

Magic Knights Rayearth Jump

By u/Ursusprimal

Intro

Cephiro, the land of will is in danger. High Priest Zagato has kidnapped Princess Emeraude, the pillar of Cephiro. Without her praying for Cephiro's continued existence, the world will soon start to crumble. In a last desperate act, the princess summons the legendary Magic Knights.

Three junior high school girls are visiting Tokyo Tower with their schools when they see an image of a young-looking girl with long golden hair and a pure white dress, pleading for the Magic Knights to save Cephiro.

Not everything is as it seems here, Jumper. Take these:

1000 CP

Origin

Magic Knight: Junior High student summoned from another world. Can be a drop-in. Age is 13-15. Gender is the same or can be changed to female for free. Change to male for 50 CP.

Cephiran: A native of Cephiro. You are 16-20 years old and your gender is unchanged. Change gender for 50 CP.

Perks

Sports Related Combat Skill (100 CP, free for Magic Knight): Pick a weapon focused sport such as fencing or kendo. You are good enough at this sport to compete at a national level and can easily get better. But more importantly, you can translate this skill into an effective combat style.

Determinator (200 CP, discount Magic Knight): You may be bleeding from dozens of wounds, but you'll find the strength to stand back up and fight on. Stopping you would probably involve massive amounts of damage to your body.

Combination Attack (400 CP, discount Magic Knight): You've come across someone who can no-sell your best attack. Now what? Call upon a couple of friends! With this, you and two others can combine attacks to greater effect, even if you've never fought together before. Co-ordinated weapon and spell strikes are one way this could be expressed, but this perk shines when you combine your magics into a single powerful spell.

Magic Gift (600 CP, discount Magic Knight): Gain the ability to cast spells related to an element (Earth, Air, Fire, Water, Metal, Wood, Light, Dark, Time, or Gravity.) Early spells will most likely be an attack spell

and later ones can be more powerful attacks or utility spells. During the jump, this magic will only work in Cephiro. Post-jump, this restriction will be lifted.

Cephiran Magic (100+ CP, discount Cephiran): This can be elemental magic or another specific form of magic (ie: Summoning, Illusions, Smithing, etc...) At 100 CP, this is on the level of cantrips and the equivalent of first level D&D spells. For 200 CP, you can cast spells that are equivalent 5th level D&D spells. For 400 CP, you can cast spells equivalent to 9th level D&D spells. At the 600 CP mark, you are a magical match for High Priest Zagato, who was able to create his own Rune God and fight the Magic Knights almost to a draw. Finally, at 800 CP, you have Emeraude's power level and are capable of creating effects on a planet-wide scale, including destroying said planet.

Master Swordsman (200 CP, discount Cephiran): You are a highly skilled swordsman with few equals. Most swordsmen will leave their magic to focus on their sword fighting skills, but if you have any magic, you can combine it with your skills to deliver magically charged strikes.

Guru (400 CP, discount Cephiran): The scope of your magic broadens. Instead of being limited to just a single narrowly defined type of magic, you know and can use several types of magic. In other worlds, you can learn magic not normally allowed to you.

The Princess' Blessing (600 CP, discount Cephiran): Before she was kidnapped, Princess Emeraude used her power to grant you a powerful blessing. If you should perish for any reason other than old age, you will be resurrected in a nearby safe place, fully healed and cured of whatever afflictions you were suffering from. This acts as a standard 1-up.

Items

Magic Knights Media (0 CP): You receive a collection of all the Magic Knights Rayearth anime, manga, audio recordings, and video games. This can also include the Super Robot Wars games in which they appear.

Candy (100, free Magic Knight): A sweet treat. Giving it to someone will make them friendlier towards you. Once given away or eaten, you'll get another in a month.

Egg House (200, discount Magic Knight): An ornate egg-shaped structure about three meters wide and four tall. Bigger on the inside with a spacious bedroom, a luxurious bathroom, and a kitchen/living room. When not in use, it can shrink down to the size of a chicken egg for easy transport.

Escudo Armaments (400 CP, discount Magic Knight): A set of armor and a weapon which will grow with you. A previous armor and weapon can be imported.

Rune God (600 CP, discount Magic Knight): Part item and part companion, this being normally takes the form of a giant animal or mythological creature. When needed, it can change into a giant robot-like form, with a suitably scaled-up version of your primary melee weapon. Your spells and other supernatural abilities are also scaled up when you are inside your Rune God.

Cool Outfit (100 CP, free Cephiran): An eye-catching set of clothes which can be either a unique set based on the styles worn by Cephiran mages, or a copy of a canon character's outfit. Reappears in your warehouse after a day if lost or stolen.

"Wishing" Stone (200 CP, discount Cephiran): A pair of small red relics. They don't grant wishes, but they can act as two-way communicators, as well as record and replay whatever is spoken into them. This can be bought more than once.

A Piece of Cephiro (400 CP, discount Cephiran): Part of Cephiro has attached itself to your warehouse. If you are a Cephiran, this could be your hometown or an isolated retreat if you don't live in a settlement. If you're a Magic Knight, it could be your Rune God's temple. Or it could be any part of Cephiro that you happen to like. This attachment is about two kilometers across and if it includes inhabitants who consent to accompany you, they will join you as followers. The High Priest's palace can not be taken this way.

Black Stone (600 CP, discount Cephiran): How did you get this? This terrible magical device is a copy of the black stone found in the Forest of Silence. Its effects, once placed, are twofold. First it will absorb all magical energy within a fifty kilometer radius, creating a zone where spells cannot be cast. Second, any animal or person who approaches to within 50 meters of the stone will be drawn towards it. Anyone who touches the stone will be transformed into a monster. Unlike the stone in the forest, this one is under your control and you can activate or deactivate it with a thought. You are also immune to its attraction and transformative abilities. Any monsters it creates are not under your control.

Companions

Fellow Magic Knights (50/300 CP): Import existing companions or recruit new ones for 50 CP each. 300 CP will get 8 companions. They have 1000 CP to spend on perks and items.

Canon Companion (100 CP each): If you can convince one of the named characters to join you, without the use of charisma perks or mind control, they will do so. They will have the perks and items that they demonstrated in the series. High Priest Zagato and Princess Emeraude cannot be recruited in this fashion.

Mokona (100 CP): Not the original Mokona, but a less powerful copy of him. His abilities include projecting a map of the local area, storing a ludicrous amount of food in stasis, and storing the Egg House if you have that item. He can also swallow fairies if they annoy him; they'll be spat back out later, covered in drool but otherwise unharmed. He also says 'Puu' a lot; get used to it.

Drawbacks

You may take up to 800 CP in drawbacks.

Continuity (0 CP): Each version of Magic Knights Rayearth has a few differences. The manga doesn't have Innova and the video game has more spells and the final battle is with a centauroid mech instead of a humanoid one. You can pick which one you want or blend two or all three into a new tale.

Smol (-100): You're noticeably smaller than your peers. Most strangers will think that you're younger than you are.

Nearsighted (-200): You're nearsighted. You'll need glasses or contacts to see anything far away.

No Magic (-400): You cannot use magic, even if you purchased a magic perk from this jumpdoc. Your other supernatural abilities are unaffected.

Nova (-400/-800 CP): A bit of your soul will split off and take shelter in the fountain of Eterna. You won't notice this and it will not have any effect on you during your first visit to Cephire. But if you return, this splinter will have grown into an elf-like being who closely resembles you and embodies all of your darkest desires. They will also want to take your place. If they succeed, your chain will end and you will be trapped in Cephire forever.

Avoiding them by not returning to Cephire will see them come to Earth and cause trouble to draw you out. If you can defeat this being without killing them or using Hikaru's solution, you can bring them along with you as a companion.

At the 400 CP level, this dark twin will only have a copy of your body mod and all your purchases from this document. Their power and skill will be slightly above your purchases in this doc.

But for 800 CP, they have the above as well as all your perks and powers from previous jumps. They may even take the role of the big bad during your second visit to Cephire.

The Princess Cannot be Harmed (-600): Princess Emeraude maintains the existence of Cephire and nobody who lives there can harm her. This restriction now applies to you and your companions. You may come to regret this decision.

Scenario

Really Save the Princess: You probably know how the first part of the story goes. Three girls barely in their teens get summoned to a magical land so that the princess can commit suicide by magic knight. But you're more than a Magic Knight or a Cephiran. You're a Jumper. Somewhere in that pile of perks, skills, powers, and other goodies, you have a better solution.

You'll need to find a way to allow Emeraude to step down as the Pillar without having to die. You can either have a willing volunteer take up the role of Pillar, or discover how to make Cephire continue to exist without one. To even get close to the princess, you'll have to find a way past her most devoted protector, Zagato, without harming him in the slightest. You're also on a time constraint as the Magic Knights are growing stronger every day and will soon come to fulfill Emeraude's wish.

If you can free Emeraude from her duties, keep both her and Zagato alive, and keep Cephire intact, you can take the Princess and the High Priest as companions. Both of them have the perks Guru, Cephiran Magic (800 CP for Emeraude, 600 CP for Zagato), and a Rune God item. Zagato also has Master Swordsman. They also bring with them the Zagato's Palace, a spacious palace made of crystal and

situated on a floating island. At the beginning of a jump, you can choose to attach this to your warehouse or place it in the jump.

The End

Stay Here: Why not? It's barely any different from 1990's Earth.

Go Home: It was fun while it lasted.

Move On: Time to go to the next level.

Notes

This jump is mainly based on the first season of Magic Knights Rayearth. Likely one of the first isekai anime seen outside of Japan.

Change Log

V0.1: Created the jump

V0.2: Added the Cephiran background, added new perks, items and drawbacks. Formatting changes.

V0.3: Swapped Combination Attack and Magic Gift, added companion option to Nova drawback, added a scenario, added 400 and 600 CP perks and items for Cephirans.

V0.4: Expanded on the Sports Related Combat Skill perk.