



V1.1

By Valeria

*"Do fairies really have tails? Do they even exist... Like them, this place as an eternal mystery... A never ending adventure!"*

### **Introduction**

Welcome to Earthland! The land of magic and guilds and demons and friendship. In this world, 10% of all human beings possess the ability to learn and use Magic. These Mages gathered into organisations named Guilds, for a variety of reasons. A desire to work together for money, a desire to seek knowledge with the help of others, a desire for companionship and friends or even a simple desire to have a family. These Guilds take many names but the most famous among them is the guild Fairy Tail.

Fairy Tail and the many Mages in the guild stick together as close as family and they will soon come to rock the whole world with the conflicts and troubles they start up. They'll find themselves encountering more and more artifacts, followers and servants of the Black Mage Zeref, a legendary evil wizard from the past, and that will lead them on a path to a world wide war, dragon battles, a fight for the survival of time itself! But that's all years in the future. Right now? Right now Fairy Tail is a few days away from welcoming it's new Celestial Key Summoner, a totally ordinary girl called Lucy Heartfillia.

For the next ten years, you'll spend your time in this world. You may be a member of Fairy Tail itself or another guild or something far stranger than a mere guild of wizards.

You will be given 1000 Choice Points (CP) to make purchase to alter how you will spend your time here and what you will gain.

## Locations

### **1- Magnolia, Earthland**

A large town located in Fiore, the country in which much of the story takes place. Magnolia is the hometown of the Fairy Tail guild. A lively place to be sure, it will be the sight of many battles in the coming future so if you're looking for excitement, it's definitely the place to be.

### **2- Hargeon, Earthland**

A mid-sized fishing town that neighbours Magnolia. You can catch a ship to almost anywhere in Earthland from here, if you've got the Jewels of course. A couple days from now the port will be wrecked by a battle started by Fairy Tail's up and comer Natsu Dragneel. Could be a good chance to tag along to the Fairy Tail guild.

### **3- Crocus, Earthland**

The capital city of Fiore. The royal family can be found here, in the bustling metropolitan of Crocus. Crocus has little going on in the way of magical matters for now, a few guilds are located here but all the major players won't arrive for around 4 years from now. That's when the Grand Magic Games start up, drawing guilds from across Fiore.

### **4- Tenrou Island/Sirius Island, Earthland**

A sacred island for the Fairy Tail guild. Here is where the Guild's roots began and where many of its secrets still lie now. Fairy Tail won't come here for a few months yet, which is when they'll hold their S Rank exam here, but you might want to be careful even so. The island is host to a very dangerous guest right now.

### **5- Vistarion, Alvarez**

The capital of the Alvarez Empire, created from the combination of many hundreds of guilds by the Emperor Spriggan. Located on a continent entirely separate from the rest of Earthland, this militaristic empire is slowly gearing up for an immense war.

### **6- Edolas**

Edolas is not located anywhere on Earthland. It is in fact a mirror world to Earthland. The largest difference of course, is that Edolas does not naturally produce magical energy, known as Ethernano, like Earthland. Instead it seeks to steal the magical energy of Earthland for its own. Many alternate versions of characters in Earthland can be found here, differing slightly or greatly.

### **7- Spirit Realm**

The realm of the Celestial Spirits, a dimension that exists outside of normal reality. Here the Spirit King reigns over all summoned spirits, such as the other Celestial Key Spirits. Time runs much faster here than it does in the mortal realm and you should be careful to not let it slip away from you.

### **8- Free Choice**

How lucky! Pick from any of the above options for your starting location.

## **Races**

### **Human**

An ordinary, every-day human. Aside from your ability to use magic, you are no different from any other person here. Humans can grow to be quite large and diverse here, so pick for free what your body now looks like within reasonable limits. If you want to be a seven foot tall mountain of muscle, go right ahead.

### **Exceed +100**

You are one of the cat people of the Exceed race. Originally hailing from Edolas, you are small, furry and oh so cute. Your race is worshiped as gods in Edolas but you are almost unknown in Earthland or Alvarez. You naturally gain the ability to use Aera magic at a basic level but your body is small and relatively weak. Perhaps you could train it up? You might even be able to find a Battle Mode that turns you into a human sized panther warrior! Become an Exceed legend!

### **Celestial Spirit**

You are one of the Celestial Spirits of the Golden Keys, representing a constellation of your choice. You spend most of your time in the Spirit Realm, save when you are summoned by a Celestial Spirit Key Mage to fight for them. Some Celestial Spirits decide to stay longer in the world but without permission this is a dangerous state. If you wish, you may replace one of the canon Golden Keys instead of becoming a new constellation.

### **Etherious- 200**

You are one of the many creations of Zeref, the Black Mage. As an Etherious, a demon, you are unlikely to be trusted or treated without hostility if you let you're true nature be known. You are imbued with a great amount of power, much more than what the average human would have at your level, and you can enter the Etherious Form. A super powered transformation that grants you a much more demonic appearance and a great increase in power to your physical and magical abilities. With just this race, you'd be able to fight the average battle mage and win quite easily.

Etherious have access to a different form of Magic than other races use. It is known as 'Curse' and while it is magic, it does not act as such in regard to the other magic in this world. A Curse treats normal magic as if it were mundane, allowing it to ignore normal magical resistances and similar things. Only Etherious can wield Curses, listed after Magic Styles at the end of the document.

### **Dragon- 800**

You are one of the immense and mighty dragons, huge flying lizards possessing powerful magic and eternal lifespans. Most of your kind has long since been killed off or sealed themselves within their adopted children, the Dragon Slayers. You are one of the last true dragons and possess almost unsurpassed power, though you are still only an average Dragon rather than a renowned warrior like Igneel or a paragon of your race like the Dragon Gods. There are only a handful of beings that could threaten you in this world, such as the more powerful mages of the Spriggen 12 and those above them. You may choose an element, whether a classical one or something much stranger, to be capable of creating and manipulating, to a terrifying degree. You may also teach this one element to others in the form of Dragon Slaying magic of that element.

## Origins

Origins do not decide discounts or freebies later on. They are there to give you a background history or general flavour about the world.

### **Wanderer**

You come from a place or time very distant from the one you now find yourself in. Whether you choose to be from outside this world entirely without memories or just a mysterious traveller with a shrouded past rooted in this world is up to you. Either way, you are a wildcard that will be unexpected by any here.

### **Legal Guildler**

You are a member of one of the official Guilds in Fiore, the registered Guilds that adhere to the laws of their country and do not take criminal jobs such as assassination missions. This can be a canon guild or a new one unseen in the series proper. This guild will be your friends and family for the next few years, you'll never be remiss of having someone to watch your back or help you out with your magical learning.

### **Dark Guildler**

A Dark Guild is one that decides to take on illegal jobs, such as assassination jobs or punishment jobs. You've become a member of one, canon or new, and are likely to run into more than your fair share of trouble. Still, it can be an incredibly lucrative business with the right contacts. This also includes Guilds that have grander, but no less nefarious, purposes like the various followers of Zeref.

### **Celestial Mage**

Just like your mom or dad, you're a Celestial Spirit Mage. You fight by summoning the spirits or the stars to battle your opponents and you have had a good few years of training alongside your beginning spirits. You'll start with a few precious keys to help you in your journey. Treat your friends well because they're every bit as able to feel as you yourself are. Maybe you could find some more keys by joining a guild.

### **Independent Mage**

Not all Guilds fall into legal or dark categories and not all mages join a guild either. You are unaffiliated with the above system, either working with an independent team towards some goal or striking out as a freelancer on your own. Maybe you're connected with the royal family, employed as a guard or soldier, or potentially one of the other organisations found in Earthland. You might even just be part of a merchant Guild with mostly or entirely non-magical members.

### **Council Representative**

The Magic Council is the governing body that watches over the Guild system in Fiore. Controlled by the ever wise and ever frustrated Council, it also employs the Rune Knights to act as a policing force. You are either a clerk in service to the Council or an active officer in the Rune Knights. I'm sure you'll soon come to know how frustrating even legal Guilds can quickly become. Other countries tend to have similar analogues to watch over their own Guilds or magic users.

**Alvarez Loyalist**

Born and raised as a true patriot of the mighty Alvarez empire, you are one of countless soldiers who joined up with the Alvarezian empire in service to the great Spriggan, the current mortal identity of the immortal Black Mage Zeref. Alvarez is a great bastion of military and magical might and doubtless you would quickly move up the ranks if you could show your worth to one of the many higher ups.

**Edolasian**

You grew up in the mirror world of Edolas, devoid of almost any magic. If you were lucky you might have caught a glimpse of a magical item once or twice. You could be just a normal citizen of that world but becoming one of the on-the-run dark guilds who try to help the oppressed people out or part of the great kingdom's military force are also options. Maybe you just got sucked up by the Anima magic and was left stranded in Earthland.

To decide your age, roll 12+1d8. Your sex is whatever it was previously. You may pay 50cp to change either of these to whatever you want.

## Perks

**You may take 2 100CP perks for Free and 2 perks at the 200, 400 and 600 perk tiers at a discount of half price. You cannot use these discounts on Magic Power, Magic Skill or Magic Style.**

### Magic- Free

Ethernano is the source of energy that runs through our world of Earthland and from the bodies of those native to this place. It's what allows us all to accomplish the act known as Magic, casting spells and the like. Not everyone has the ability to use magic but you're one of those lucky ones, like about a tenth of Earthland's population. How powerful and talented you are, along with what magic you know already, will be decided below.

Before we go on, the most important thing to know about magic in this world is that it is more than just a source of energy like what you get from food and more than just a power that you study and practice with to use in battle like a gun or martial arts. It is part of you, ebbing and flowing as you do. When your heart soars and your soul burns hot, your magic will answer with a leap and a bound in might. Intense emotions can colour and enhance magical power, sometimes to massive extents, and no emotion is greater at this than love. Both friendship and romance, the magic of this world responds in purest form to these emotions and what makes you feel them. Some say that this might even be the true source of all magic in the world, the love that let us come so far.

### Magic Power- Free/100/100/100/200

You have the innate potential to be a Mage and to use Magic, that's for certain. But not all Wizards are equal to each other. The amount of Magical Power you have and can use is different for every person. It can be trained and improved over time but that'll take effort and time. You may spend CP to upgrade this basic level through the ranks below. If you want Rank 3, you must buy Rank 2 as well. The ranks below are made on the assumption that you are human, being a race with more innate magic will increase the benefits of various ranks as well. It is important to note that, in general, magical power generally translates into physical power, though it is unclear whether this is a natural boost or the effect of basic and easy to learn enhancement magic that most mages make use of.

You begin with Rank 1 for free. Each rank costs 100CP and you must buy each rank that you want. The final rank costs 200CP instead.

#### **Rank 1**

The average for any combat capable Wizard. You're certainly able to fight and no normal humans likely to stand up to you at first but you'll be tired after a few minutes and don't expect to be blowing up houses. Levy McGarden and Lucy Heartfilia at the start of the Fairy Tail series are examples of this level.

#### **Rank 2**

You're a gifted magic user. People as high quality as you don't come around often and you've probably going to be the strongest guy in any town without a Guild of its own. You're good to go for extended battles and any town should be wary of the property damage you can cause when you're raring to go. Houses are no longer safe places. Grey Fullbuster or Natsu Dragneel at the start of the series are examples of this level.

### **Rank 3**

S Class. While it might vary a bit between guilds, it's undeniable that you'd qualify for these vaunted ranks. You're in the top one or two hundred wizards on the planet and even an army of knights is little trouble for you. Even wrecking a castle or a town in one shot isn't out of mind, though the feat would probably exhaust you. Laxus Dreyar is an example of this level.

### **Rank 4**

You're a magical monster in human flesh. There are perhaps a dozen or so people with as much magical power as you and they're generally the strongest people in their entire countries. Wiping out entire villages is an afterthought to you and not even a mountain can withstand you when you focus your terrible might onto one target. Gildarts is an example of this level.

### **Rank 5**

You stand at the peak of the world. Just releasing your ambient magical energy can bring even an S class Wizard to their knees in fear and awe. There's only a single human alive who can match you, the Magic King August, and only a handful of the strongest dragons or immortal beings are able to surpass you in magical power. Anyone else might as well be an ant. Vaporising whole mountains in a single spell is a regular feat and even covering an entire country in a magical spell is within your reach. Eileen Belserion in human form or August are examples of this level of power.

### **Magic Skill- Free/100/100/100/200**

Magical Power is not the only thing that governs your overall might. Any fool can fling about his energy like a brute but only with skill and knowledge will a sorceress be able to use her magic to its utmost limit. This option describes the talent for magic in general you have as well as the specific training in any Styles you have bought from the start. Magic Skill applies to all Magic Styles you have bought with the option following this one, not to ones you learn in the future, though higher ranks of this option will grant greater skill with magic as a whole as well.

You can choose how exactly your Skill manifests for your Styles, such as if you want to focus in a certain area. You might want to be an Ice Mage that focuses on Make Magic to create tools or creatures from Ice, rather than manipulate Ice directly.

You begin with Rank 1 for free. Each rank costs 100CP and you must buy each rank that you want. The final rank costs 200CP instead.

### **Rank 1**

You know your magics and how to use them but many of the advanced moves and tricks are still hidden from you. You're an effective combatant using your magic and so long as they're not stronger than you in Magical Power, you'll have a good chance of winning against your peers. Grey Fullbuster at the start of the series is an example of this.

### **Rank 2**

You've had years of experience with your magic and figured out a lot of special moves and strategies with it. Not many match your expertise but there's still a fair few beyond you and room to grow. You pick up magic and learn it faster than most, enough that if you added in your own efforts, you'd probably be called a genius. You're an expert combatant when using your magic and while you're not quite a specialist at using it in war, you'll still be able to take out a whole group of your magical power peers. Erza Scarlet or Laxus Dreyar are examples of this level.

### **Rank 3**

Mostly mastered your magic. You haven't unlocked the very limits but you're close. Decades of training in the arts and you're one of the best in the country. When it comes to learning magic, you're a born prodigy and can do in hours or days what takes other weeks or months. You're a whirlwind of death even against your peers and an expert at using little amounts of magic to accomplish great feats, letting you fight far longer on the same amount of energy as those who burn out long before you. Most Guild Masters, such as Makarov Dreyar or Jose Porla, exemplify this level of mastery.

### **Rank 4**

You're one of the best in your styles to ever live and know all the ins and outs of your magic. You've basically reached a level of mastery with your magic that most believe is as far as anyone could possibly go. Those as naturally talented with magic as you only come around once in a decade, or maybe even a century. Magic comes to you like breathing and even months of long work can be condensed to just a few hours with your inborn talents. Even someone with a barely above average amount of power could wipe out a small army like this. The Spriggan Twelve are examples of this level of mastery, excepting Eileen Berserion and August.

### **Rank 5**

Your skill isn't a matter of petty measurements or comparisons anymore. You broke the limits of your magic and rewrote the rules to something more pleasing to yourself. Only a few other people in the world can match this level of skill, Eileen Belserion in the art of Enchanting or August with his Copy Magic. Eileen took what was meant to make magical items and turned it into an ability that could turn simple swords into loyal, sapient and S Class magical girls or replicate almost any magic simply by enchanting that effect into the world around her. August is so skilled in Copy Magic that he can permanently copy any Caster Magic used on him and then become mostly immune to that magic being used on him again. You're a goddess in skill and in talent. You understand at a glance what might make even the wisest old masters puzzled for weeks at a time. Even a multi-year long education on magic would take you a few hours to figure out and surpass, less if you have someone or something to teach you.

### **Magic Style- Free/See Notes**

It's time to choose the Magical Styles that you have already learned upon entering this world. Whilst most magical styles can be learned with time and effort and the right teacher or source of knowledge, buying them here will allow them to benefit from the skill that Magic Skill ranks grant as well as allow access to extremely rare or lost magics or magics that require certain traits to use. A

list of the magics that can be bought as well as their costs can be found at the end of the jump document. It should be noted that some Magic Styles will not be purchaseable through this option. Most of these are Holder Type magics, which all deal with magical items that are offered for purchase in the item section, and some are simply Caster Type magics that are too unique and either offered as part of a separate perk or not at all. This may change in the future as the series progresses or not.



**Machinas- 300**

You are a living machine, transformed from what you used to be or created wholly anew. You are every bit as magically powerful as when you were alive but your artificial body is stronger, faster and tougher than any biological member of your race could naturally be. A few technological weapons are already equipped on you as extras, like missile launchers, laser guns and rockets for movement. You require none of the sustenance or frivolities of the living races but do need to recharge every now and then, through electricity, oil or some other manner of fuel. This may also be used to turn other alt forms you possess into technological variations.

Taking this perk also grants you the knowledge to both make your various components and maintain them, turn others into Machinas and quite the talent for designing new Machinas technology or combining magical tools with pure technology.

**Second Origin- 300**

All magical beings possess two reserves of Ethernano. Most never realise they have a second reserve, much less unlock access to it. Normally, the only way to unlock this second reserve, the Second Origin, would be a spell created 7 years in the future by one Ultar Milkovich. You have somehow unlocked it naturally and the added reserve has multiplied your Magical Power ten times over.

### **Born to Bash- 100**

Magic is just one part in any mages' arsenal. Most of them also know how to throw a punch or a kick like a pro and it looks like you're no different. You're no master of the fist but you can brawl with the best of any street rat and come out on top. You're a skilled hand to hand fighter, at least as good as the average Fairy Tail guild member, and you've got a good idea of how to combine your martial arts, though that might be a bit of a generous term for how rough you go, with your magical spells. Turns out, punches hurt way more when you propel them with massive fire explosions!

### **Words Words Words- 100**

Magic isn't just about smashing heads in and making big bada booms. Well, it mostly is but there's more to it than that! Some of the most impressive magic is all bound up in the magic of language and words, like Runes or how lots of Lost Magic is only found in ancient, coded texts. There's few that can match your talent with languages and codes, as you've made a living finding and deciphering these and other ancient texts. You can learn a language from nothing to fluency in about a day's practice and decode an encrypted spell in a language you barely understand in just a few hours, provided that encryption relies only on words. Somehow, you can even learn languages and decipher codes when you don't have the full language available to work with, just happening to make the right guesses.

### **Host Club- 100**

What do those big strong mages really want when they get back home? Jewels are nice, so is a welcome from their friends. But in the hearts, when they think of the hero's welcome they want, it'll be an evening with you that they dream of. You're the ideal host/hostess, specially trained by your guild to help handle the often rowdy members and business. Pretty as a peach and with a talent for conversation that makes you great fun to talk to and effortless to relax with. You can make any guy feel like the king of the world when you're alone with him or make any girl feel like a pampered princess with your sole attentions. You're a good hand at all sorts of duties relating to your job too. Bartending, cooking, serving, weaving through those drunk brawls that spring up when you ply your mates with too much drink. Any guy would be lucky to have a full package like you.

### **Animalia- 100**

Some might have called it a curse but you find it's all too cool for that. You have the power to transform into a normal animal of your choice, like a snake or a monkey or a dog, and control that form as easily as your own normal body. It'll grow in both size and even in supernatural abilities as your magical power grows, like a snake gaining wings, magical poison and enough size to easily carry a full grown human as a rider. Your animal form will still be styled after your normal self, like your snake scales matching your hair colour.

### **Path of Light- 100**

People are naturally good, you might reckon, and if that's true, doesn't that mean all the bad guys are just a few good deeds away from being good guys? It's more likely than some might think. You're pretty good at giving the bad guys a chance at being good guys, finding much more success than most in talking those filled with darkness into joining the light. You can't do it straight up but opportunities where these villains feel a little more vulnerable and open to talking with you about this appear more often than for anyone else. And if you can't get them to agree to try being a hero, you'll find getting them to agree to a more neutral stance is still a possibility. They might not get to satisfy their bloodlust but being paid off with actual money can get a lot of bad guys to wander off too.

### **My Long Lost X- 100**

The ties of blood are strong indeed and too many a time has family become more important than expected in this world. In other words, how are there so many mysteriously lost family members for everyone in this place? You won't be surprised when some show up for you because you can innately recognise anyone related to you on sight and even feel when people related by blood to you are in the same general area as yourself. Long as you can see them, you can also tell what their relation to you is and even how they feel about you. Blood senses blood or something silly like that! It won't work if you're too distant though. Don't try it on a second cousin or something less direct than that.

### **Celestial Spirit Mage- 100**

One of the more famous styles of magic spread across the world, and more common, is that of Celestial Spirit Magic. A Holder-type magic that makes use of silver and gold keys based on the constellations, enabling the user to summon powerful spirits to support them in battle or fight for them outright. Not every Celestial Spirit Mage is equal, some struggle to even be acknowledged by their spirits, but you stand a bit above the rest. You've got a high aptitude for the magic and find it somewhat more easy to get along with your spirits and organise them in battle than most summoners. More importantly, you've got great luck when it comes to finding more keys or the owners of other keys. Silver keys will be found pretty regularly by you, sometimes as much as several times a month, but a chance to encounter one of the few Golden Keys might only come around a couple times a year and require you to fight or compete to get it. Taking this perk will allow you to find keys, both Silver and Gold, in future worlds as well.

### **Rising Star- 100**

There's more ways to make money than quests in a guild, especially when quests themselves provide such amazing writing fodder. You're a brilliant young author-to-be, with the skill and imagination to write a hundred best sellers over the course of your lifetime even without inspiration. Your real specialty is in turning your own adventures into exciting tales, ones that somehow communicate the same feelings you held at the time of various events in the story to those that read your work. Inspiring your fans when you felt hope, saddening them when you felt despair. Not many can match that selling point!

### **Imaginary Friends- 100**

Many people had an inner friend when they were a child, a special imaginary being that they made up to keep themselves company and comfort. To some young mages, they may even have unconsciously created illusions of this friend, furthering their childish belief that they were real. The real trick, one you can do, comes about from the magical ability to grant these imaginary constructs independence. From imaginary friends to illusions you create, you can will these figments into having true sapience and souls of their own, though they still remain reliant on whatever they were before, from magical energy to your own belief in their existence.

### **Barefoot Gnome- 100**

How could you claim to be a fairy if you got ouchies on your footsies just from a romp through the winter forest? A real fairy flits through nature like it's made of air. This might help you get close to that even if you aren't a fairy, as you appear to be affected very little by any natural environment or element around you. You never cut your feet walking barefoot in the forests, the arctic blizzards feel like nothing more than a cool day and even holding your hand in a campfire is merely pleasantly warm. Most animals, even magical ones, will ignore you or treat you as a harmless little friend. True

extremes of natural elements could still harm you and any unnatural occurrence will affect you as normal. But you can prance about in the wilds all day without issue.

### **Blonde and Buxom- 100**

Damn girl, you're grabbing everyone's attention with a body like that. You were born with some really great genes and appear as one of the finest specimens of mankind. Like most of the notable people walking around it seems. You might be a curvy, smooth skinned and buxom young lady or a young man with a lean, toned form and a chiselled jaw, either way you're looking good and you keep yourself in this condition without much effort too. Some girl's get all the luck.

### **Only 10%- 200**

Did you know that just ten percent of humans have the potential to use magic? You got pretty lucky when you were one of that 10% and that luck didn't run out there. You find you're pretty fortunate in day to day life, often coming across no end of small good luck events like finding a few nice jewel notes on the ground or being the 1000<sup>th</sup> customer in a store. Now and then, you even get nice big breaks cause of your luck, like an enemy tripping just before they'd kill you or a friend that almost certainly would have died just barely surviving instead.

### **Vermillion Ghost- 200**

Cute fairies aren't meant for knock down brawls! They're meant for mysterious spells and adorable curses that cause terrific amounts of suffering. As long as all that magic is used from a safe distance, like what you can make yourself now. You can create ghostly projections of yourself now, the same as the great Mavis learned to do from her resting place, that allow you to experience the world as a mostly invisible ghost. You can interact with the physical world so long as it's not directly doing damage, about the limit is swimming around in a pool gently, but you can still cast magic as normal and only those who share a magical link with you, such as guild mates with the same guild mark, or exceptionally skilled or powerful supernatural beings can see you. Those that can see you can hurt you though. Of course, since you can fly and walk through walls, it is a little easier to run than normal and you can always deactivate your projection and return your mind to your actual body. There's no range limit on how far you can ghost walk but you can only do one at a time like this.

### **On Two Legs- 200**

Weak as they are, the human form is so very desirable to the more monstrous races of this world, particularly those cursed into being such. A dragon is a seemingly invincible foe but they cannot feel or rest. You have found the knowledge that Zeref himself once used to give human form to a certain dragon, allowing you to grant an ordinary human form to any inhuman being you lay a hand on, though this does not force the being to take human form and said form is significantly weaker than their normal state. Unless they're normally weaker than a human. The form will resemble their original state as closely as possible and allow them to swap between each side instantly. You can even use it on yourself, should you be trapped in a human state.

### **Serial Spy- 200**

With the incompetence on display at the higher levels of government around here, it really is open season for all sorts of spies, assassins and turncoats to make a dishonest living. You're one of the best at what you do and that's being all three of the above professions. A expert spy, a highly competent assassin and with the ability to infiltrate organizations that is almost unbelievable. Good enough that you could become a council member of the Magic Council through a magical projection while looking exactly like a known terrorist, and having the same magical abilities, with the excuse of

being their twin sibling. And doing it all as a magical projection instead of your real body. Who on Fiore do they have vetting these councilors?

### **Binary Stars- 200**

Some mages were just born to summon, people with innate talent for things like Celestial Spirit Magic. Whether you are a master of such a magic or not, you've got an intense bond with any summon you might bring forth simply due to that quality of yours. Your summons are very affectionate and friendly with you, compared to how that summon would normally react to their summon sans other influences. Someone normally friendly to a new summoner might be falling in love before your first battle together is over, while a notable harsh summon may only work with you without complaint and offer some advice. They'll at least work with you, in their own way, and generally won't screw you over more than necessary unless you're trying to someone truly nasty. Demons will still try to get you in a bad way but think of it as more of a friendly game than malicious trickery.

### **Live to Magic Another Day- 200**

Magic battles get pretty high level here, not the sort of thing that ordinary guys can really survive in. Yet it often feels like just about everyone survives anything that isn't directly targeted at them, collateral damage just skimming by, missing by an inch or two. Your fights have this rule applied to them if you like, allowing you to generally ensure that as long as it's not completely impossible for someone to escape harm, they'll generally not be hurt by your fights if you weren't targeting them. Plus, the rule also applies to you when you're not in a fight. It won't shield you from indirect attacks from an opponent you are fighting but if you're just running or hiding, it's a lot harder to get caught up in the blasts.

### **Beyond the Law- 200**

The Magic Council is, shall we say, not so good at their line of work. Magical Law Enforcement is a big deal and they've got a lot of ground to cover but even when top class criminals like yourself are sauntering around, they do seem pretty slow on the uptake. So long as you're not appearing directly in front of the law, fully unmasked, you'll find that the authorities don't pursue you beyond the immediate area of a crime even if you've just killed a lot of innocent people. Even if you are caught, so long as you haven't done anything on the level of murdering innocents, you'll often find yourself set free after a few days in a cell. Depending on how the public sees you, this might be a more clandestine release or even a pure accident. Proper crimes get proper time though.

### **Friendly Fairies- 200**

Fairy Tail is notorious for the highly destructive way most of its mages choose to fight in. They've also got quite a high level of respect for fighting that way without constantly knocking out all their own friends. Not on accident at least. Maybe it has something to do with those Fairy spells? Something similar sometimes happens with your magic, enabling you to choose whether or not your magical spells and abilities affect those you consider to be friends and family in your heart. If so, even the most destructive and powerful of spells will simply wash over them harmlessly, even if it annihilates the very air around them at the same time.

### **Mage Sensor- 200**

Most Mages do have some sort of sense for magical energy but it is rarely fully developed. It'd be a rare find to meet someone who can actually track individual Mages with their sensory abilities but yours are finely tuned enough that you can indeed do just that. You're a Mage Sensor with good

enough natural abilities to track individual Mages from over ten kilometers away, including detecting their outward level of magical power and anything they've got hidden away, short of the really crazy skilled guys, and even the general nature of the magic that they are trained in the use of, though that can be a bit muddled if they're one of the rare Mages to know multiple Styles. Your natural sensory abilities can be improved with practice, maybe one day working across all of Fiore!

#### **Mystical Eye- 200**

The Ethernano that runs through the bodies of people in this world sometimes reacts strangely with those physical forms. Sometimes the energy concentrates, resulting in mutations and enhancements not expected before. Surprisingly common are magical senses, one of which you obtain here. One of your senses has been greatly enhanced in acuity, such as hearing being able to pick up soft foot steps from almost a mile away, as well as being granted magical functions in some manner. The previous hearing sense might improve to allow you to hear the thoughts of those you are looking at. Sight may allow you to see the next few seconds of action your current opponent may take while smell may grant you a strange form of psychometry on objects you sniff. These senses do become more vulnerable to overloading with sensory information though.

#### **Not So Lost Magic- 400**

So many just relearn what has already been found, make new variations on what already exists. Where's the intellectual adventurism in it all? You've got a step up on these meatheads that don't get that creative with magic, as you find it much easier to create new magic and to rediscover lost magic. What might be lost forever to most people is just the result of a difficult quest you find yourself drawn towards, knowing in your mind that a lost spell awaits. Sudden bursts of inspiration seem to guide your hand as you work to create something entirely new, though the process can remain arduous. The prizes and challenges both remain great but unlike others, you find yourself easily kept on the path to attaining them.

#### **Defeat Equals Friendship- 400**

Once you knock someone's lights out, they have to see reason. Isn't that the rules? You might not be quite so crazy but a lot of the time, it really does seem to work like that. If you can beat someone in a serious fight, it becomes far more likely that they lose heart in the overall conflict you're a part of and an equal boost in likelihood is found in getting them to actively join your side. As a good guy, it could be making a real connection and befriending someone that was thought to be irredeemable before but a bad guy might just find himself able to break people's wills and make them fall into obedient despair.

#### **Friends Are Forever- 400**

The bonds of friendship are one of the most powerful magics in existence. Once it's been forged, nothing can truly break it apart, not forever. You and any friends you make will be able to rapidly develop a deep understanding and connection to each other if desired, forming into a near unbreakable bond that can give you all strength when your wills give out. These bonds cannot be broken permanently, even by powerful mind magic, and in many cases the fact that you hold these friendships can allow you to resist or break free entirely of magic that might turn you and your friends against each other.

#### **The Knight/The Gunner- 400**

The tools of magic can bring one far higher than only relying on personal power, though those tools often require a great deal of skill to wield ably. When it comes to the violent side, you've got all the

talent you could ask for. Choose either melee weaponry or ranged weaponry and you'll find yourself endowed with the same world class skill that Erza Scarlet has for melee weapons in just about anything that fits in either category, plus the sort of talent to let yourself keep improving at significant rates if you continue to apply yourself. Your chosen category feels natural in your hands, like it was always meant to be there, and it's usually not that hard to figure out all the different things something in your category can do when you hold it. No need to worry about an obscure magical power from the rusty old sword you picked up.

#### **Future Sight- 400**

A legendary power that often comes to be seen as a curse by those that hold it. Precognition is your talent, the ability to see visions of future events. It's quite powerful, if uncontrolled right now, and can warn you of events over half a decade away, often in short bursts of a minute or two that is difficult to aim. With time and focused efforts, you can learn to increase these varying parameters to see further, with greater clarity, perhaps even to activate your visions by force rather than receiving them at random but useful intervals. It is not impossible to change the future you see in your visions but it will often be very difficult. Maybe the easiest way is to work around what you see, to change what isn't so set.

#### **Fairy Hunting- 400**

No where is far enough to escape your grasp, not even with the power of magic. The winds of the world coax you along the path to your prey, as if nature itself acknowledges you as a born hunter. A track almost without par, you are able to eventually find almost any person or object from across vast distances and with little leads or clues. Even magical protections cease to work fully, at best slowing your tracking down. Following a rogue group across many flying islands, hundreds of miles and even magical protections is entirely possible, though it may still take a few weeks. The more familiar you become with your targets, the easier this will become. Just escaping from you doesn't end the threat, it just makes it a little easier for you to catch up next time.

#### **Fairy Strategist- 400**

From a child with a mind full of tricks to a leader that can push everyone to the very limit with their plans. Many fights here boil down to slug fests between two powerful beings, totally neglecting anything beyond basic planning and rudimentary tactics. Not with you in charge. You've always been brilliant at misdirecting and tricking others, even at creating complex riddles and games of wit, but as you've gotten older you've gotten a skill for tactical leadership that only Mavis herself can match. The Fairy Strategist is famous, even decades after she passed away, for how her mind could lead inferior forces to crush greatly superior ones, turning a dozen varied magical styles and fighters into a single well oiled machine of war in just a single speech.

#### **Fairy Founder- 400**

Magic is like breathing. The Ethernano that flows in and out of your body is no different than oxygen. In and out, without even conscious thought. Is it really so strange that you would find the use of that energy to feel just as natural? Magical energy flows free and easy in your hands, understanding it the way you would naturally understand the way your fingers should move. To others, it's nothing less than being a prodigy with spells, understanding them several times faster than others and finding it easy to expand on what you new to create variations of existing spells or alter their traits directly. You'll even figure out how to explain the insightful way you look at magic, the way spells are so easy for you to disassemble, and teach others at a greatly accelerated rate.

### **Hero to Zero- 400**

Quite the nasty little secret you have there. A different person hiding within you, a new side to yourself. Zero, Negative Jumper, the dark side, there's a whole bunch of names for this sort of being but the end result is that they appear to be a super powerful evil side to you. They have the same goals as you, in general, but far less morals and compunctions about how to achieve those goals. They still care for the people you do but they won't seem to mind being seen killing or worse to achieve your dream. To do this, they appear to possess quite a lot more power than you normally have access to, enough that you'd find them an extremely difficult opponent to beat were you to fight normally. You can cede control to them willingly and take it back immediately too, so long as you are conscious, as the evil side has a habit of taking over to protect you when you are knocked out by force. In time, you can learn to mentally communicate with them and perhaps form a inner bond.

### **Fairy Arts/Grimoire Arts- 400**

The greatest spells always come with a cost. Ancient, terrible magic spells like Law, Ars Magia and more all confer great curses or even take the life of the caster but in return, allow for enormous power. You've learned how to modify spells to become more like this, creating stronger versions of spells in exchange for greatly increasing their costs. A moderate buff might just confer extensive material costs but serious upgrades likely tear away at the very life force of the wielder or take a similar gouging of price from their being. A villain might see this as a handy way to make use of their servants, forcing them to cast spells made to reap their lives so they can reap the benefits, though those villains should be careful the servants don't turn such powerful magic against them.

### **Edomagic- 400**

The arts of Edolas are entirely different from Earthland, in many ways they appear inferior. Working with so little Ethernano, can they really be blamed? But Edolas has overlooked potential, for their magic tools are no less full of promise than the magic of this world. You are a master-crafter when it comes to this magic tool technology, from simple fireball and water blade weapons to the very heights of achievement here, massive flying islands and super-weapons like the dragon warrior Dorma Anim or the Earthland mobile fortresses of Phantom Lord or Grimoire Heart. Provided you have materials and magical energy, you can create magical tools that even those totally lacking in magic can make use of, provided the energy invested in the tools doesn't run out or is recharged regularly.

However, unlike Edolasians, you do not lack the ability to use Ethernano directly. You thus have a somewhat rare talent in easily converting any magical spell you know into a new magical tool, even ones from outside this world. The stronger the spell, the higher quality the materials needed, but you'll be able to create tools invested with varying amounts of energy to cast it for you. These tools can be straightforward Lacrima orbs or be more like the sort Edolas uses, such as swords and armour.

### **Star Power- 400**

A star among the stars that are the Celestial Mages, you've got incredible potential when it comes to any kind of summoning magic! It poses a fair deal less strain on your energy to summon and support your allies to you while you also find it clear as day as to what the best summons for your situation are as well as how to best direct them in combat, as long as you give it a minutes' thought first. It's a breeze for you to befriend all but the surliest of summons, even they might come to secretly watch over you protectively in time, and forming new contracts won't be much harder. Lastly, you've already attained a high enough level in Celestial magic to be able to combine with those you



summon if they are willing, somehow even in other systems, gaining their abilities and skills stacked on top of your own while the summon lasts. No longer are you going to be the supporter standing at the back on your own!

### **Curse Magic- 600**

In ancient times, when magic was first beginning to coalesce, it took many different paths. One path would lead to the caster and holder magics that humans make use of but another would lead to it's cousin, the demon held Curses. It's this that you have taken hold of, learning to convert the magic that you can use into Curses instead. A Curse cannot be cancelled or dispelled and will bypass any resistance or immunity to magic. Curses are technically magic but certainly not in a form recognised by other spells here, a trait that will continue on to future worlds. Curses are also able to become stronger by drawing on negative emotions within yourself and the area around you, potentially many times over in places of tragedy such as disaster sites where many have recently died in terror. It shouldn't be surprising that demons that possess Curse magic will often cause mayhem for these reasons, empowering themselves further and further while in the area. Additionally, this perk will give an exceptional talent for learning Curses, as well as similar dark magic in future worlds.

### **Curse of Ankhseram- 600**

Trespassing on the boundary of life and death has grave consequences in this world, as the god Ankhseram seeks to punish any who try to resurrect the dead. As one such person, or simply someone who got caught in the crossfire of a God's ire, you have received the Curse of Ankhseram. The first of two effects this has is forcibly enchanting the user with Ankhseram Black Magic, magic which curses others with death, creating a black fog which rots, ages and destroys the life of almost anything it touches. Only a few powerful beings, such as dragons, can even resist it's effects for a time. This magic bursts out uncontrollably around the user but becomes easier to control the less value they place on the life of others and, like most magic, will only grow stronger as the user's magic power does.

The second effect of the curse is immortality, ageless and near-indestructible in form. Beheaded, mashed into meat, cursed with death or attacked at the spiritual level, nothing will be able to kill the cursed victim. Only the act of a more powerful god than the curse holder like Ankhseram, who holds dominion over life and death, or an act of The One Magic known as true love, can break the curse and kill an immortal. Both difficult tasks here, considering only Ankhseram has sent out these curses and the hardship in finding love in others when caring about them will send out waves of black magic.

### **Do Fairies Have Tails?- 600**

A whimsical question that became the foundation of a family that would change the world again and again. The friendly handshake between strange forest girl and a trio of adventurers that set that family's creation in motion. For the ones destined to change the world, even the smallest actions can ultimately have far greater impacts. Your actions resound in effect like butterfly flaps across the world. Guilds you create will become famed and important across the land as some of the greatest or most infamous, weapons you create become items of legend as they come to be wielded by famous adventurers, clever students of yours great heroes or villains once they mature and begin to quest on their own. These effects almost always come into play years, sometimes even further, after you have taken the action. While you can choose for your actions to not automatically do this, not restricting yourself will soon see you become associated with many legends, if not one yourself. Your legacy will be impossible to ignore, mixed with both the good and bad of these worlds.

### **Pure Magic- 600**

There is a purity to magic that so many miss. Mages are so focused on their own power, their goals, the special techniques they make, that they forget the true path to magic. Perfection in purity, a study of magic at it's very core, that goes beyond individual techniques. You've gained a special insight to magic, allowing you to make use of purer forms of it in this way. It's made the specific styles of magic you use around half again as strong as normal but it's real draw is that it trumps over the normal challenges and rivals to that kind of magic. A Pure Ice mage would be able to freeze even ice itself and damage ice elementals or other beings normally resistant or immune to ice as normal. Additionally, Pure magic will possess a massive advantage over normal magic of the same type, though a big enough difference in power, skill or other unique traits could still see the Purist lose out. Finally, your talent for Pure expressions of magic means that you can be seen as a prodigy in regards to how easily you learn the direct, core uses of any magical style or spell. Unfortunately, a Pure route doesn't lend well to creativity and expanding what the magic can do.

### **I Am Your Mother- 600**

Even for a world where friendship and family is such a integral theme, you'd think it'd be a little less common to constantly encounter forgotten childhood friends and unknown family members. But it happens to you and like the famous Erza, quite often. As you continue your journey through this world and others, you'll find that some of the people you encounter will reveal previously unknown or forgotten relationships to you, usually quite positive ones. Even the ones that are posed as enemies, which forgotten family members often seem to be, can eventually be convinced to change sides. Those same surprise family connections can sometimes even result in new potential within you as well, showing that you have the potential for powers you hadn't realised before.

A powerful enemy you meet might look oddly familiar, eventually revealing during a dramatic moment that they are actually your father! One of the companions of the protagonist might be surprised to see you, exclaiming that you are their childhood friend who they thought died years ago! Should you have a history in the world at the time, you'll even find yourself remembering the same things. Encountering childhood friends, past comrades and old flames like this isn't uncommon, something you'll like see at least a dozen times over a series. Less if these people happen to be more important or powerful, especially rare if they end up revealing a new power in you due to a family connection you did not have before.

### **For My Friends!- 600**

The love that all magic was sourced from can be found in few places stronger than between true friends. Power beyond belief, again and again, blossoms from these intimate bonds between allies. While you can already draw on that source to some level while in this world, this option makes it so much more than just an ordinary trait. Just the thought of your friends in your mind while you fight is enough to bring a surge of energy through your body and magic. Acting in their defence or to help them reach their dreams? The increase in power would be kind of vast empowerment that even Fairy Tail only sees rarely.

The One Magic flows freely into you in these times of need, making even a mouse able to contend with a lion. Even your own friends find themselves benefiting from your presence in that way, though to a lesser degree, and all of you will be endowed with stronger wills the worse the threat that faces you standing together. Alone, this gives little to nothing. But with true friends by your side, fighting to save each other or the world or just for the dreams you so dearly grasp for, it feels like nothing could stop you now.

### **MBP Body- 600**

Through strange experiments, you've gained a unique physical form. Entirely composed of Magical Barrier Particles, your very presence can become a lethal threat to all living things. These particles act as a powerful poison that weakens and eventually kills most living things in just minutes, as well as quickly degrading at the strength and integrity of most forms of magic it touches. Being made of this black mist like substance lets you freely change your shape or move as a cloud of mist, as well as making it exceptionally hard to interact with you through physical or magical means if you remain intangible, though becoming physical to touch things will allow others to hurt you. If you keep a solid form, you'll also be able to prevent others being harmed by the particles even if they touch you.

This body comes with two further limiters it can release. The first is effectively constant, being your MBP form whenever you are not maintaining a solid form. The second allows you to turn the particles into a churning sea of chattering skulls that attack and consume the souls and life-force of anything they touch. The third seal collects your power and awakens it, transforming you into an shadow wreathed Etherious like form of much greater power than normal. Not only is your physical and magical power greatly increased, you can project the particles at even greater amounts and speed than before. Your final attack is to turn yourself into a sort of black hole, your body of darkness exerting immense gravitational pulls to draw all things around it into a dark dimension where their bodies, minds and very souls will be destroyed.

## Items

You may take 1 100CP item as a free pick and choose 1 item at each other level to be discounted to half price.

Several items available below will note that they count as Holder Magic. This means that they are generally powered by your Magical Power and that your skill with the use of these Holder Magics will scale based on your Magical Skill. Unlike Caster Magic, you don't need to pay a surcharge for each one past the first. As items, it's far easier to interrupt their use than a direct power.

### **Jewel- 50**

The currency of this world is known as Jewel, mostly seeming to come out to equal the Japanese Yen in value. This cheap option will provide a decent amount for every purchase, enough to pay for the rent of a good home in a city centre and all living expenses that come with it for a year or two, as well as some luxuries. Living frugally, you might stretch it to almost half a decade instead.

### **Minor Magic Tool- 50**

The world is full of clever inventions, especially once magic has been added to the mix. Too minor to really count for Holder Magic, this option instead allows one to take a wide variety of very minor magical tools. They're not necessarily only cosmetic and can often be quite helpful with more impressive kinds of magic.

Gale Force Reading Glasses that allow the user to read at terrifying pace, Magic Headphones that can store and download almost any kind or amount of music, Light Pens to write in mid air with any colour of light. Even the weaker Edolas based tools can count here, such as the Fire Sword or Wind Gun that Natsu and Wendy first encounter in that world. If it's a very minor tool like these, you can take one for every purchase of this option.

### **Magazine Deal- 100**

The sign of any up and coming celebrity mage! You've got a few fashion and celebrity magazine contracts, even a few planned photo shoots for Sorcerer Weekly, the biggest mag in the country. You're not front page material with just this but it does help your reputation, do a lot to keep you in a good light and keep some money coming in now and then. If you're pretty, fun and cool, you'll only see yourself getting more of all three benefits. Similar magazine deals will be available to you in future jumps in some form.

### **Magical instruments- 100**

Sound based Holder Magic. It's enough for a whole band to rock the hell out together, this array of a dozen different instruments. They might be the sort for rock and roll or a more traditional, classical fare but the common trait is that they're all built to channel Ethernano into sound magic of varying effects. There doesn't seem to be much of a limit on the input amounts but the skill and control you use the sound magic with will depend not just on your magic skill but also on how great you can shred the instruments. If you're a no talent wimp who can't strum a chord to save his life, it might really hamper even a genius' magic skills. But when you're able to rock with the best of ages and also have the magic skill to keep up? You'll be stacking both to be better than ever.

### **Silver Keys- 100**

The basic form of Celestial Spirit Magic, a keyring holding four different Silver Keys. A Silver Key embodies a spirit of a constellation in the sky, something you are able to summon from the spirit world to fight by your side. You've got four moderately powerful Silver Keys here, like Horologium or Caelum. The contracts have already been made with each spirit, a permissive one that requires little more than magical energy from you with each summon and guarantees that they'll fight by your side as long as you're not abusive to them. Silver Keys can be treated as individual companions if desired or kept on as simple summons, residing in the spirit world otherwise. A broken key will repair in one month.

### **Magical Vehicle- 100**

One of the wonders of modern science. Magical Vehicles are Mage-only methods of transportation, taking the form of cars, motorcycles, small boats and even airships capable of fitting a half dozen people. At least the one you're buying now. While there are no weapons on board, there is the SE plug- the armband that directly transfers magical energy from wizard to vehicle. The more you put in the faster the vehicle goes and unlike most, this one doesn't seem to have a top speed! There's also slots for lacrima to be placed, enabling it to be more battery powered if you wish. The vehicle you pick can be as stylised as you like too.

### **Charm Ring- 100**

Forbidden Ring based Holder Magic. You'd have to be a very naughty person to want this, as this ring allows one to 'charm' any who see it when activated. It forces a hypnotised state onto it's victims, creating a deep attraction and allure towards the wielder. A basic user might just work with simple lust but who knows the manipulations someone skilled could work on the minds of those around him, with how all encompassing of the mind love and lust can be. It's quite illegal to have one however, so keep it hidden around any rune knights.

### **Magic Card- 100**

Card based Holder Magic. Pick a card, any card. They're all going to make a mess. Magic Card is quite the useful Holder Magic to pursue, coming in the form of a set of tarot cards that can create a wide range of different magical effects depending on how they are combined, used cards quickly reappearing in your deck after being cast. It's pretty easy to cast basic elemental magic and an expert can even learn to do things like imprison people in cards, track and communicate with their allies, create illusions or even make entirely new cards to add to the deck. The cards are pretty lacking when it comes to versatility compared to the full styles they replicate however, usually being more like a single spell instead of a full range of them.

### **Parfum- 100**

Perfume based Holder Magic. A much more technical Holder Magic than most, this item gives you a range of perfume vials and study materials on how to create more, as each vial actually contains a magical concoction that delivers it's effect when inhaled. Primarily focusing on positive and negative status effects, Perfume Magic can be surprisingly effective given how few mages defend themselves against *mere* scents. An exceptional user of the style could even create perfumes that grant limited usage of entirely different perfume styles, such as suddenly manipulating lightning to lethal effect!

### **X Balls- 200**

Little black and white balls with an X on them, special drugs made by the lost prince of Edolas that you got your hands on a bottle of. X Balls are a special drug that lets anyone that eats one

continually produce magical energy despite any normal restrictions. A Earthland wizard would retain their casting in Edolas having eaten one, as well as while within any anti-magic fields or in places magic normally didn't work. It doesn't stop people countering your spells, just the ability to cast them. You've got a jar containing eight balls, which replenish once per month.

#### **Riverside Apartment- 200**

A cozy little two storey home found in the bustling centre of a town or small city. It's not technically owned by you, you're just renting, but the rent always seems to get paid and the landlord looks after you as best they can, seeing you as like a grand child to them. The neighbours are friendly and being here makes you feel safe and charged with all kinds of creative juices! There's few better places to be to write a good novel.

#### **Angel Coins- 200**

Coin based Holder Magic. Angel Magic relates to the summoning of angels, beings of light and holy magic to fight for you. Normally, the coins used to summon them are manifested by sacrificing a portion of your lifespan, ten days per coin, which is only returned if the angel is not defeated once summoned. The more coins manifested, the more powerful the angel that can be summoned from the heavenly realms, with 10 coins being enough to summon the powerful Raguel who attacks with trumpets that even threaten a lower S class wizard. Greater skill can reduce the amount of lifespan involved but, buying this here, also ensures that you have a supply of ten coins that do not draw your lifespan. These physical coins only replenish twelve hours after each is used however.

#### **High Status- 200/400**

Why start from the bottom when you can skip to the top? Authority is what you want, fame and achievement, which this two tiered item presents in spades. The first tier sets you to be a higher up in whatever organisation you begin in. An S Class guild wizard who passed the S Class test, a respected captain in the Rune Knights, a close aide to one of the Council and so forth. Not faction leaders but with much more influence. The second tier, costing 400, puts you just a step from the top of it all. You're not the sole leader but you are in the second in command position. An S rank that the Guild Master closely consults with, a full member of the Council, one of the generals of the Edolas military or a leading officer in the Rune Knights are all applicable examples. You'll find a similar boost in rank and status in future worlds, for any organisations you begin as part of, if you want it.

#### **Magical Weapon/Armour Sets- 200**

Among the most common of Holder Magic, though these are quite high quality. Weapons and armor, of a ranged or melee flavour, and a magical nature. The equipment sets that the famous Erza Scarlet uses or the magical guns used by Bisca Connell are all great examples. Each time you buy this, you'll be able to get your hands on five full sets of mid-range magical armour and weapons or ten individual magical weapons of the same level. The armours that Erza uses earlier on in the series such as Flame Empress, Black Wing, Adamantine or Clear Heart Clothing are all viable for this mid-range approach. This can be bought multiple times, discounted after the first time to 100CP.

#### **Golden Keys- 400**

The greatest of the Celestial Keys and among the most powerful Holder Magics. You've obtained three of the Golden Celestial Keys, each corresponding to one of the Zodiac constellations. These summons often show much more power, from being capable A Class fighters like Leo or Scorpius to having the raw power to blow even an S Class mage away like Aquarius! They tend to have all sorts

of strange personalities though and can take more effort to get along with, especially the more powerful ones. I hear being a cute girl is enough for most of them to fall in love though. Broken keys repair in one month, and unfortunately the Spirit King refuses to answer through broken keys bought through the jump, knowing they are temporary breakages. You may optionally have the Eclipse versions of these spirits, the same level of strength but with new appearances and personalities.

#### **Magic Pet- 400**

A powerful partner, one that may have grown up alongside you. This magical animal is not just large enough for you to ride, but also a powerful warrior. They're fully sapient and able to communicate with you, sharing the same level of skill as you in one of the Magics that you know, along with one less step in Magical Power than you. The close bond between the two of you makes Unison Raids, powerful team attacks between complementing magic styles, a cinch to pull off. The magical beast can even take a very fetching human form, for disguise or for other reasons you may want.

#### **Anima Machine- 400**

The advanced magic tool that Edolas uses to steal magical energy from Earthland, in more portable form. Instead of the massive structure of the original, your Anima machine is the size of a large closet. It's got the power to open gates to other dimensions, only Edolas and Earthland for now but a bit of fiddling could uncover more, especially if you know of their existence. Anima is able to open gates for easy travel or directly move targets from one area to another. Yours can't convert targets to magic crystal like the original but you do find a few books of notes on the original Anima, which would help any prospective engineer recreate it in it's full glory.

#### **CHRISTINAAAAAA- 400**

A much more impressive personal vehicle, in the style of Blue Pegasus' Christina or the Olympia temple. Capable of travel on land, under the sea and in the air, you have access to an exceptional quality machine. It's around as large as a three storey home and moves quite fast in any terrain, enough to cross Fiore in an hour. It's powered by automatically recharging Lacrima batteries, which also provide the fuel for it's high powered magic weaponry! You won't be taking on any armies but the magic ray guns and missiles this vehicle can have are enough to harm an S Class wizard. Bit hard to aim however. The design of the ship is up to you, though even awkward and silly designs will prove easy to pilot in any of the ships' modes. If broken, shot down, crashed or just lost because someone fell asleep at the wheel, it'll show up next time you need it after a day.

#### **Jumper E. Fiore- 400**

The blue blood flows true in your veins, heritage of a royal nature being your birthright. As a secret or something known openly about you, you're a member of royalty in one of the countries of this world. A prince or princess of the realm, true born but your succession will depend on your age and exactly who is your parent. An immortal emperor may be a possible choice but is unlikely to be giving up the throne any time soon. Your royal position, if known, is likely to put you in a position of great social status and not inconsiderable wealth, though in some nations it may also make you a target. At least Fiore has a nice royal family, even if the king is completely bonkers.

#### **The Books of Zeref- 600**

At once both Holder Magic and something more. The Books of Zeref are the guides to the Black Arts that he pioneered, known in more specific terms as Living Magic. The arts to create demons, out of magic or the natural world or machines or stranger things. With all manner of powers and strengths,

the variety of demons is sure to astound. These books are a replica of Zeref's writings but confer the teachings of Living Magic as a Magic Style all the same. Additionally, each book is able to summon the Demon or Etherious that is canonically connected to it. In your collection, you have the books responding to every one of Zeref's demons save for END, Bloodman and Larcade. With enough energy from you, it is entirely possible for you to summon Deliora, Lullaby or the Demons of Tartaros. As the owner of the books, they'll follow your commands unless it would turn them against Zeref directly, though it'd require large amounts of magic and skill to permanently summon these more powerful creatures instead of temporarily or relying on lesser demons without true names.

### **Jumpfilia Konzern- 600**

With all their power, a mage still lives in a society. And a society runs on money. Money is the true power here and more than most, you are powerful. At the head of your own international company like the Heartfilia Konzern, you have become an immensely wealthy and influential figure in the business of this world. Whatever the actual purview of the company, it has interests and holdings in every major town and city across Fiore and most other countries too. The wealth gathered is enough for you to own a vast estate with multiple mansions at once, along with the continual employment of the dozens needed to maintain these areas. Such are your funds that even hiring the entirety of a major wizard guild out to act as your personal enforcers is not a serious strain on your personal wallet, though you should be wary they don't turn on you. Money is only power as long as everyone respects the laws.

### **Mobile Fortress- 600**

Dark Guilds have a habit of relying on mobile guild structures, all too wary of being found out by the Light Guilds. The most powerful of them create Guild Bases that are themselves potent weapons. You've gotten your hands on one of these advanced and massive structures, a mobile fortress with weaponry, mobility and likely a special advantage or two. The Super Mage Giant Phantom MK 2 of Phantom Lord, a normally spider legged mansion that can transform into a massive castle-based mecha capable of casting magic at a vastly increased scale when supplied with power. The Grimoire Heart Airship, headquarters of the Guild of the same name, is another example. A huge airship capable of moving fast enough to dodge an S Rank wizards attacks, holding powerful Jupiter cannons that can destroy whole towns and even the Demon Heart, an artefact that massively increases the magical power of the Airships' owner while rendering them near impossible to kill. You can take a copy of one of the above two or design a similar mobile fortress of your own, including a unique special feature and various weapons.

### **Doruma Anim- 600**

A massive magical tool, a sort of armor shaped into a dragon that towers 20 or 30 meters into the air. It drains magic from the entire planet to power itself, even being able to shut off the energy of anyone that cannot generate their own magic, and that which is drained is used to power the mighty creature. Capable of contending with multiple S Class threats at once with raw physical power, it's aided by the fact that the armor is completely immune to any magic not designed to be effective against dragons, such as Dragon Slayer magic. A variety of weapons are hidden within it's armor, such as a massive array of missiles, beam weapons, melee tools and even a massive cannon within the armor's head that fires a proper Dragon Roar with it's magical energy. Doruma Anim can also take on a blackened form, possibly changing shape, by channeling the magic it drains into the physical form of the machine to greatly strengthen it further. Your version can appear like the Dragon Armor of the manga or anime or take on a different design, though it must remain a very large powered armor/giant robot.



### **High Class Armor and Weaponry- 600**

A Holder Magic. The best of the best when it comes to weapons and armor can be found right here. The sort of tools that outright break the rules, each one a legendary implement. The greatest of Erza's armor and weapon sets like Nakagami Armor or Armadura Fairy, capable of granting immense raw power and incredible abilities like dispelling any magic or cutting through space itself. Even special individual tools like Archenemy, the sword capable of easily destroying high powered Summons even when sheathed or slicing a city in half when a normal unsheathed slash is used. This option allows you to pick one armor and one weapon of the highest tier found in this world, even creating a custom weapon of your own equal to the above examples. Even a novice would be able to perform as an average S Class wizard with one held and someone already mighty and talented would go far further. Further purchases are discounted to 300 each.

### **Dragon Lacrima- 800/200**

A Dragon Lacrima is the peak of power when it comes to Lacrima, a sphere that has had the power of a mighty dragon transferred into it. When implanted into a living person, they gain the use of Dragon Slayer Magic of the same element as the dragon that imbued the Lacrima. Unlike normal Dragon Slayers, these so called Second Generation Slayers are able to easily enter Dragon Force when they desire it and do not risk Dragonification from use of their powers.

This option can be bought for 200CP before a discount to receive a single Dragon Lacrima of your choice. However, the main intention is to imitate God Serena and his famed Eight Dragons. The full purchase of this option at 800CP confers eight different Dragon Lacrima, though the first five elements of this option must be Fire, Water, Earth, Wind and Lightning. The remaining three are available for personal choice. These magics, from a single purchase or all eight, are counted as if they were Magic Styles for the purposes of Power and Skill.

Optionally, you may exchange these for similar Lacrima based on God or Devil Slayer Magic instead.

### **Nirvana- 800**

Utterly behemoth, well beyond the scale of anything since ancient times. A vast spider-like golem that slowly lumbers through the land, so big that a whole city fits onto it's back with a grand palace in the centre. An ancient tribe called the Nirvit once lived here and outside of it's use as a mobile city, Nirvana hides a secret weapon. Six massive lacrima at each of the six legs constantly drain energy from the Earth to power the entire machine, it being controlled from the palace by the 'King' of the machine. But Nirvana is also the name of it's magical weapon, an immensely powerful beam weapon fired from the front of the structure that appears to be made of both light and darkness. Any in contact with this beam will be changed, those of darkness changed to light and vice versa. Only those not solidly on one side will be changed, causing any with hesitation about their actions, unsure emotions or doubts to have their characters, moralities and personality traits reversed. A money hungry villain who abandoned his family would become a charitable hero who wishes to protect his friends and adopted family. A saintly heroine who has hidden doubts of her own effectiveness could become the most vile of villains, capable of any amount of cruelty.

### **Eclipse- 800**

A great golden gate, surrounded by shattered locks, from behind which brims infinite potential. One of the greatest secrets of Fiore and the result of an ancient plot between Zeref, the great Celestial Mage Anna Heartfilia and many of the Dragons to kill Acnologia. Eclipse is a tunnel through time itself, allowing the travel to the past or the future. Normally it would require all twelve Celestial Keys

to unlock but these have been broken, leaving two main conditions. It can only be opened during a Lunar or Solar Eclipse and requires enough magical energy to lay waste to an entire country to be opened, automatically draining any energy used in it's vicinity when the gate is closed. When closed, devices on the sides of the gate allow for the destination, in time and space, of the gate to be chosen. One could change the world with this but the destruction of the Gate will force anyone that travels through it to go back to their original place on the timeline, albeit any changes made will remain in place, unless the traveller has remained for several years already.

#### **Face- 800**

Three hundred small pellets made of magical metal, each one engraved with a human face. The initial form of the artefact called Face, a massive defence network of three thousand large Face artefacts that cancel any magic used in a wide area around themselves. When you place one of these pellets in the ground, wherever that ground is, it will immediately sprout into a large structure standing tens of meters into the air on unnaturally long necks. When commanded by your desires, even from a distance, they will continually output an aura that negates any magic, even including enchanted objects such as Lacrima. No one will be able to use magic for miles around a single Face, not until it is destroyed, and only the very greatest spells of powerful gods, like the Curse of Ankhseram, will be unaffected. Your pellets will restore themselves every ten years and you can command the Faces to stop with a thought.

#### **Aetherion- 800**

The Satellite Square, an ancient orbital weapon capable of untold annihilation, such that even the Black Mage Zeref himself fears it's effects and would not challenge it. Hanging in orbit around the world is your own replica of the spell, an Etherion linked to your will. You are able to target it to any location in the world that you can visualise, allowing it an hour to charge before firing. Etherion has the power to burn clean an entire country if fired widely or can be focused to utterly annihilate every shred of something as small as a single castle. It is not impossible to absorb or deflect Etherion with the right tools or spells but that itself can be a benefit, as Etherion gathers energy from outside the world and thus can continually fire once per hour. Anyone capable of absorbing it would thus gain an absurd amount of energy, potentially enough to even resurrect the dead.

## Companions

### **New Friends and Old Friends- Free for First Four/50 Per**

Whichever they be, it's impossible to miss them when you're in this world. This option does the standard of allowing you to import existing companions or create a new companion from scratch, one per purchase for both. You're able to decide on the appearance, history and personality of new companions within reason and both kinds will get a free Origin, the same discounts and freebies as you as well as 600CP to spend on anything in this jump. And because we're all about friendship here, the first four imports or new companions are entirely free. After that, you'll have to pony up 50CP each.

### **Will You Be My Friend- Free for First Four/50 Per**

But as good as meeting new people can be, everyone knows that there's some people here to meet that are even more fantastic already. If you've got your eyes on a lovely witch or a awesome wizard, this option will give you a ticket that lets you get the chance to take any one canon character along as a companion, as long as you can convince them to agree to it before the jump ends. Each ticket gives space for one character. And since we already went there once, it'd be impossible to not do so again for the actual attractions. You get your first four tickets for canon characters of Fairy Tail free, enough to offer a chance to most full wizard teams. Otherwise it's 50CP a pop.

### **Edolas/Earthland Jumper- 100**

An odd mirror of yourself has appeared. Not quite a clone, they're an alternate version of you in this jump from the other world. If you're a magic user from Earthland, you'll find them to be a human from Edolas with equivalent technology and magical tools to match your abilities from here when used with their skill. From Edolas and it'll be the reverse, a wizard or witch with spells to magic your devices and skill that you've picked up here. They might look mostly identical to you but there'll be a few quirks in their appearance and quite the change in personality that sets them apart. A kind and cheerful little girl might encounter an older, developed version of themselves with a bully-like persona. A battle loving young fire mage might meet a cowardly roadster. Your clone and you, despite the likely clashing personalities, will find that you each get along very easily with the other. They'll be a companion if you offer happily, though they might want a hand with some problems in their homeworld first.

### **Papa/Mama- 300**

Every third person you meet has some sort of lost family, mysterious lineage or famous relative. This might not be too strange, if not for all these unknown relatives always turning out to be shockingly powerful mages or important historical figures. Your own parentage is much the same. Whether your father or mother, one of them is a stunningly powerful and talented wizard, enough to be near or at the top of this world. They're only related to you in this world, in terms of what biological traits they share, but the rest of their character is yet to be decided. They might be a loving but careless drunk, often away from home but there when you need them most. Or maybe a psychotic dragon-witch still trying to work through centuries old trauma. You could even pick an existing character in this world to decide your relationship with, though you'd not inherit anything you hadn't purchased already.

In future worlds, you can find yourself the child of a similarly powerful individual. They'd only have inheritable traits that you already possessed in that world and their power is likely to be found in

things that either anyone could learn (Magic, in this world) or that can't be passed on easily (Accidentally dragoning yourself).

## Drawbacks

You may take as many drawbacks as you like from the following list.

### **Fairy Tail Zero-+0**

The story of this guild extends over many generations. From each Master of Fairy Tail in the past to centuries ago when the dragons went to war and the Black Mage gained his name. This drawback allows you to start earlier in the story and either stay your ten years in that time or stay until your usual leave point, even if you reach that through shorter means like the Eclipse Gate. The earliest point you can begin in is a few days after Zeref has been cursed by Ankhseram with immortality. This is around four hundred years before the canon story begins.

### **Final Season +0**

The long road has to be taken to see the end. Even if you just start at the normal beginning, the way time skips around would see you miss the ending of the tale here. Taking this allows you to extend your story for an additional ten years beyond the normal end time of this jump or until ten years after the final point in Fairy Tail's story, wherever it eventually decides to end for good.

### **Do Fairies Have Jumps? +0**

There's quite a number of special little events that appear in the manga, a guest from another series popping up for a quick adventure. A short blonde kid and his pet pig, a freaky hand creature, a weird cyborg from space, there's all sorts to be seen. This drawback allows you to make canon the various crossovers that Fairy Tail has had happen in it's manga or other spin offs. You can decide how they are canon, such as existing in the same world as these other settings or being purely guest character based.

### **Council Trouble +100/+200**

Before you even take a step, you've got a nasty reputation with the Council. Or whatever equivalent is present in your starting nation in Earthland or Edolas. You're the worst kind of trouble maker, like the ones they're sick and tired of over in Fairy Tail, so they make sure to keep an extra close eye on you. Any offences have the book get thrown at you if they can prove it, not taking any chances when you might wreck another town without meaning too, and sometimes they might just pull you in over almost nothing to make a statement or be seen to be doing something. At least outside of law enforcement, no one thinks bad of you. Fairy Tail members might even get a kick out of it.

For an additional 100 points, you're a wanted criminal in your starting nation, accused of serious enough crimes that your Council equivalent is actively hunting you down. The bounty's high enough to not just draw attention from bounty hunters but also put you on high notice internationally.

### **Thunder God's Pride +100**

A guild is like a family and to see your family harmed would ignite any man's wrath, wouldn't it? It's just that you take this to an unreasonable level, having such immense pride in yourself, your friends and your family that you're barely able to stop yourself attacking someone for mere insults. You won't kill them but roughing them up with fist and magic is just fine in your mind, save for some great obstacle or threat in the way. Actually having your family shamed or attacked means you almost certain to declare all out war and not hold back that far on the lethality. With the help of your friends and maybe seeing some enemies converted to become friends, it might be possible to get a better handle on this temper over the years.

### **Obnoxious Quirk +100**

Everyone has their thing, their own little quirk of personality. Small flaws that add character and flavour, though often add complications onto your life. Habitual stripping of clothes without even realising, an obsessive love for the drink, a total lack of awareness on how far you go to get a girl. Like the many members of Fairy Tail, you've got your own strange quirk of personality that's guaranteed to make all sorts of situations at least a little awkward if not more difficult. Unconsciously strip out of your armor in during a brief lull in battle or in front of visiting nobles? That's just the sort of quirk we're after.

### **Heartfeelia +100**

Only the most excessive for one of Mashima's works. You've been cursed to suffer from cover-girl levels of constant fanservice, in just about every situation you go into. It's more than just finding your clothes to get constantly damaged or torn off in fights, you'll also be coincidentally put into risque positions, outfits and events in your day to day life. Suddenly dragged by your friends into wet T shirt competitions, days at the beach where only the skimpiest swimsuits are left to take, encountering enemies that just happen to have magic that leaves you in a compromising position with your crush. It'll never push you to anything X rated but humiliating, shameful and lewd things will be quite common!

### **Fairy Cursed +100**

Fairy Tail finds itself at the centre of all sorts of fights, wars and world ending disasters. Now you'll be stuck with them, member or not. Whatever your own situation is, you'll be unable to avoid getting caught up in every major incident involving the Fairy Tail guild. Try hard enough and you might just start falling through dimension portals to land where you need to be. Not even unheard of for some here. If the Fairy Tail guild is somehow destroyed or broken up, you'll still find yourself drawn to deal with the same events. You'll be present until the year Natsu would canonically accept the Hundred Year's Quest.

### **Filler Hell +200**

You've the bad luck to attract all kinds of oddly powerful freaks and weirdoes. You and your friends will often find yourself beset by strange, unheard of mages and monsters that seek to hurt, humiliate, steal from or kill you. A cowgirl who breeds artificial dragons, a childhood doll turned psycho magician, a thief with copy magic so apparently powerful you're amazed he never shows up for anything important or even something like the...jiggle butt gang. Whatever the case, you'll be seeing the weirdest extents of this world as you are best by such foes every so often.

### **Trauma Sealed +200**

Something quite terrible happened in your past here, a serious trauma that relates directly to all your magical abilities. The failure to save a sister with your spells or going out of control with your magic and killing someone, these are the sort of things that result in what you have now; a mental block on the use of all but the weakest magical and supernatural abilities. Nothing above minor sleeping spells or cosmetic illusions. It's not impossible for you to get around this block, though forcible removal or alteration appears to fail. It'll just take the love of your friends, a few years of great therapy and maybe a desperate situation or two that needs you to have your magic back to be able to save the ones you care about.

### **Drip Drip Drip +200**

A real S Class threat is what you've turned into! You've got very little conscious restraint over your magical abilities and they're influenced by your emotions in wild ways different from everyone else. While you can still use it normally, or not if it's been sealed like the above drawback, it'll also randomly activate without your permission to unpredictable effects. Accidentally blowing up things you touch is just the start, since any negative emotions you feel like sadness and loneliness will cause your magical energy to flood into the surrounding area. This flooding carries the effects of your magical abilities, well out of your control, such as a Water Mage causing constant flooding downpours wherever she goes, or a Fire Wizard igniting wildfires in his path. At least it seems like an efficient leak, since it won't be much of a drain on your energy. Maybe it can even become part of your aesthetic! Jumper the drippy one. With time and the support of your friends, this can be tamped down on but moments of intense depression or anger can have it flare up once more.

### **Ankhseram's Fury +200**

How did you manage to get the God of Magic even angrier than when someone tries to raise the dead? Ankhseram has cursed you with something even nastier than what he forced on the Black Mage. Rather than becoming immortal, you've only been cursed with Death Magic, uncontrollable in all cases. This black energy will continuously burst out around you at random, especially eager to reach and destroy any person that you value. Even lacking concern for life will only make the bursts of death less frequent. There's little room for friendship when everyone constantly dies around you. Though the curse is possible to lift, being cursed has made you something of a lightning rod for the ire of divine beings, making it much more likely to attract their hostile attention in the future once the curse is lifted..

### **Past Your Prime +200**

Time waits for no man, having had a particularly ravaging effect on your now old body. You've shrunk as you aged, becoming as diminutive as Makarov Dreyar and a great deal weaker in your physical form. That weakened body can still be enhanced with magic but it's lessened nature limits your magical power to a fraction of it's original height, also preventing you from increasing your physical abilities nearly as much. Your body simply can't handle as much as before without harming yourself, especially with your severely lacking stamina. You can't just fix this with time magic either. While you won't be dying of age alone in the next ten years, you might want to find something to at least extend your life if you plan to be around longer.

### **Jumper Tail +300**

What kind of man would be so petty as to create an entire Guild just to take you down? The Guild Master of Jumper's Tail, the guys who plan to be on your tail for good now. They're a powerful enemy Guild, enough to threaten powerful guilds like Tartaros or Grimoire Heart already and what's worse, they're the sort that actually are friends with each other, meaning they can take advantage of those ridiculous jumps in power that the villains so often ignore from fighting with their mates. They're going to be tracking and hunting you down to beat down, humiliate and finally kill you. The guild members, anywhere between five and two dozen depending on individual power, do have their own personality quirks that can often be taken advantage of to make the fights easier, especially with your own allies.

### **Balam Bounty +300**

They might not be friends with each other but with the price in your head, it doesn't seem to matter. The Balam Alliance, the three most powerful dark guilds in Fiore, have each put out a massive bounty on your life. While they won't directly work together and still have their own goals to pursue,

they'll certainly send the dark guilds under their control after you. They control pretty much every dark guild in Fiore and the surrounding nations. Enough resistance and they'll start to come after you personally, starting with Oracion Seis, then Grimoire Heart and finally Tartaros. Whatever drives them to come after you, it'd take killing the leadership of each guild and possibly the rest of their members too to make them stop. At least they won't be drawing on any friendship powers. If these guilds don't exist in the timeframe you are here, equivalents will appear.

### **Black Magic Man +300**

It turns out that Ankhseram wasn't the one to curse Zeref for trying to bring his brother back from the dead. It was you! Or at least that's what Zeref thinks. All his rage against the world has redirected against you, though this hasn't stopped all the people that oppose Zeref from still doing so. One of the scariest wizards to ever exist and emperor of a massive empire, he'll turn his resources to hunting you down so he can kill you himself. He has to find you first and overt action could start a war against his nation with Fiore and other powerful nations. Gathering allies may be your best bet to take advantage of this early period of anonymity.

### **White Witch World +300**

Touka, the White Mage, has woken up much earlier in the timeline. A witch said to be as threatening as Zeref himself, she seeks to erase magic from the world in order to remove what she believes is the source of all conflict. She's a terrifyingly strong Mage and only becomes more so with her power to steal magic from others or enslave them through their magic. Rather than seeking your death, she believes that you are a vital slave to be used in her plan and has decided to place importance on capturing you. She'll make all sorts of powerful people into her allies by force, even your friends if she can manage it, and if she can manage to bind you with her magic for more than one year or by the end of the jump, it's lights out for you for good.

### **Brutal Parenting +300**

Didn't you realise you had some long lost family here? It's not about to be a exciting reunion though, not with the nasty sort this person turns out to be. You'll find it turns out that you've a long lost parent here, one that abandoned you when you were just a child. But now they want you back and they have some very unpleasant plans in mind for when they get ahold of you. They live up to their position to, looking and having the powers of a much more experienced and developed version of you, along with quite a few tricks of their own. A comparison between Irene Belserion and Erza Scarlet wouldn't be inaccurate. But while their intentions may be foul, they're not impossible to redeem either. A proper victory might give you the chance to talk things out and solve whatever problem they had, perhaps revealing that they really did love you all along. It's just getting that chance that's the hard bit.

### **Hundred Years Quest- +600**

The legendary quest which even Fairy Tail has not yet completed! A long standing mission posted on the top level board of every single guild in the world, from the very first Guild of them all it was posted. A mission to save the world from the Five Dragon Gods. Each one a Dragon with power equivalent to Acnologia himself, the Quest is to slay all five of these dragons. Unlike in the eventual future, the dragons will not accept peaceful solutions or being 'slayed'. They must be killed, and killed in the present, and they will fight back with all of their power to do so, including the use of the allies/slaves they have gathered from the countries that they rule over. The final and harshest



condition of this Quest is that you must undertake it alone, as you took a magical oath when taking the Quest to not seek the aid of others or even reveal your Quest's existence, forcing you to fight alone like the Dragonslayers of myth. You won't be able to leave Fairy Tail's world until you've completed the quest here, leaving five dragon corpses and a trail of dead bodies behind you.

### List of Styles

*Cost of your first Style is the listed price. Each additional Style stacks 50CP onto the listed price.*

The following section details the prices of all sorts of Magic Styles that are offered for purchase in this jump. While prices will be assigned to each Style directly, this section will also explain why the prices are as they are.

Your first choice of Style will cost the value assigned in CP next to it's name below. Every additional Style you buy will cost an extra 50CP, each time stacking. Your second Style costs 50CP plus it's normal price, your third 100CP plus normal price and so on. The vast majority of wizards rely on a single Style and the few who know multiple tend to be among the oldest and most powerful wizards. It is also a balance for Magical Skill applying to each Style you purchase. You can still learn things in setting, it is just often difficult to find teachers and to learn new styles not suited to you naturally. Magic tends to draw those it suits most, hence aggressive wizards often being Fire or Lightning or Explosion users.

Most Magic has no assigned value, effectively being free when it is your first pick. This is because most Magic is relatively equal, it's effect being based on your magical power and your skill with the style. There is nothing innately superior about Fire Magic compared to Plant Magic or Archive Magic or Wool Magic. They are all different Styles with different advantages and primary uses but with enough power and skill, any can perform superbly. Fire Magic can create flames with different effects than just burning, Plant Magic could manipulate life energy, Archive Magic could alter the data of spells directly. All Magic has potential.

But some Magic proves an exception. Some Styles are indeed innately superior in power or versatility than others. Slayer Magic of an Element is obviously superior to basic magic of the same element. A Fire Dragon Slayer of the same power and skill is better than a Fire Mage otherwise equal. An Enchanter will be able to achieve the effects of multiple Magic Styles at once whereas a Wool Mage will be much more limited despite being as powerful and skilled as the Enchanter. These qualities add a 100CP onto the price of a Style, for either enhanced power or versatility.

Lastly the rarity or special qualities of a Magic can sometimes add an additional 100CP on. Lost Magic, which is exceptionally difficult to locate sources to learn from, is an example of this. Magic with unique benefits like Dragonslayers being able to become Dragons or Copy Magic having the potentially to permanently copy other Magic Styles, are also included in this exception. Things that have specific prerequisites, such as devil cells for Satan Soul, are also here.

For more details on each Magic Style, the Fairy Tail wikia is suggested. Given the dozens and dozens of Styles, it's impractical to write them out here when a good repository already exists. Some Styles are not present below, this is usually because they may be a single spell and not an actual Style, because they are offered through other means in the Jump earlier, they are Holder Magic or just because it was not yet appropriate to offer them, such as White Arts having a lack of sufficient information. Some Styles are present in individual form, such as Time or Space Magic being found in the individual Styles that make it up.

### **Free**

Aera  
Amaterasu  
Animal Possession  
Animal Soul  
Animal Transformation  
Archive  
Beast Soul  
Blast Magic  
Body Restriction Magic  
Bullet Magic  
Chain Magic  
Clone Magic  
Concealment Magic  
Curse Magic  
Dancer  
Defense Magic  
Dispel  
Doll Attack  
Elemental Magic (Fire, Water, Wind, Earth, Lightning, Acid, Darkness, Light, etc)  
Egg Magic  
Fairy Magic  
Famished Soul  
Figure Eyes  
Flattening Magic  
Hair Magic  
Healing Magic  
Heaven's Eye  
Heavenly Body Magic  
High Speed  
Human Possession  
Illusion Magic  
Jet Magic  
Life Magic  
Machina Soul  
Memory Control  
Mind Control  
Mirror Magic

Mucus  
Muscle Speak  
Needle Magic  
Nightmare Magic  
Organic Link  
Orient Solid Script  
Palm Magic  
Paper Magic  
Phasing Magic  
Plant Magic  
Pleasure  
Polygon Magic  
Possession Magic  
Reflector  
Regulus  
Requip  
Rupture  
Shikigami Magic  
Sleep Magic  
Slow Magic  
Sound Magic  
Spinning Magic  
Stealth  
Stone Eyes  
Tear Magic  
Telekinesis  
Telepathy  
Teleportation Magic  
Thought Projection  
Thread Magic  
Torture Magic  
Transformation Magic  
Transport  
Vampire Magic  
Vegetable Magic  
Vehicle Magic  
Virus  
Wave  
Wool Magic  
Writing Magic

### **100CP**

Arc of Embodiment  
Arc of Time  
Command T  
Crush  
Dark Ecriture  
Devil Slayer Magic

God Slayer Magic  
God Soul  
Green Magic  
Historia of the Dead  
Human Subordination Magic  
Jutsu Shiki  
Law of Retrogression  
Maguilty Sense  
Memory Make  
Nullification Magic  
Rules of the Area  
Solid Script  
Territory  
Weakness

### **200CP**

Age Seal  
Capture  
Copy Magic  
Dragon Slayer Magic  
Dragon Supremacy Magic  
Enchantment  
Mimic  
Satan Soul

### **Curses**

Demon/Etherious only abilities. Only wieldable by those of the appropriate Race or who have the Curse Magic perk. Prices noted next to Style.

Absorption Curse- 200  
Bomb Curse- 100  
Calamity Curse- 100  
Enhancement- 100  
Macro- 100  
Necromancer- 200  
Slippery Curse- Free  
Tenchi Kaimei- Free  
Tenga Goken- Free  
Thorn Curse- Free

## Notes

Special thanks to my NuBee, dearest love of my heart.

It is possible to learn Curses without the Curse Magic perk if you are an Etherious but this will not retain the magic bypassing aspect. This is retained through the perk as a vulnerability of normal magic in this world, so Curses in future worlds will just be negative emotion powered magic. Curse Magic as a perk also allows for non-Etherious to learn Curses.

The Curse of Ankhseram can be toggled post jump, switching off both death magic and immortality at once or both back on at once. It is possible you could eventually learn to control the death magic, but it's likely to require greater skill and power than Zeref had access to given he could not do so in the centuries he was alive in this world.

Any Celestial Keys, regardless of type, continue to work across different jumps, even if you did not buy them in the document. This only applies to the canon spirits from the original Fairy Tail setting.

For all Slayer Magics, including Lacrima, you may not choose Magic as your element. Acnologia does have it but that was from eating so many dragons that he gained effectively every element. You can do that too if you want, you just can't buy Magic element for the same price as Fire or Wind Slayer magic. It's clearly not balanced.

I know it'd be nicer to have detailed descriptions for every single Magic Style but I'm not spending hours on something that will result in wiki usage anyway for more details. Most of the names are generally intuitive as to what they do and it only takes a thirty second google to find out the ones that don't.