

## Familiar of Zero Jump

V2.0

By mib

Welcome Jumper to the Zero no Tsukaima universe, or The Familiar of Zero. This land is full of magic, from stones that can destroy cities, to powerful beasts. It seems that this world is connected to your home world as well, as there seem to be many artifacts lying around from the world here. And the countries resemble and look similar to different European ones. You arrive in the beginning of the series, whenever the mages of Tristain Academy summon their familiars. Oh, also there is also political turmoil and a possible race war that is about to emerge... Have fun.

+1000cp

Locations: Determined by origin.

- [Mage and Drop in (with Louise as master)] Tristain Academy: A beautiful academy that raises the best wizards known to man... And other species.
- [Drop In (No slave drawback taken)] Clearing: You wake up nearby a bandit camp close to the Queen of Tristain's castle.
- [Knight] Barracks: You awake in the Germanian Royal Guard barracks. This is a very large German-esque country that has massive military might.
- [Noble] Tristain Castle: You arrive in the ballroom of the Queen's castle. While courteous, she is fairly new to leading.
- [Drop In (Joseph as master)] Gallia Castle: You appear in front of your master inside of his castle. Similar to France.
- [Drop In (Tiffania as master)]: You awaken in a orphanage in Albion. This land is similar to Britain.
- [Drop In (Vittorio as master)]: You appear next to your master who is currently in a city in Romalia. Similar to Italy.

Origins: Roll 1d8+9 to determine your age

- Drop In (Free): You arrive here with whatever you have gained from previous jumps.
  - Void Slave (+200cp): You are the slave of a void magician, roll 1d4 to decide who your master is. Oh, and you fall out of the sky from your previous jump when summoned and have a rune somewhere on your body. Or pick for 100cp.
    1. Louise Françoise Le Blanc de La Vallière: A void mage that is currently attending Tristain Academy. She is inexperienced in magic as she has no one to teach her about her specialty. Self-esteem issues.
    2. Joseph de Gallia: A king who inherited the throne instead of his older brother, he now is warmongering to try to feel emotions. Kind of a dick.
    3. Vittorio Serevare: A very kind man who is also the current Pope of Romalia, this man has seen what lies underneath his country and will stop at nothing to fight its fate. Hard to read.
    4. Tiffania Westwood Tudor of Albion: A young Half elf who lives alone in a cottage in the kingdom of Albion. Gullible.

- Knight (100cp): You are a royal knight for the land of Albion.
- Mage (150cp): You are a new dot mage, which means that you can use one element. You're here because you're a noble, but that does not mean that your family wants you to inherit instead of your more political older sibling...
- Noble (150cp): You are a lesser noble for the Tristain kingdom. It's good to be rich. It sucks to have no magical aptitude.

Powers and Skills:

- Void Slave Skills. Skill depends on your master
  - Weapon Mastery (Louise): By touching a weapon, you know how, and can use said weapon like a master in it.
  - Magic Enhancer (Tiffania): You can use a part of your soul to make your master's magic stronger.
  - Magic Item Use (Joseph): You can use any kind of magical artifact regardless of how it normally works.
  - Tamer (Vittorio): You can tame up to 20 magical beasts at a time to yourself.
- Linguist (Free Drop-In) (100cp): Ever wanted to be able to pick up languages on the fly? Now you can, and politics will be much easier.
- Elementalism (Discount on first purchase for Knight) (200cp each, first is free for mage): You gain control over one of the elements.
  - Fire: The power to create and manipulate fire. Once you become a triangle mage you could probably blow up buildings with this.
  - Water: The power to control and manipulate water. Once you become a triangle mage you could probably flood cities with this magic.
  - Wind: The power to control and manipulate wind. Once you become a triangle mage you could probably re-direct a tornado.
  - Earth: The power to control and manipulate earth. Once you become a triangle mage fissuring the ground will be fairly easy.
- Luck (200cp): Did that blade just miss your head? Did the enemy accidentally friendly-fire? Did you just find some money on the ground? All of these and more can be yours, luck is now on your side.
- ~~Fullmetal~~ Alchemist (Discount Mage) (200cp) You have basic knowledge on alchemy in this world. Some examples of "potions" include love, healing, poison, and gasoline. Like really, the dude made gasoline somehow.
- Durable (Free Knight) (200cp): Even want to shrug off a blow to the stomach? Now you can, you are much more durable than you were before and any scars that do form look incredibly badass.
- Science? (Discount Drop-In) (200cp): From making flying ships to actual science, you are very well trained in this world's science.
- Magical Science (Discount Drop In) (200cp): You know how to incorporate magic into whatever you happen to be inventing.
- Aura of Strength (Free Knight) (300cp): When your allies are near you their battle prowess greatly increases.
- Enhanced learning (300cp): Practice is for beginners. You can learn skills at 3x the rate as normal.

- Eidetic memory (Free Noble) (300cp): You will not ever forget events or knowledge... Unless some dirty elf wipes your mind.
- Public Speaker (300cp): You can talk your way out of most situations with ease. Man with a gun? Ask him to put it down nicely and it will likely work. You get the idea.
- Regal Aura (Free Noble) (300cp): Some people get ignored when they talk about their favorite fish, you don't. Expect people to listen to you much more often.
- Swordsman (300cp): From a bow to a knife, you are expertly trained in a single ranged weapon and a single melee weapon.
- Strength (Discount Knight) (300cp): Ever want to kill a man with an unarmed punch? Now you can, your physical might has increased to the point where you could probably tear a building apart. You can punch with 19,000lbs of force, but that does not mean that you won't injure yourself in the process.
- MC-kun's Gift (400cp): You are the star of the show. Not really but making multiple people fall in love with you just happens naturally, and you could probably build a harem with their consent as well.
- Willpower (400cp): From fighting an entire army by yourself to braving the unknown you have an amazing ability to focus your will and not give up.
- Chain Weaving (600cp): You can cast multiple spells at once to simulate the effect of a higher level spell.
- Elven Magic (600cp): You are a basic practitioner of elven magic. This power lets you draw from spirits and the surrounding environment to create spells.
- Precognition (800cp): Ever want to know what your opponent will do next? Now you can, up to two minutes ahead of time.

## Items

- Wand (Free Mage) (100cp): You have a basic wand. While these are not needed to preform magic, they make casting it much easier.
- Basic Weapon (Free Knight) (100cp): A single flintlock weapon/bow and a single melee weapon.
- Horse and Carriage (Free Noble) (150cp): A very fancy carriage that is pulled by an equally fancy horse. Don't worry, the horse will obey orders and seems to never need food or water.
- Combo (200cp): You have a weapon (flintlock, melee, or bow-like) that can also be used to cast spells. Makes dual-classing much easier.
- Love Potion x5 (Free Mage) (200cp): Makes someone infatuated with you for one month if the entire thing is taken. Half of the container is half a month and so on. Highly illegal.
- Sleep Potion x5 (Discount Mage) (200cp): Knocks someone out for a day.
- Coins: You gain a large ornate coin purse with an equivalent of 200,000usd in this settings currency.
- Staff of Destruction (Discount Drop-In) (200cp): Legend has it that one hit from this staff can fell mighty beasts. Is that a sight on the top?
- Armor (Free Knight) (200cp): A set on ornate steel armor with decorations that seems to be for the country of origin.
- Writ of Authority (Free Noble) (250cp): Lets you bypass most secure areas and get away with minor crimes on your starting country.

- Stone Weaving Instructions (Discount Mage) (300cp): Instructions for how to grow elemental stones.
- Knight Companion (300cp): You gain a knight companion that is very well trained. Loyal to you as their lord.
- Mage Companion (300cp): You gain a dot mage companion. Pick a single element for their specialty.
- Mini-Estate (Discount Noble) (400cp): A very large mansion that is always stocked with the essentials.
- Uncharged Stones (400cp): You gain 4 elemental stones of your choice. Each stone can be used to cast magic from the school it is aligned with. Each one takes a very long time to charge naturally.
- Dragon Egg (400cp): An egg that will hatch into a baby dragon. The dragon is not bound to you, so it may randomly abandon you or something...
- Familiar (Free Mage) (500cp): You somehow completed (or will complete) a ritual that summons a magical beast that suits your personality from this world. There are so many of them, I won't even bother listing them. Bound to your will.
- Panzerkampfwagen VI Tiger (600cp): An old WWII tank. Soaks up damage better than just about anything. Has enough ammo to last a single firefight.

Drawbacks: Maximum of 600cp to gain from this section guys.

- What He would've wanted (0cp): The plot progresses as it should have. You can alter some effects, but the end of the series will remain the same, as a bonus you get the completed series in your warehouse when this jump is over.
- Unlucky (100cp): Things don't go your way. Expect your plans to fail from trivial things and have terrible weather when you want to travel.
- Troublesome (100cp): You seem to get yourself into trouble just by breathing. You'll be known as "that guy".
- Braggart (200cp): You just can't shut your mouth about anything, can you? People will either have high expectations of you or think you are annoying as hell.
- Elf (200cp): You are an elf. While this does not grant any elven characteristics you will be prejudice to people's elven opinion here. Which they are seen to be terrible by humans.
- Un-trustable (300cp): People give you a reputation of being a liar. Most things you say will be ignored or believed to be false.
- Forgettable (300cp): People have a hard time remembering your deeds. Expect people to be confused about something you did a day ago.
- Traitor (400cp): The kingdom of Albion believes you to be a traitor seeking refuge in your starting location. Expect assassins to stop by at least a few times.
- Frail (400cp): You look like a skeleton bro. But seriously, you are one-third as strong as you should be.
- Bounty (500cp): The Queen of Tristain seems to have planted a fairly large bounty on your head. Though she will not openly tell others this.
- Weak Willed (500cp): You cannot for the life of you concentrate for more than five minutes. Hope you have tons of Ritalin.

- Short-Sight (600cp): You seem to be terribly short sighted. You just can't think things fully through can you? Why'd you run into battle like that man, you could've tried to talk them down?

Future:

- Finale: You return home with all you have gained.
- Stay With Me: You stay in this world for the rest of your life.
- Next adventure: You continue onto your next jump.

Notes:

- Magic runs on willpower, which if you do not have enough of, you will pass out.
- Elven magic relies on the environment and borrowing spirits' power to fuel its spells
- If any alchemy/science perk is taken, you will get a steady supply of the materials weekly.
- Magic system is classified by your skill in an element and the types of elements you wield. Dot is one, line is two, all the way up to four.
- Elements can combine to have a sort of fusion effect. Water and Air? Ice spears. You get the point.