

Fairy Tail CYOA (JumpChain) [Adventure]



One day, through unknown means you have gotten hold of an opportunity to go on an Adventure in another world. A world you might be familiar with, it's called Earth Land, where the story of Fairy Tail happens. You will live in this world for 10 years; you can extend this time in the 8th section. bear in mind, these magics won't function without Ethernano, but your Ethernano is internally generated to help with this problem in the future.

Now you have to choose how your adventure begins. **+1000 CP**

Section 1: When will your adventure begin?

1. 400 years before the Plot of the Story begins. This Era is one filled with conflict, Dragons rule the lands and humans are a mere source of food for them. You will begin your adventure a day after a certain wizard gains immortality through a curse. (skip the next section, you will appear at Mildian magic academy.)
2. X686, you will begin your adventure as a group of bounty hunters enter the Tenrou island. This is the year that The Fairy Tail guild is founded by Mavis Vermillion. (skip the next section, you will appear within Tenrou Island.)
3. X776, you will begin your adventure a month before a certain slave revolt happens in the Tower of heaven. (skip the next section, you will appear inside the tower of heaven.) **+100cp**
4. 2nd of July X784. You will arrive in this world as Natsu Dragneel and Lucy Heartfilia meet for the first time and the plot begins.

Section 2: Where will you adventure begin? Roll 1d10 or pay **50cp** to choose.

1. Magnolia Town: This town houses the strongest guild in Fiore, Fairy Tail.
2. Hargeon Town: A large port town where the story begins from.
3. Oak Town: It is the location of the Phantom Lord Guild.
4. Era: Location of the Magic council.
5. Crocus: The Capital of Fiore.
6. Galuna Island: Home to a tribe of Friendly Demons.
7. Tower of Heaven: located on a small island on the coast of the Caelum kingdom south of Fiore.
8. Tenrou island: A small Island within which rests the grave of the first master of Fairy Tail.
9. Vistarion: Capital city of the Alvarez Empire.
10. Free choice: Choose wherever you want to appear within Earth Land.

Section 3: Your Origin.

Age: 10 + 1d10 years old. Your gender is the same as previous. Pay **50cp** to choose both freely. Age for Dragons is 100 + 5d10. Age for Demons is 50 + 4d6. Demons and dragons have very long lifespans capable of living for more than 400 years.

Drop-in: you simply appear there as you are right now. No extra memories to confuse you. (you can ignore the age and gender part above and appear as you are.)

Wizard: You have some history being a wizard with a small reputation. Grants above average skill in performing magic and B rank magic power. You can make a backstory for yourself as long as it doesn't involve more than 2 characters of the plot and is believable.

Member of a Light Guild: choose a light guild, you are or have been its member. **-100cp**

Member of a Dark Guild: choose a Dark guild, you are or have been its member. **+100cp**

Rune knight: You are a part of the magic council as a rune knight. **+0cp**

Dragon: you are one of the most powerful beings in the land, A mighty dragon. You are above average in the dragon hierarchy. Your power is slightly higher than an average dragon in every aspect. (Take Hunted by Acnologia for no points.) **-300cp**

Dragons start with SS class magic power and taking the massive magic power perk upgrades it to SSS class.

Demon: you are a demon; you can choose to be a natural demon or one from the book of Zeref. On any case your power is comparable to an S class mage and you wield something beyond magic, Curse power. Your Curse will manifest depending on your personality and Negative emotions. (Take Hated for no points.) **-200cp**

Demons start with S class magic power and taking the massive magic power perk upgrades it to SS class.

Section 4: Perks. perks for their origin get a 50% discount. And origins get their 1st perk for free.

General

Magic: this gives the ability to use magic. Your magical power will begin at C rank and you have above average aptitude and potential in magic. With this perk alone you will never get stronger than an S class wizard. **Free**

Mental Immunity: unless you want to, no one in Earth Land will be able to mind control you, read your thoughts or memories and alter them. **Free**

Exceptional Appearance: you can create a character and you will appear as that character no matter how crazy it is. want to look like a flying cat, go ahead. Want to look like a fish with a human face, go ahead. Or you simply might want to be an extremely handsome human with the strangest eye and hair color, go ahead. **-100cp**

Physical power: This grants the peak of physical fitness. Your strength, agility, flexibility senses, endurance, balance, dexterity, etc. will all be top tier even for a guild wizard. You might be able to beat a wizard with your body alone. This condition lasts without you working out, over eating and such will still make you fat. **-200cp**

Powerful Emotions: your emotions become a source of power for you. You can harness your emotions to get magical power from them. This perk also increases your willpower and pain resistance. **-300cp**

Genius: your brain power is increased dramatically; you are now at the top 0.00001% of the world when IQ is involved. You can create new magic and spells as easy as drinking water. You can master holder magic and spells at a frighteningly fast pace. You might even be able to figure out the truth behind everything with a little bit of research. Want to become a dragon, easy. Want to make a super magical weapon, easy. A great mind can overcome all obstacles was a phrase created to describe you. **-600cp**

Drop-in

Skill Mastery: choose any skill, you are a master in it. This won't grant you additional knowledge, only raw skill. You want to be a master swordsman or tactician or strategist or hand to hand combat master etc. for additional skills you have to pay again. **-100cp**

High-speed healing: with this perk your body heals insanely fast in a perfect way. Lost limbs will grow back, no scar will ever remain on your form unless you want it to remain. You can still be killed though. **-200cp**

Luck of the devil: Lady luck favors you. You will find treasures, artifacts, magical items and even spell books, heck you might even find treasures and riches on accident and get

filthy rich. Danger seems to always avoid you and you always have a way to save yourself from danger. Don't depend on it too much though, you might just die. **-300cp**

Plot-armor: you have the legendary plot armor around you, no matter what you will survive and get healthy. Even if something absolutely despair inducing happens you somehow will survive it for example an early meeting with Acnologia and if you have hope and your Nakama around you, you will be invincible and always come out victorious despite all odds and reasons at work. **-600cp**

Wizard

Magic Control: this perk gives you absolute control over your magic power. You can cast spells perfectly in the most efficient manner possible. With this perk you might be able to master several types of caster magic. **-100cp**

Magic talent and aptitude: your talent for learning magic is amazing, you can master many types of magic quite easily and your aptitude lets your magic power grow beyond the norm. with this perk you might one day become a Wizard Saint or an even greater wizard. You still have to train and practice to get there though. **-200cp**

Massive Magic Power: your magic container is abnormally large, it contains several times more magic than other wizards, this lets you have enormous magic reserves. This does not affect your magic power's growth but if you take this with the option above, you will become a Force to be reckoned with in no time. You start out with an A rank magic power. **-300cp**

Curse/blessing of Ankhseram: you possess the curse of contradiction, the more you love life the more you will take it. And you cannot escape this misery because you are Immortal, only the most powerful or highest forms of magic may work on you. However, if you learn to look at life indifferently and treat it as a game of chess you might be able to master this curse. **-400cp**

For an additional 200cp you can remove the bad parts of this deal and master death magic in the process. You will be immortal and in possession of death magic. You can love all life and no one will die. This will be a blessing instead of a curse. **-600cp**

Death magic instantly kills beings weaker than you. It will cause severe damage to beings stronger or equal to you. It can be negated with certain magical items or spells.

Dragon

Transformation: this is a rare unique ability amongst dragons, with this you will be able to transform into a human form. If you are a human with this perk you will get shapeshifting abilities. A dragon transformed into human will at first only possess 5% of his/her power and can increase it with training. **-100cp**

Physical immunity: Your body is immune to most physical damage. No ordinary sword or spear will be able to hurt you, diseases mean nothing to you. Only extreme physical force is capable of hurting you. **-200cp**

Magical Immunity: You are extremely resistant to magic; not even god slayer magic will be able to hurt you much. You will shrug off insane magical attacks upon your form. Choose a certain type of magic, that magic will be a weakness in your immunity. If you are a demon it's Demon slayer magic. If you are a dragon it's dragon slayer magic. **-300cp**

Royal: you are a king amongst your kind. With this you will be an extremely powerful member of your race. Taking this as a Dragon will make you equal to Igneel in power. Taking this as a Demon makes you the equal of Mard Geer in power. Taking this as a human makes you as strong as 1st ranked wizard saint. **-600cp**

Demon

Terrifying Aura: you can shift your aura to become extremely terrifying and intimidating, even other demons will be scared out of their minds when they look at you. **-100cp**

Great mobility and flight: you can fly in extreme speeds and possess impossibly high maneuvering skills midair. The moment you take off the ground is the moment that no one will be able to catch or hurt you. **-200cp**

Revival: you are in position of a strange device that will revive you if you die. This device can't be found or destroyed by another and changes its location randomly upon being discovered. You will always know where it is. it can only revive you once a month and Only works for one person. **-300cp**

Etherious Jumper: you are the Etherious. Similar to E.N.D you possess a fearsome reputation and god forbid if you release your Etherious form. Your curse power is basically a cheat, it has long surpassed what others call overpowered. What it may be is dependent on you but no matter what, it will make you nigh-invincible even against the likes of Acnologia. Set one minor weakness to your Curse power, for example combined dragon and devil slayer magic cast at night will be able to stop your curse power. If somebody fights you, they will magically figure this out after a while so finish your fights quickly. If taken by non-demons this form will be a Takeover. **-600cp**

Section 5: items.

100,000 Jewels: first purchase is free. **-50cp**

Magical Outfit: Cool clothes in your design, will stay warm in cold weather and cool in hot weather. Provides minor magic resistance. Will repair itself and can't get lost. **-50cp**

Mysterious book: A book about the origins of magic. You might even be able to figure out the so called one-magic with this book. Unfortunately, it's written in a complex never before seen language. One must be a genius to decipher it... **-400cp**

Spatial Ring: A big storage house worth of space to store your things in. **-100cp** (Can't be stolen and will follow you everywhere. Extremely handy for traveling and adventuring)

Magical armor/equipment: the title says It all, want to be like Erza scarlet fighting with several different items on you. Go design each one for **50cp**. They grow as you do.

Super Weapon: A magical canon in the space? A walking city/castle? Or a lightsaber that can kill anything and gives access to the force? Create one for yourself or choose an existing one. Be careful though it can be stolen. **-500cp**

Section 6: Magic creation. **+6 MP** (magic points) you can choose to create your own magic here for **200cp**. You can create canon magic here as well. Every **100cp=1MP** for more points. Can only convert CP into MP.

Magic Type:

Holder: magic that needs focus and mediums to cast such as keys and cards. **free**

Caster: magic that the user can directly cast with slight focus. **-1 MP**

Magic base:

Enhancement: magic focused on enhancing a trait, be it physical or not. **-1MP**

Elemental: magic that allows the manipulation of elements and natural forces. **-2MP**

Mental: magic that give the ability to manipulate the mind, casting illusions etc. **-2MP**

Conceptual: magic that works based on abstract and conceptual traits such as space, time, life, death, etc. **-3MP**

Strong points:

Slayer: This allows the magic to do several times more damage to its special enemy, like dragons and etc. **-1MP**

External source: This allows the magic user to absorb external power and replenish his own or cast extra powerful spells. Like eating flames etc. **-1MP**

Unique: There is a trait to you and because of that you can cast this magic. This makes it so that no one can copy or disable your magic easily. **-1MP**

Strange trait: create a Strong point for your magic within reason. **-1MP**

Weak points:

Natural enemy: your magic has a natural enemy which can weaken or hurt you severely. For example, dragon slayer magic is a natural enemy to dragons. **+1MP**

Bad effect: your magic has a bad effect to it when you overuse it. It will slowly turn you evil or turn you into a dragon or... etc. **+1MP**

Cost: your magic robs you of something every time you use it, be it money, lifespan, your time in the form of rituals or feelings... etc. **+1MP**

2 examples for creating magic:

Fire dragon slayer magic.

Caster, Enhancement (Strength, Endurance, senses), Elemental (Fire), Slayer (dragons), External source (flames), Bad effect (physical transformation into a dragon). (-300cp)

Ice make magic.

Caster, Elemental (Ice), conceptual (Imagination). (-200cp)

Section 7: companions.

You may import a companion for **100cp**. They will have **500cp** to spend with an origin.

You may take a companion from this world when you leave for **50cp** if they agree.

Section 8: disadvantages. If you are dissatisfied and want more points this place is for you, go crazy. Take up to **1000cp**.

Extended stay: for every **+100cp** your times in this world doubles. (10 years – 20years – 40 years – 80 years -...)

Fan-service: your clothes come off without you noticing, exposing your body to the world. This could be very annoying or enjoyable depending on your perspective. **+100cp**

Bad place and timing: you will always reach where you want to go at the worst possible moment, when there is a fight you will get dragged in, when there is destruction of property people will suspect you because you will always be there. **+200cp**

Annoying fly: choose a character from the story they will always annoy you somehow, exactly how Natsu and Grey annoy each other. It will always end in fights; you and that person will gradually create a friendship but you will start out as rivals. **+200cp**

Worst possible circumstances: your arrival in this world will be at the worst possible circumstances. Maybe you will arrive inside the layer of a hungry dragon or a bunch of bandits looking for pray who knows.... **+200cp**

Obsessed: choose one of the characters from the story, upon meeting them you will fall madly in love with them to the point of it becoming slightly creepy. You loving them doesn't mean they will love you back though. **+200cp**

Wanted: you are wanted by the council; they will recognize you as a dark wizard and try to capture you. You have to work hard to redeem yourself from the charges. **+300cp** for an extra **100cp** they will stop at nothing to hunt you down and capture you. Again, for an extra **100cp** they will go all out to kill you. No questions asked, they might even be willing to fire an Etherion blast to kill you.

Hunted: the dark wizards see you as a threat to their plan if they spot you lurking around no matter your intention and they will always hunt you. **+200cp** for an additional **100cp** all the big dark guilds will come after you.

Hated: you are hated wherever you go, people will look at your appearance and see a monster, if you want friends you better think of a way to change the way you look like because you have horns and stuff... **+300cp**

Enemy of the black wizard: Zeref the black wizard hates your guts. He is immortal and a master of many magics. He will hunt you down and kill you ruthlessly. the moment he spots you for the first time this disadvantage comes into play. It could completely change the story because you are now his objective. **+600cp**

Hunted by Acnologia: Acnologia the black dragon of apocalypse has set his eyes upon you, his reasons unknown but he hates you with a deep passion and wants nothing more than to kill you. The moment he spots you for the first time this effect comes into play. **+600cp**

Section 9: setting.

Canon: this world is all sunshine and rainbows, the main cast will always win, expect to have a happy life filled with adventures and friendship. Everything will be anime like and cool background music plays when you do badass stuff. No reward.

Realistic: this world is like earth, everything has a reason and meaning behind it. Nothing illogical happens and the world is balanced. The effect of plot armor weakens considerably I recommend you don't take it for this setting because it won't work as well as it should. The possibility of the main cast winning through all the things they will face is low and if they win most of them will die. If you survive till the end you get 500 additional CP or its equivalent in your next jump/CYOA.

Grimdark: this is a cruel world. Everyone is a dark and ruthless person, Fairy tail will resemble dark souls and bloodborne in this setting. The main cast are not the happy go lucky people you expect, they are all pragmatic ruthless killers that don't give a shit about friendship and such. This world is run by the law of jungle and if you are not strong enough you will die. All your abilities outside this jump/CYOA are gone during its duration. This world is doomed to be destroyed, if you can save it your reward will be the ability to traverse all fictional universes and realities without limit similar to a Planeswalker.

Magic power is ranked as such: C – B – A – S – S – SS – SSS – G.

Wizard saints are SS and semi SSS ranked. With SSS ranked wizards being at the limit of power possible for humans.

Acnologia and Zeref are G ranked.

Perhaps you died or your time is up in this world, in any case its time to choose what you are going to do from now on...

Go home: perhaps you are tired of all this adventuring and just want to go back home.

Stay: you fell in love with this world and want to live the rest of your life here.

Go on another adventure: You want to go and see other worlds. You have still much to see and want to experience many other things.