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

Thaumaturge
The truest adherents to the art of Black Magic, these spellcasters wield destructive fire, ice, and lightning magic to their fullest extent. They also have a focus on funery rites, and the cleansing of the undead from the world of the living. They are often clad in blue robes, striped pants, and a wide brimmed hat that casts darkness upon their face, and while your **Antiquated Artifact Armor** has all these traits, they are threadbare and not as effective at conveying your mystique. They prefer rods, knives, and sometimes even dolls as weapons, but your **Ruined Relic Weapon** is a worn, splinter-covered rod adorned with a cracked crystal core at its tip.

Pictomancer
These casters bring their imaginations to life with magical paint and all the world as their canvas. Though not always as powerful as other mages, their more freeform use of magic allows them to recreate all sorts of spells, objects, and even creatures from memory, if only in shape rather than function. Their turbans and baggy garmets are decorated with woven patterns and splattered ink… though in your **Antiquated Artifact Armor's** case the latter seems to have overtaken the former, rendering the garments crusty and uncomfortable to wear. While they prefer paintbrushes, they're also capable of painting the world around them with maces and more conventional rods, and can even wield stranger and modern means of painting, from mundane spraycans to magicked guns that shoot ink instead of bullets. Your **Ruined Relic Weapon** is a proper brush, though its bristles have become broken and worn, where they haven't simply fallen out, and the wood has begun to tarnish and crack.

Necromancer
These Black Mages walk beyond the accepted theories and dip into forbidden dark arts, be they for good purposes or not. They can command eldritch powers from the void, and even drag the shambling corpses of the dead to walk this earth once more. They wield scythes, staves, and knives in their grisly work, and your **Ruined Relic Weapon** is a more grisly knife than most – rusted by a tidal wave of blood and tarnished by an age buried in ancient crypts. They tend to garb themselves in human bones, dark cloth and leather, and blindfolds – though usually only over one eye, the better to gaze into the void. That said, your **Antiquated Artifact Armor** is chipped and stained, torn and worn, like something ripped off the corpse of a long dead mage.

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 (Black Mage) - 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, and the basic Black Magic Fire, Blizzard, and Thunder. 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 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%.

Augment Spirit -200 CP
The light of the Crystal shines upon your soul, enhancing your concentration and mystical resistance. With no other enhancements, you are able to shake off low doses of fire magic with only mild burns and maintain focused on a task despite extreme pain. Should you already surpass this with other Perks, your magical resistance and ability to concentrate 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.

Thaumaturge Perk Tree:

Pure Black -100 CP (Free for Thaumaturge)
Black Mages are known for their powerful offensive and debilitating magics, something the Thaumaturge is known for. -aga tier destructive spells of Fire, Blizzard, and Thunder schools are yours to cast. Repose drags your opponents to slumber mid-fight. Mini can turn the foe extremely small, reducing their ability to do you harm.

Bring Out Your Dead -200 CP (Discounted for Thaumaturge)
You have an intuitive understanding of a variety of funerary rites, including those you encounter in other Jumps, and your magic can be retooled to better serve these rituals. Further, your elemental magic has developed an extraordinary affinity for disposing of corpses… especially corpses that shamble back to life. Lightning sets long-dead nerves to life and banishes necromantic magic's control over the muscles. Ice freezes long-stilled blood, causing the veins and bones carrying it to stiffen and break off of unfrozen sinew. And flame purifies rotted flesh and reduces even bones to ash. The longer a body has been dead, the more powerful your magic becomes against them.

Leylines -400 CP (Discounted for Thaumaturge)
You have developed a means to draw upon the lifeblood of the planet – by manifesting those veins as glyphs at your feet, you enhance your magic to exceptional levels. The Leylines you manifest take off some of the load from your vocal and somatics, speeding your casts (and the casts of allies who stand in it with you), while empowering your magical output by a factor of two. The Leylines last for a full minute at a time.
Breaking My Limits Boost: Aetherial Manipulation
Your understanding of the Leylines and the way that magical energy is connected has grown, and with a somatic wave of your hand may become as blood in the stream. Within this state, you can travel to any sufficiently bright beacon of magic connected to the veins. Larger amounts of magic can be reached from further away. Your allies shine brightly when within about thirty meters of you, and your Leylines likewise produce a useful beacon. Be wary of entering this state without a sufficient beacon – lest you dissolve into magic and become blood in the planet for good.

Umbral Dark -600 CP (Discounted for Thaumaturge)
You have gained access to the mightiest of Black Magic. Flare is now yours – and spells greater than it, such as Foul and Meteor, may now be within your reach. Their destructive power is legendary, and their ability to vaporize the dead may only be rivaled by the greatest arts of the White Mages. For those that cannot be slain, Warp can be used to open a rift in space and time. Knock your foes through, and banish them into the endless abyss of the Void.
Leylines Booster: Twincast Black
You possess a rare ability – to merge two spells together into one. You can combine two of your own spells, enhancing the properties of the final result. You can also merge this power with someone else's attack or spell, though this is usually incredibly unstable, with unpredictable effects. Many have attempted to combine Flare with the ultimate White Magic, an effort often only rewarded with the death of the casters… but it is said that there is an opposite power to Twincast Black, and that two people with the opposite power can perfectly unite their abilities to cast such extraordinary spells as Flare Star, Comet, Twin Meteor, Bubble, Faith, Bravery, and even Ultima.
Breaking My Limits Booster: Enochian
You have mastered your command of elemental magic, and have found a mystic pattern that, if maintained, enhances your magic. By casting spells of the same element, you can enhance their power by 5% each successive cast.

Pictomancer Perk Tree:

Monochrome -100 CP (Free for Pictomancer)
You have developed an alternative form of magic, using mystic paint of your own design. By default you can prepare a full gallon of this paint in about an hour with easily procured ingredients and an incredibly small amount of magic. This paint in shades of grey can be infused with mana, then painted onto the air using whatever weapon you're holding as a brush. This requires several more somantic components, but eradicates vocal components entirely and makes spells you channel through the ink significantly cheaper. It has an unusual effect – magic cast this way will look and feel to be made of paint (because they are) and entirely in greyscale. For example, magicked flames will still burn, but feel wet, somehow, even as they lick your target. Your paint-enhanced magic grows in power as your skills as an artist grow.

RGBW/CYMK -200 CP (Discounted for Pictomancer)
You can now color in any feature, including your monochrome spells, by simply stroking it with your brush, making the object more vivid if it has color already, or granting it a full array of colors if it were only in shades of black, white, and grey. When coloring something in, you must decide whether to use an Additive palette or a Subtractive palette. Additive colors work best on things meant to be red, green, blue, or white, and enhance all of their overall traits by a little. Subtractive colors work best on things meant to be cyan, yellow, magenta, or black, and reduce several of the subject's qualities by a little to massively bolster a single trait – such as fire burning hotter, or being easier to carry upon the wind. The effect of these palettes is tripled when used on your own paint. If you have Monochrome, your paint production speed triples.

Motif -400 CP (Discounted for Pictomancer)
You have become a proper artist now – capable of painting at a professional level. Any paintings you create are true to the life of the subject, and you can pull them out of your paintings, even if they're not made of magical paint. Once manifested, the object can be almost indistinguishable from the real thing, if you've colored them in. In addition, this realism makes it so that your painted spells are just as powerful – if not *more* powerful – than the real thing. Seeing is believing, after all! Just… maybe don't eat that painted apple.
Breaking My Limits Boost: Design
You are now capable of more technical artwork, being able to paint detailed schematics of weapons and armor, which manifest before you the moment the final stroke is struck. These weapons are feather-light in your hands, but hit with all the weight and power you'd expect from the actual weapon. They tend to fall apart quickly, though – a few swings or shots will be all you're getting out of these.

Portrait -600 CP (Discounted for Pictomancer)
By drawing a creature you have seen before, you can conjure up a fascimile of their power. Paint a portrait of a ki-enhanced martial artist, and marvel as he unleashes a beam of ki upon your foe. Sketch out a muscular behemoth and watch your foes be trampled underfoot… or crushed under a massive meteor. Your portrait will dissipate shortly after, and the conjured attack isn't as powerful as the real deal, but your varied attacks can throw your foes off guard. You can also paint up a disguise for yourself for a few minutes!
Breaking My Limits Booster: Landscape
Your magic has increased in scope, allowing you to temporarily repaint the world around you to whatever shape you wish. Turn the battlefield into a desert populated with prickly cacti or a garden filled with thorny vines, conjure storms and heat waves, set rivers to roaring rapids, and turn day into a painted starry night. These effects tend to last several minutes, and can take a while to set up.
Motif Booster: Muse
Your paintings have perhaps become too lifelike, now. If you can paint a creature from memory, you can give the painting temporary life, allowing them to linger on the battlefield for a few minutes. While weaker than their inspiration, these creations are loyal to you, and will fight to defend you for all they're worth.

Necromancer Perk Tree:

Dark Arts -100 CP (Free for Necromancer)
You possess a wide variety of dark magic. Drain Touch allows you to steal your enemy's life force and replenish your own. You can unleash a cloud of Evil Mist that poisons those that breathe it. You may inflict Curses upon your enemies, randomly afflicting them with varied effects such as stealing their voice, driving them berserk, blinding them, casting them into a deep sleep, or even turning them into frogs.

To This World Once More -200 CP (Discounted for Necromancer)
You possess the exceptional power to drag the dead from their graves and force them to serve you. Skeletons, zombies, and ghosts can be bound to you with dark rites. You may channel your magics through your undead, allowing attacks from a variety of angles. You may even use Necroburst to cause your undead to bloat and explode – a terrifying bomb to be sure.

Avatar's Oath -400 CP (Discounted for Necromancer)
You have formed a pact with something from beyond this reality. It is an Avatar – a swift and vicious demonic creature veiled in a black robe that now rests within your soul. It can emerge from you to strike at your foes with rending claws, attacking in time with your own spells and attacks. It feeds largely on the life force of those it attacks, and especially the souls of those it strikes down.
Breaking My Limits Boost: Voidcall
Your Avatar has taught you how to open greater rifts, to summon forth demons from beyond. Even should no such creatures exist in the Jump you're in, you'll still be able to call a few notable abominations: Skeletons possessed by lightning elementals, masters of eldritch flame, winged beasts spewing foul waters from their mouth, or even zombie dragons whose rotted blood mists into the battlefield as poison. So long as you have something to offer them, even if that is just the blood of your enemies, the monsters you call forth will always serve you loyally. You also have a talent for negotiating with and commanding similarly demonic monsters in any Jump you visit, and Perks and powers of a similar nature are boosted by 50%.

Darkest Arts -600 CP (Discounted for Necromancer)
You have mastered a variety of horrifyingly powerful magics. You can conjure a Dark Haze can cause those who breathe it to age faster – years within minutes – while addling their minds. You can create ice so cold it Deep Freezes time itself, wind that bites your foes' skin and turns it to stone, lightning that binds the nerves of your foe, and much more.
Breaking My Limits Booster: Deathtouch
You have the fell magic of the god of death, now. Doom spells the end of your opponent – only those immune to death's direct touch can ignore the thirty second countdown to their own demise, and only powerful healing magics can throw the effect off. Zombify allows you to force your opponents to be one foot in the grave already, as half-undead, and if they wish to escape, you may consider punishing them with the mighty and costly Mega Death, instantly quenching the flame of their mortal lives while healing your undead hordes.
Avatar's Oath Booster: Enshrouded
You may now offer your flesh as a vessel to the Avatar you've allowed to curl around your soul, and to any other such creature sealed within or bound to you. This grants you a minutes-long super form, wherein you retain a significant amount of control over your body, but it transforms and takes on elements of the being you've allowed to Enshroud you. You and your Avatar finds yourselves able to wield the Avatar's full power during this merger, making it twice as strong as before, and you'll find that allowing other beings to Enshroud you likewise allows you to wield their full power, bypassing any locks or seals meant to separate you, though this may allow some of their nature to influence you.

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 Black 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 - Thaumaturge +300 CP (Exclusive to Thaumaturge)
Your Dim Crystal shimmers with elemental might. Because of this, you are no longer able to take perks from the Pictomancer Perk tree or the Necromancer 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 Thaumaturge or in theme with it.

Job Lock - Pictomancer +300 CP (Exclusive to Pictomancer)
Your Dim Crystal shimmers with imagination's hues. Because of this, you are no longer able to take perks from the Thaumaturge Perk tree or the Necromancer 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 Pictomancer or in theme with it.

Job Lock - Necromancer +300 CP (Exclusive to Necromancer)
Your Dim Crystal shimmers with the pall of death. Because of this, you are no longer able to take perks from the Pictomancer Perk tree or the Thaumaturge 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 Necromancer or in theme with it.

From Beyond the Final Fantasy (Black 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. In a burst of holy light and crumbling stone, this nomadic scholar appears. Bearing a staff with which to conjure the elements, they hunt down the undead first and foremost, and servants of darkness second. They especially despise those who would manipulate the minds of others, and those who would spark the flames of hate. Ironically, something about you has earned their ire, and so they are intent on destroying you as a threat to the world. This "**Mystic Warlord**" will have access to all the perks on the **Thaumaturge** Perk Tree, including the Boosted Effects.

2. This shapeshifting vandal emerges from a fresh coat of graffiti, and immediately begins spreading their art across the world. They rarely use their true form – one that's strangely turtle-like – as they use their massive brush to deface public works, instead choosing to get other people in trouble, especially preferring to imitate people close to you. They seem to be mistaken – they think you're one of their parents, and want to return you to your "spouse" whether you want to be or not. And of course, they'll beat up anyone who gets in the way. The "**Turtle Troubadour**" will have access to all the perks on the **Pictomancer** Perk Tree, including the Boosted Effects.

3. Appearing in a whirl of blue flame, this dark servant appears. They collect the souls of those they slay, bringing back the dead again and again to serve them. To this end, they have come to this world to grow ever more powerful, that they may one day return to their master and become the greatest of servants. But there is only one way for a being like them to grow stronger – to kill and steal the souls of the strongest of warriors. And surely there are many powerful beings in this world… but you are perhaps the most valuable of prey. The "**Merchant of Doom**" will have access to all the perks on the **Necromancer** 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 (Black 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?

Thaumaturge Relic

The **Thaumaturge** Relic at its peak is overflowing with unbridled power, just as a Thaumaturge themselves should be. As such, you need only the finest, most magically conductive materials. Of special note is that the core of your weapon should be made of a material deeply and physically tied to the space beyond mere planets. Meteorite shards and stardust, for specific examples, would make great cores. Your craftsmen should be men of extraordinary ambition, who would burn the world to further their craft. If nothing else, you should expect them to be learned in the arts of magic.

Your magic, of course, should be a critical component. The flames that heat and melt, the ice that hardens and buries, the lightning that charges and cleanses… these should be your direct contributions to the reforging of this weapon.

The final steps of this process should be done alongside a funeral rite. As you pour your magical power into the weapon, say a final prayer for the deceased, purify their body with the elements, and free their soul to fly to the afterworld.

Reward

Your weapon has been rebuilt into any form preferred by **Thaumaturges**. This **Reforged Relic Weapon (Stardust)** is practically made of your magical power – in the absence of it, it slowly dissipates, only to reappear in your hands in a swirl of elemental power.

This weapon can, at any time, absorb any weapon a **Thaumaturge** can use (other than other **Reforged Relic Weapons**) into itself 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.

This weapon draws power from energy – the flame of life, the chill of death, and the lightning that races between – and uses it to refuel your magical power. You may teleport to any open flame, racing lightning, or solid ice within a hundred meters of yourself, and are unharmed by those sources, drawing them from your feet to the core of your weapon simply by being near. Should you find that you are overflowing with magic, your weapon can throw up to a full fifth of your mana to an ally every minute. Or… you can convert that energy into fleeting mass, temporarily increasing your size by ten percent for every five percent of your mana you spend on the trick, and your spells scale in power and size to your own new stature.

Pictomancer Relic

As an artist, you should know exactly what your **Pictomancer** Relic needs to be a proper work of art. Wherever you acquire the hair for any brushes (likely, from some form of mighty magical beast), it will need to be of sublime quality, capable of absorbing paint with ease and letting it go with a simple wash, and they absolutely must be able to hold their shape. Any woods, metals, or other materials should likewise be able to release their hold on the paints you use, and of course should be of a high quality and magically conductive. It would be wise to ensure that at least one major raw material has been saturated in magical energy for at least a century before you claim it for your own use. And yet, just as important is that the materials are stylish, and exude your unique sense of aesthetics. Only you can have the final say on how this weapon looks, and it must perfectly reflect your soul. Any artisans that work on this weapon must share your sensibilities, or at least understand your vision as well as you do.

Reward

You've crafted a weapon suited for **Pictomancers** to use. Because of the way you made it, the **Reforged Relic Weapon (Mystical Masterpiece)** is perfectly and absolutely bound to your aesthetic sensibilities, and simply doesn't work for those who attempt to plagiarize your use of the weapon.

If you want it to collaborate with any weapon suited to a **Pictomancer** (other than other **Reforged Relic Weapons**), you can unite them as an Import option at any time, granting your relic the abilities of the other weapon and the power to change into alternate forms. But even as a standalone work, it is a marvel to be jealous of. It can recover from any damage done to it, returning to perfect form again and again, so long as you are still alive.

In addition, it's a powerful medium for artistic endeavors – simply holding it fills you with inspiration, and when used for painting in both mundane and magical contexts it guides your limbs with precision, following your intent with care, allowing you to work far faster without making mistakes. It also is, strangely, on the edge of being entirely made of paint-magic itself – a trait it can pass on to you, allowing you to leap over the edge and become living paint. Entering paintings, attaching to surfaces, and reforming when split apart. This transformation is draining, but valuable. If you have an Alt-Form that is made of ink or paint or the like, this weapon enhances all of their powers and allows you access to that Alt-Form even when you would otherwise not be able to use it.

Necromancer Relic

It is natural, of course, to want to bring the **Necromancer** Relic back to its full glory.

Your materials should, as much as possible, be claimed from the long dead. Loot from old graveyards. Pillage tombs. Defile mausoleums. Bereft of such lofty options, mug a funeral, if you must. Jewelry, metal, and the like are of course only one kind of resource your can use. Bones, hair, skin. Muscle and sinew. If you are so lucky as to find a restless soul, that would make a fine crown jewel. The older and stronger the being whose sleep you desecrate in your hunt for materials, the better.

But there is one thing, and one thing only, that must be claimed from the living. *You.* You must make an offering of yourself to this weapon, and make that offering the core of the weapon. The greater the offering, the stronger the weapon will be. It can be several liters of your blood, one of your eyes, or an intact bone. Be warned – what is given cannot be restored or regenerated until the end of the Jump you gave it in. Not even an 1-Up can save you if you give the weapon something fatal.

Your craftsmen should be cursed men. Damned men. If they are already dead, and yet have not moved on, all the better.

Reward

Your weapon has been rebuilt into any form preferred by **Necromancer**. This **Reforged Relic Weapon (Death Sickle)**, is a part of you. It is made of you. And you are always aware of its location. No thief can flee with it for long. And when you find them...

This weapon can, at any time, absorb any weapon a **Necromancer** can use (other than other **Reforged Relic Weapons**) into itself 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.

This weapon attunes itself to dead flesh, blood, and bone it or spells cast through it touches, allowing you an absolute telekinetic control over the mass. The mana cost for this power is relative to the amount of matter you're moving this way. With it you can do many things. Separate flesh from blood from bone, for easy categorization or use in other purposes. Carry your undead armies over rivers or above clouds and drop them like rain, or perhaps bury your foe in a literal formless tidalwave of rotted and torn body mass. Craft a castle of flesh, perfectly to your liking, pressing it all together until the pressure fuses and hardens it all. The weapon serves as a passive two-hundred-meter radar for suitable matter – not even a dead rat in a trap will escape your notice.

It cuts through the immaterial, killing even ghosts and spirits otherwise immune to things done by material actions.

A slash of the weapon can also open a portal the size of the cut to a nearby location within thirty meters of you. These portals linger for forty seconds after you've opened them, or until you close them up again – whichever comes first.

Of Artifacts Augmented (Black 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 (Black 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 Black Mage Origin's themes and abilities being further enhanced. While worn, it enhances your **Augment Intelligence** and **Augment Spirit** Perks, doubling their effects.

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

Swiftcast: Your armor can, in short bursts, eliminate all verbal and somatic preparations for magic, allowing nigh-instant casting of a single spell every minute.

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.

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.

Zombify: Your armor rots and decays your body… and yet, you still live. While wearing this armor, you are undead – even should your body be mangled, bisected, or crushed, your unliving, undying flesh and the armor surrounding it will knit itself together and shamble on. Light magic, including healing magic, harms you deeply, but dark magic heals you. So long as no holy rites to exorcise you from the realm of the living succeed, you are unkillable. If you are already undead, any undead-related powers you have are enhanced.

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

Ordeal of Dun Scaith

Hidden somewhere in this Jump are the ruins of an ancient but advanced floating city, crafted by Black Mages of an ancient era. The otherworldly demons who once served as power sources for this place have long since broken free, and are only held within the city by powerful bindings. Should you find and approach this place, you'll find yourself in conflict with exceptionally powerful monsters. Be sure to bring your Companions along, or you might find this place to be your grave.

It seems the place has been host to a simmering intrigue for the past few hundred years, and your arrival is just the ember needed to set the kindling ablaze. The means you'll use to fly to the city proper will be attacked by flying, frightful monstrosities. Ice, wind, and life-draining darkness will barrage your vessel, seeking not to knock you out of the sky – that would take you out of their reach – but to capture and contain you. You are the freshest meat this city has seen in eons, after all.

If you can get past them and land at the skyport, you'll find yourself standing before a massive, hell-shaking riot. You'll need to fight through voidsent guards and officers, undead dragons and soldiers. Succubi and vampires alike will swarm you for your soul, a rare and delicious delicacy in their prison. At their head, you'll need to fight a vicious voidsent jester, armed with a scythe and a mastery of fire and ice magic.

As you go deeper, some fool will awaken ancient anti-demon weaponry, causing even more havoc. This giant mech will grab and consume any creature within reach, while firing off beams attuned to the burning light of the sun. Be careful not to be caught in the crossfire.

At the heart of the city, in a great castle, you will witness the peak of a courtroom drama, as the queen of this fell place is stabbed in the back and consumed by Diablos, a creature of nightmares and shadow. Fight him, overwhelming his massive defenses and avoiding being drawn into an endless sleep. If you can persistently strike at him, and not succumb to fatigue, eventually he will fall.

Rewards:

As Diablos fades away, the remnants of the queen's dark power washes over 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 **Nullstone**, an emerald cube that glows with otherworldly energy – the very tool Diablos used in his coup. If worn it exudes an aura that voidsent, undead, and other demonic entities hate and fear, and if it is tied to one's weapon it instead makes your spells and strikes horrifically painful to those entities, creating wounds in them that do not easily heal.

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 Diablos** for themselves. His stats are as follows:

Diablos
Elemental Nature: Darkness
Scales To: Spirit
A sinister demon from another world, made of nightmares, and now bound to your service. Plunge your foes into deepest darkness and everlasting nightmares, weaken them with Gravity Magic, then use Dark Messenger to rot what's left away.

(If you have not yet acquired a Summoner Origin from the Out of Context FF Job series, the power of **Summon Diablos** 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…
"Mystic Warlord": Sypha Belnades, Castlevania
"Turtle Troubadour": Bowser Junior, Super Mario Bros
"Merchant of Doom": Demongo, Samurai Jack