded into it, and its edges are dull and chipped beyond conventional repair. It will serve you for now, but you need a replacement, and soon.

Fencer
Focused almost entirely on swordplay, these Red Mages channel their magic directly into their weapons and footwork, and stay firmly on the front line. Their scarlet garb is traditionally lightly armored, alluringly revealing, and accented with a flourishing parrying-cape. That said, perhaps your **Antiquated Artifact Armor** could use a few more layers, because it looks like it might fall right off of you. Fencers generally prefer rapiers, estocs, and other thrusting swords, though shortswords, sabers, and the like will do just as well. You've got a **Ruined Relic Weapon**, a formerly-majestic foil which has quite simply seen better days. It is a miracle it hasn't snapped in one place or another, so perhaps some repairs are in order?

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 (Red Mage) - Free
You gain a basic understanding of how to use your Job(s) in battle. In this case, you have a smattering of healing and elemental magic – including the spells Cure, Aero, Stone, Fire, and Thunder – and a fair amount of skill with the blade. 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 Strength -200 CP
The light of the Crystal shines upon your body, enhancing your physical might. With no other enhancements, you can lift heavy weapons with ease, and perform at an olympic level at most athletic events. Should you already surpass this with other Perks, your physical strength grows by 5%.

Augment Intelligence -200 CP
The light of the Crystal shines upon your mind, enhancing your intellect and magical might. With no other enhancements, you’re able to do the mental gymnastics needed to cast spells flawlessly and can retain information for a month with 100% accuracy. Should you already surpass this with other Perks, your magical power, memory, and intelligence 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.

Sage Perk Tree:

Sagacity -100 CP (Free for Sage)
There are plenty of impressive spells out there, if you're willing to look beyond sheer destructive power. Osmose can steal away your foe's magical energy for your own use, while Drain does the same for physical stamina. Confuse and Blind are fairly self explanatory. Mini can shrink yourself or your foe down to lilliputian proportions. You also gain the ability and knowledge needed to build, maintain, and wield Nouliths. The iconic tool of the Sage, these magical foci float around you like drones, serving as means to quicken your spellcasting by offloading somantic maneuvers to them.

Red Magic -200 CP (Discounted for Sage)
Owing to your expert focus on magic, many mighty spells from the schools of Black Magic and White Magic are now yours for the taking. You are able to cast Fire, Thunder, Blizzard, Aero, Stone, Water, and Cure up to the -ara tier. You can use Raise to pull an ally from the brink of death. Reflect is an exceptional addition to this arsenal – a barrier that sends your foe's own magic back at them. Any spells akin to these that you have are enhanced as well, akin to the rise from a baseline spell to an -ara tier spell.

Noulith Mastery -400 CP (Discounted for Sage)
All telekinetic powers you have improve, enhancing your control over Nouliths as you master new techniques with them. They can now divide your spells into bite-sized pellets and lasers on their own with Dosis Formation, (even automatically dosing an ally with healing magic periodically), or in combination can magnify your spells as devastating beams with Pneuma Formation. Their free-floating nature also allows you to fire off spells from any position within 30 meters of you, in all sorts of directions.
Breaking My Limits Boost: Icarus Formation
You can link yourself to your Nouliths, now, and have them lift you with the same magic that allows them flight, maintaining your flight so long as two of them remain within five meters of you. While they need very little mana to hold you in place while they float around you, you will need to charge them with magic if you wish to fly quickly – as long as they have energy to do so, they can launch like rockets in short bursts or marathon length travel, taking you along with them and allowing you extraordinary levels of three-dimensional movement.

Dualcast -600 CP (Discounted for Sage)
The iconic technique of Red Mages, this power is simple and potent – to cast two spells at a discount through efficiently combining verbal and somatic components. By channeling both spells at once, the energy you'd have spent preparing the second spell is rendered unnecessary, usually leaving the spell's price at about half its usual amount. This also shortens the time spent casting the second spell - the moment you have finished casting one spell, you may immediately deploy your second spell, using mana that would only have been wasted otherwise.
Breaking My Limits Booster: Vermilion Scourge
By drawing out the limits of both Black and White Magic, you push your own magic over the edge, casting scarlet recreations of their legendary spells – Verflare and Verholy. Their opposing powers can tilt the balance of your foe's spirit, with the spell you cast first causing them to develop a weakness to the one you cast second. If you could find a way to cast them both simultaneously, you'd be able to deploy a sanguine spell that is all your own, a maelstrom of light and dark magic that blinds and tears your foe asunder.
Noulith Mastery Booster: Simulcast
With the aid of your new tools, you have advanced your ability to prepare two spells in parallel such that you can release both spells simultaneously, letting your Nouliths handle one spell's execution while you unleash another. Heal your allies even as you harm your foes, or exploit two different weaknesses at the same time.

Mystic Knight Perk Tree:

Vercast -100 CP (Free for Mystic Knight)
Utilizing your Red Mage weapon and the foci embedded within, you've mastered a means of casting magic more efficiently. This weakens them slightly, and has an unusual effect on them – turning them more red than normal – but reduces their costs by extreme amounts. By dropping a spell's power by 20%, you reduce its cost by 70%. Owing to their new vermilion appearance, many take to adjusting the spell's name – for instance, Fire becomes Verfire.

Embolden -200 CP (Discounted for Mystic Knight)
You have developed a flashy style utilizing your expert combination of magic and swordplay. Simply flowing from one form of combat to another is an awe inspiring performance, one that fills your allies' hearts with courage and willpower. The more you play it up, the greater the effect, filling your comrades with adrenaline and giving them second winds that result in their own attacks being stronger than they were even when they were fresh. This power scales in power with your acting and performance skills.

Spellblade -400 CP (Discounted for Mystic Knight)
The distinguishing technique of the Mystic Knight, you may infuse a single spell into your weapon. This can be any spell you know. The result is rarely as destructive as casting the spell directly… at least, less destructive in scale. Instead, that power is focused down and unleashed entirely within the arc of your weapon, wasting none of the spell's power on the environment around you – only that which you plan to smite. This tends to allow you to land two or three blows as powerful as a single casting of the spell you infused into it.
Breaking My Limits Boost: Healing Blade
Your healing magic can be infused into your weapon as well, and it imbues the weapon with an unusal effect – by striking or especially stabbing your allies with such an infused blade, you inject the healing magic directly into their bodies, efficiently accelerating their healing well beyond any damage you may well have done with the hit, let alone any other damage they've taken. This may sting a little… but it'll be worth it.

Runic Blade -600 CP (Discounted for Mystic Knight)
You have developed an extraordinary ability – you may turn your weapon into a lightning rod, and absorb the power and force of foreign magic. In doing so, you not only negate the attack entirely, but convert it directly into magical energy you can then use for your own spellcasting.
Breaking My Limits Booster: Esper's Anvil
You have furthered your mastery of absorbing foreign magic with a surprising effect – the power of your allies' own magics, when absorbed into you, synchronizes with your own mana, enhancing the effective potency of the spell. With just this, your Runic Blade will convert friendly spells into twice as much mana as enemy spells. Perhaps, if you knew the right techniques, you could perform something akin to the devastating Delta Attack, converting your allies' powerful spells into a far more devastating slashing attack…
Spellblade Booster: Manafication
You have developed the ability to store the spell you've captured within your weapon, instead of converting it into mana for yourself. With this, you will be able to turn your foe's magic back upon them in a far more direct manner than you could with Runic Blade alone. You're able to perform a facsimile of the famous Delta Attack by letting your allies grant you their spells, but with just this it just… doesn't have the same omph.

Fencer Perk Tree:

Reflex -100 CP (Free for Fencer)
You have extraordinary footwork and battlefield awareness – you can rush forward into danger or backwards to safety with grace and poise, with a sixth sense warning you of what's behind you while you're moving backwards. Your less-dramatic evasive skills are nothing to sneeze at – even if your foe is slightly faster than you in general, you can position yourself to just barely evade their physical blows at close range. To make that just a little easier, you've also developed a talent for some basic Time Magic to improve your relative speed – Haste to speed you and your allies up, and Slow to reduce your enemies own speed.

Enchanted Fencing -200 CP (Discounted for Fencer)
Owing to your expert focus on swordplay, you possess the ability to enchant your blade with various effects with simple changes in stance. For example, with Swarmstrike, your swift stings inject a magical poison into your foe that eats away at muscle and sinew. With Shadowstick, numbing shadows leak from your lashing strikes, slowing your foe down. With Maimblade, your weapon trails chains that wrap around and bind the target's limbs. With Manastrike, your thrusts pulse needles of mana, poking holes into your foe's willpower that bleed them dry of their own magical reserves.

Tactical Parry -400 CP (Discounted for Fencer)
Your talent for parrying has enhanced to extraordinary levels, allowing you to cut projectiles out of the air. Be they arrows or bullets, be they thrown from a sling or fired from a gun, you're able to use your weapon to knock them cleanly into the dirt at your feet, leaving you unharmed. Better than unharmed, even – a perfectly timed parry invigorates you, charging your magical energy back up.
Breaking My Limits Boost: Inquartata
Now, with skill and timing, you're even able to swat aside massive blows that you wouldn't be able to fend off through sheer brute strength alone. More than that, your talent has reached a point where when you parry, you can redirect the parried attack into enemies who are near you.

Harbor Rune -600 CP (Discounted for Fencer)
By using runes to imbue and attune your blade with elemental power, you augment your combat abilities. This process is not as powerful as, for instance, storing a powerful spell within your weapon and wielding it until you've burned the last of its magical energy, but it also isn't one-and-done (and if you have a means of storing spells in a weapon, you can do both, the weapon's rune aspecting and enhancing the spell in unusual ways). Once you've attuned a weapon to an element, it retains that elemental power until it has been separated from you for a full eight hours, or you choose to replace it with a different rune. You can infuse runes of fire, ice, lightning, earth, wind, or water into your weapons, and can infuse up to 3 runes into a single weapon – which can be either different runes or stacked copies of the same rune.
Breaking My Limits Booster: Elemental Sforzo
In addition to granting you the ability to infuse light and darkness into your weapons, you're now able to purge a rune within your weapon to gain exceptional effects. For instance, you can render yourself and your nearby allies completely immune to the purged rune's element, or render your foe exceptionally weak to that element.
Tactical Parry Booster: Odyllic Subterfuge
You've fully mastered your body's flourishes. By combining that with the unusual flows of energy in your weapon, your hypnotic movements can unbalance your foes, and especially dishevel opposing mages. You can manipulate and hypnotize a single opponent with a complicated weave of parries and flourishes. While under your influence, their ability to aim becomes compromised. The more magical their powers, the more likely their attacks are to go wide and strike nothing of value.

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 Red Mage of Light before you. Etched in stone is your Job's history, and etched in your soul is the stone's contents. If you have a destiny within a setting, the crystal grows more comfortably warm and shines brighter as you draw closer to it, especially if your destiny would see good prevail over evil. Those who attempt to gaze into your future through any means will find themselves dazzled and blinded by this crystal's resplendence.

Companions

Light Party (200 CP)
You may create or import a set of four Companions. They gain access to one Out of Context FF Job Supplement – even one that you haven't used yet – and claim a Job Origin from that Supplement alongside 800 CP. They may take Drawbacks that affect only themselves, and automatically take the Scenarios **Of Relics Reforged** and **Of Artifacts Augmented** for their Job. Other Scenarios are barred for them.

Full Party (300 CP)
This allows you the usual full roster of 8 Companions, all at once. This is otherwise the same as the Light Party option, and is mutually exclusive with it.

Drawbacks:

You may gain up to 1500 CP from Drawbacks, for use in this Supplement and this Supplement alone. You may take more Drawbacks if you wish, but they won't supply any CP.

Chosen By The Crystal +100 CP
You are no longer a Drop-In or from an alternate Reality. As such, this Drawback locks you out of the main Drop-In Option for all Jump Docs this Jump.

When taken with an Out of Context FF Job Supplement, you are instead a Local drawn to and selected by the Crystal, which itself is hidden somewhere in the setting near a location important to the story. Should the Crystal be destroyed or its light fade, you may lose your Job powers until it is restored.
+ Shattered Crystal +200 CP
The Crystal that called you has been shattered already. You must seek out its shards across the setting in order to gain your Job abilities.

Hot With Destiny +100 CP
Remember how your Dim Crystal becomes comfortably warm as you walk a destined path? With this Drawback, your Dim Crystal will become increasingly, painfully hot as you continue your path. Worse, the Dim Crystal refuses to part with you, always returning to your hand or pocket (with that priority) the moment it leaves your sight and touch. If you take an Item Lockout Drawback, the Dim Crystal becomes immune to it.

Dark Crystal Bearers +200 CP
Normally you would be the only one bearing a Crystal within this continuity, however with this drawback, there are now others. Three random characters from this setting will receive a random Job Origin and the associated Free Perks from this Out of Context FF Job Supplement, bearing a Dark Crystal which drives them to oppose you. You may take this Drawback multiple times – each time you do, a random Out of Context FF Job Supplement will grant three more characters from this setting one Job Origin each.

Job Lock - Sage +300 CP (Exclusive to Sage)
Your Dim Crystal shimmers with ruby magecraft. Because of this, you are no longer able to take perks from the Mystic Knight Perk tree or the Fencer 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 Sage or in theme with it.

Job Lock - Mystic Knight +300 CP (Exclusive to Mystic Knight)
Your Dim Crystal shimmers with crimson harmony. Because of this, you are no longer able to take perks from the Sage Perk tree or the Fencer 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 Mystic Knight or in theme with it.

Job Lock - Fencer +300 CP (Exclusive to Fencer)
Your Dim Crystal shimmers with scarlet swordplay. Because of this, you are no longer able to take perks from the Mystic Knight Perk tree or the Sage 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 Fencer or in theme with it.

From Beyond the Final Fantasy (Red Mage) +200 CP, Can be taken up to 3 times
With each purchase of this drawback, one of the following will appear under mysterious circumstances, guided by a power that opposes your own. If you take this Drawback in future Jumps, each enemy summoned will remember their previous appearances on your Chain, growing wiser and more dangerous as you go. Your options for each purchase are…

1. This fellow appeared in a flash of lightning, and immediately became interested in the dominant forms of energy in the setting. They have a tendency of being "inspired" by scientists and mages alike, and they regularly end up taking the inventions of others and producing a better, "definitive" version in the eyes of the public. As such, by proclaiming themselves the one and only inventor of Red Magic, they view you as foremost among the critical rivals to remove from the stage of history. This so-called "**Overshadowing Innovator**" will have access to all the perks on the **Sage** Perk Tree, including the Boosted Effects.

2. Falling from the skies above, this warrior clad in green travels with sword in hand. They seek a golden power that they claim will help them save the world. Their sword is highly conductive of magical powers, something this would be hero uses to great effect, shooting lasers with each swing and occasionally charging the blade for a powerful spinning attack. They're versatile, flexible, and resourceful, traits that will aid them against you – someone they believe is responsible for stealing the golden light away. The "**Emerald Champion**" will have access to all the perks on the **Mystic Knight** Perk Tree, including the Boosted Effects.

3. From the windcast pages of a frayed book, this kin of a swordsmith appears as if by magic. Seeking tutelage from the finest swordsmen in the world, they make money however they can. This traveling warrior is haunted by a murder from his home reality, which drives them to alcoholism and despair… but, there is a flicker of false hope for them. Should they greet you, and give their name, know you look like the one who killed their father, and that your time is at an end. The "**Twinscar Wizard**" will have access to all the perks on the **Fencer** 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 (Red Mage)

This Scenario is accepted alongside your **Ruined Relic Weapon**, and will follow you from Jump to Jump until it is completed.

The weapon you arrived with is battered and in disrepair, but it was once a weapon without peer, forged in legend to perfectly align with your discipline. Even diminished as it is it will serve you well… but if you can find the right materials, the right craftsmen, the right tools to restore the relic to its former glory, then you will have a powerful new weapon. But where, oh where in the multiverse are you to find such things?

Sage Relic

The restoration of the **Sage** Relic requires not only the upgrade of your main weapon, but to the Nouliths that accompany it. The Weapon and the Nouliths should be made from the same materials, from the exact same source – any wood you use should all come from the same tree, metal should come from the same vein of ore, bones from the same animal, and so on. Five chunks of the same crystal must form the cores of the weapon's five parts, each infused with mana at the same time. Through gravity magic or through some form of technology, the Relic and the Nouliths should have the finest means of flotation through the air you can find. It is a good idea to design all five pieces to be aerodynamic.

Collect a number of feathers from the same bird, and through prayer, meditation, or simple thought exercises pour your hopes and dreams into them. You will need enough feathers to attach an equal number to each Noulith and to your mainhand weapon. These should be prominent decorations upon the weapons.

The final infusion of your magic into all parts should be done simultaneously, beneath a starshower.

Reward

Your weapon has been rebuilt into any form preferred by **Sages**. This **Reforged Relic Weapon (Sagittarius)**, whatever shape it may be, shines with the power of falling stars and is bound to your spirit. If stolen from you it will wrench itself from the thief's hands, and float back to you posthaste.

If and when you desire it to, this weapon can fuse with any weapon a **Sage** can use (other than other **Reforged Relic Weapons**) as an Import option, gaining their traits and the ability to shift into their shape. That said, it is powerful on its own, and can repair itself over time, so long as you still live. It is heavily in tune with your Nouliths, and can float on its own power, acting as a fifth Noulith under your control, boosting the maximum effects of their formations by 25%. In addition, it can be used in a special formation with the Nouliths – the Sagittarius Formation. This formation, similar to a bow in shape, sharpens and focuses your spells into a thin and powerful beam that, when fired, will fly straight and true for up to 2500 meters without losing any power.

Your Nouliths have been upgraded as well into the **Dynamis Wings**, sharing the main weapon's ability to self-repair and guard against theft. It also gains the ability to fuse with other, similarly-behaving weapons, doing so independently of the main weapon. Unlike the main weapon, these four now act as an extension of your own body, reacting to your thoughts and emotions, reducing any need for gestures to null (though using gestures to command them will enhance their speed and power by 50% for reasons unclear to most theories).

Mystic Knight Relic

The **Mystic Knight** Relic requires the power of splintered light to gather its true power. Specifically, most of the work should be done such that the weapon is bathed in pure red light from a rainbow, be it artifical or naturally-forming. The craftsmen should be skilled in magical arts as well as smithing – preferably, equal in skill at both, or close to. If there is room, the weapon should have magic-conducting formulae inscribed onto its guard.

The guard and grip of the weapon can be of any reasonable material. Wood, metal, leather, or cloth – any of these can be used in the construction. However, the actual blade should be made of a bright or clear mirror-glass or mirrored crystal of some kind, though it can be given a core of silver if you wish. You will need to temper the glass or crystal with magics, resins, or some other means to grant the blade improved durability. While other parts of the crafting process should be at minimum done under rainbows formed by prisms and artificial light, the blade itself must undergo its initial sharpening outdoors, with a natural rainbow visible in the sky above.

Reward

You have crafted a new weapon suitable for **Mystic Knights** to use. Whatever shape you guided it to take, the **Reforged Relic Weapon (The Prismblade)** is bound to you by a thread made from the many rainbow arcs it was born under. If stolen, it dazzles its thief with rainbow light, and returns to your hands in a glittering blur.

This weapon may at your discretion fuse with any weapon suited to a **Mystic Knight** (other than other **Reforged Relic Weapons**) as an Import option, gaining their abilities and the power to change into alternate forms. But do not think this is needed for it to be powerful. It can grow back from any damage done to it so long as you are still alive. If you look at the weapon from ten different angles, you will find that it shines ten different colors, at any given time. The same effect applies to you when you’re channeling magic through the weapon, refracting the possibilities of your angles and methods of attack such that it becomes impossible to tell for sure exactly what you’ll do. It reflects light and banishes darkness around it, making it a deadly foe for those who would wield either, and channels your own elemental magics with extraordinary efficiency.

Fencer Relic

The **Fencer** Relic, at its full splendor, is an elegant thing, thin and yielding yet strong and unbreaking. What you need to rebuild and reinforce it is a metal that is light, but durable. Magical conductivity is a secondary concern, to be found in the main metal, or through a secondary metal that is alloyed into it. The hilt should be even more durable than the blade, as it serves as your main defense. To this point, alloy the weapon's main metal with something a bit heavier and more durable.

In addition to the skills to achieve such metalworking, your craftsmen should have an eye for detail, and be able to inscribe complex mystic formulae into small places, to craft the details that bind your magic into your weapon. Of special focus are the indented nodes, similar in placement to the holes of a flute, placed along the blade of the weapon. The blade should be sharpened by the wind itself – be it natural or artificial – in a process that plays along the indents, producing an unusual song-like sound.

Reward

You have seen the completion of a masterwork worthy of a true **Fencer**. This **Reforged Relic Weapon (The Windsong)** is a trustworthy companion on the battlefield, with hidden qualities that only you can fully exploit. Those that would try to steal it and channel their skill or magic through this weapon will find the weapon so light it flies from their hand in a single swing – and watch in surprise as the wind itself carries the blade back into your hand.

At your convenience, this weapon can absorb any weapon suitable for a **Fencer** (other than other **Reforged Relic Weapons**) into itself as an Import option. Of course, even without such upgrades, this weapon will restore itself if damaged. This weapon grants a boost to your arm speed the less you are moving your legs, and vice versa. It makes the wind sing and vibrate with every stroke and thrust, jostling your foe and their magic accordingly. To be struck by it once is to be struck by it twice – the singing wind forms a phantom blade that follows in the weapon's wake. This phantom blade can carry your magic as well – allowing you to imbue it with entirely different elemental powers than the main blade.

Of Artifacts Augmented (Red Mage)

This Scenario is accepted alongside your **Antiquated Artifact Armor**, and will follow you from Jump to Jump until it is completed.

Your armor is a worn thing, not quite tailored to you, nor is it in good shape in general. You will need to replace it. Find suitable craftsmen to study your garb and make new examples for you. Thankfully this is not as involved a process as your Relic Weapon, but repairing your armor will still require resources similar to those you'd use to reforge the Relic Weapon. Once it is restored, it must be augmented – a process that requires you to fight whilst wearing it, reattuning the inner traits of the armor's original parts to you, and having them teach the armor's newer parts their role. Once you have won a hundred battles while wearing your repaired armor, this Scenario will be completed.

Rewards:

Your armor reawakens as **Augmented Artifact Armor (Red Mage)**. It attunes to you, and cannot be worn by any other. So long as you yet live, the armor will repair itself over time. It can absorb into itself any similar armor you have already acquired and gain the traits thereof (save for other **Augmented Artifact Armors**), with any traits that align with your Red Mage Origin's themes and abilities being further enhanced. While worn, it enhances your **Augment Strength** and **Augment Vitality** Perks, doubling their effects.

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

Flickering Flash: In battle, your armor glints off every light source, blinding and distracting the eyes of your enemies as you move, drawing their attention to you and making it harder for them to actually land a blow on you.

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

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

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.

Ordeal of the Forked Tower

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

Hidden somewhere within this Jump is a grand tower that splits in twain halfway up. Strange magics prevent flight and teleportation of all kinds within fifty miles of it. It is said that the ultimate Black and White Magic are hidden at the top of the tower, and both spells must be claimed at the same time. Needless to say, if you wish to claim this power, then you will need to gather your Companions, and enter as a group.

In the left tower, you'll find that your physical arts and tools are ineffective – both you and your enemies will need to rely on purely magical means of fighting. In the right tower, you'll find the opposite to be true – your magical abilities and trinkets will be sealed, and only your physical techniques can be used to fight.

At the top of the tower, you'll find two powerful foes. On the left, a mage that calls himself Omniscient. Possessed of many powerful spells, including the powerful Flare Magic, he will punish any attempt to strike him physically with a powerful time-warping spell that resets the battle. On the right, you'll find instead the mighty Minotaur, whose vicious blows are matched only by his knowledge of the mighty Holy Magic – a fact that would be more terrifying if he did not reside in a tower that blocked magic use.

The difficulty lies not just in defeating these foes, but also in defeating them simultaneously. Should one fall more than a few seconds before the other, the tower will explode, with you still inside. Even should you survive, it would spell the destruction of your rewards.

Rewards:

At the peak of the towers, you'll not find the powerful spells said to have been sealed here, but instead a pair of twin crystals, which combine and return you to the ground as the Forked Tower explodes. As the last of the crystal's light shines upon you, 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 **Sorceror's Mantle**, a strange cloak found amidst the rubble of the tower that resizes itself to whoever or whatever wears it. If worn it halves all elemental damage and makes the wearer more nimble, and if it is tied to one's weapon it instead condenses magic in the air to create a distracting aurora that hides your true angle of attack.

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 Asura** for themselves. Her stats are as follows:

Asura
Elemental Nature: Variable
Scales To: Dexterity
This three-faced, six-handed maiden of battle chooses which of its faces will support your allies – The Face of Wrath conjuring spells of destruction, The Face of Delight casting spells of healing, The Face of Serenity casting spells of protection. With her final attack, Ephemerality, she splits into three, and attacks with six shining blades, cutting asunder all who oppose her and her allies.

(If you have not yet acquired a Summoner Origin from the Out of Context FF Job series, the power of **Summon Asura** 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…
"Overshadowing Innovator": Thomas Edison, History
"Emerald Champion": Link, the Legend of Zelda
"Twinscar Wizard": Inigo Montoya, The Princess Bride