



Welcome jumper, welcome to a place where fairies and witches still roam the worlds, where ancient wizards and warriors seek power no matter the cost.

Far from Earth there exists a place called the Magic Dimension, it holds a massive number of realms and planets. From Andros the realm of Oceans which is connected to all other oceans within the Dimension and Linphea one of the great realms of nature, to Domino the most beautiful planet in existence chosen by the Great Dragon as it's final resting place, now a mere shade of its former glory, a place of eternal winter where no soul dares to tread.

Welcome to a world a lot more dangerous than you were probably expecting, welcome to the world of

Winx Club

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v 1.1

Back in the beginning of time the void gave birth to two beings of immense power, The Great Dragon and The Shadow Phoenix. The Great Dragon created the Magic Dimension, and its fiery breathe sparked the Dragon Flame, this fire in turn gave life to the dimension. After a long time The Great Dragon got tired and decided to make the planet Domino it's final resting place, this made it the most beautiful planet in the dimension.

The Dragon Flame was passed down in the royal family of Domino, this turned out to be its undoing, for The Shadow Phoenix turned his eye to Domino, he sought the ultimate power of The Magic Dimension, but he soon learned that to summon it he needed a perfect balance of light and darkness. And in all of creation there was only one thing left that was equal to the dark power he commanded, and this was the Dragon Flame.

The Ancestral Witches, the strongest witches that ever existed, and Valtor, a being born from darkness and the Dragon Flame, attacked Domino because of their master's command. Domino fell but it was too late, the great nymph Daphne had used her magic to send away the holder of the Dragon Flame, her little sister who wasn't even a year old yet, Bloom.

This started a battle on a scale almost never seen before, the greatest heroes of the realms, The Company of Light, went to battle the darkness once more. Together with the Fortress of Light, they fought off the Ancestral Witches and sealed Valtor away in the Omega Dimension. But it didn't stop there, they marched on to The Shadow Phoenix and returned him to his slumber in the darkness.

For sixteen years the realms were at peace.

But this peace won't last, today Bloom will meet a fairy and soon she will go to Magix, the capital of The Magical Dimension, greatest of it's planets and the crossroad to all the dimensions. Soon she will find out about her origin and will meet the darkness of The Magic Dimension, for The Shadow Phoenix will awaken again.

But what is your plan in this place Jumper?

Will you fight of the darkness together with The New Company of Light? Will you assist the darkness in it's pursue of the ultimate power? Or will you seek your own path?

In any case you will need this:

+1000 CP

But be careful jumper, the darkness isn't always where you expect it to be.

Location [Choose for Free]:

1- Alfea College for Fairies

Alfea, this is the school for fairies, this is the best place for a fairy to discover her powers and to learn new spells. Their teachers are the best of the best, their library is filled with books of wonderful magic, and their halls are filled with secrets of great importance. Most of the time only the royalty and high nobility are allowed inside these halls as a student, but for you an exception can be made, as long as you're female of course. This is an all girls boarding school after all.

2- Cloud Tower School for Witches

The Cloud Tower is the best place for a witch to learn in the universe.

The place is filled with grand tomes of terrible power that could destroy entire realms, and it has an excellent learning course of mayhem, hexes and several studies of advanced evil. A word of warning? The school itself is alive so try not to make it angry all right? It wouldn't end well for you.

This school will accept you as one of it's students if you're a female and you want it.

3- Red Fountain School for Specialists

The Red Fountain is the place for any male who wants to learn the ancient art of the warrior. The classes of this place are very diverse; at one moment your learning about weapons and at the next moment you could be running from a dragon while trying your hardest not to die from it.

The Red Fountain is charged with the defences of Magix and is in a good relationship with Alfea, always ready to lend a hand if they need it. The Red Fountain also teaches magic to its students and is one of the best places for a wizard to further his studies.

If you're a male this place will accept you as a student if you want it to.

4- Magix City

Magix City, the Capital of Magix. This is the place where the students of the three great schools spend most of their free time. You can find almost anything here, from fashion shops and libraries to museums with artifacts of great importance.

Try not to stay in this place for too long all right? it will soon experience a disaster unlike any other it has ever seen before.

5- Andros

Andros is the great Realm Oceans, the ocean it holds is connected to all other oceans in the universe. It holds two grand kingdoms, the Terrestrial Kingdom and the Undersea Kingdom. It is also the realm where the mermaids and tritons come from.

6- Linphea

Linphea, one of the grand realms of nature. It is a place of great natural beauty that is unlike almost anything else you can find in the universe. Its guardian fairy is momentarily absent because she went to Alfea to learn about her powers and to become strong enough to truly guard this grand realm. This realm holds a black willow tree that has been crying for a long time because of the loss of its sibling, it is said that these tears allow one to interfere with time itself.

7- Domino

Domino, the planet chosen by The Great Dragon as its final resting place. Once a place of eternal beauty, now a mere shade of itself in the aftermath of the attack from the Ancestral Witches and the demon Valtor, it is now a dead world of eternal winter where no soul dares to come. If the weather doesn't kill you, its magical creatures certainly will. I would suggest leaving this place, are the grand secrets this place holds really worth your life?

8- Earth

Earth, long ago this was a place of beauty with mighty fairies as its guardians.

But that time has long since passed, the Wizards of the Black Circle hunted the fairies, stealing their magic and plucking their wings one by one.

The loss of the fairies robbed the planet of their magical protections and darkness fell upon this lost place. Will you return light to this lost planet of darkness jumper?

Origins:

Drop-In [Free]

You suddenly wake up in a new place. You have no memories of this place or of how you came here. What will you do in this new realm of light, jumper?

Specialist [Free]

Since you were young, you always knew what you would become. You would be a specialist, one of the great warriors that protects the realms. And you have finally become an apprentice at the Red Fountain.

(Females can be specialists, but unless you have the Saladin's Protege perk, you can't join the Red Fountain as a female.)

Witch / Wizard [Free]

You were born with magic, and you knew what you would become with it.

You are one of the witches from the Cloud Tower, you are not yet a strong witch, but that can soon change. You do have access to the grand library of the Cloud Tower after all.

The magic of a witch is mostly fuelled by darkness and negative emotions but this doesn't make a witch evil in itself, after all, most of the witches help guard the realms with their magic.

(Only witches can be a part of the Cloud Tower)

(Wizards can be part of the Red Fountain where they will learn magic, this makes sure that they will get a good magic education, but the Cloud Tower is a much better magic school)

Fairy [200 CP]

You were born a fairy and always knew your destiny, you always knew that you would eventually study at Alfea to master your powers and help guard the realms.

And finally it is time, soon you will start your studies at Alfea, learning true magic and exploring the depths of your own power. At the moment, however, you're not anything special for a fairy yet. The magic of a fairy is mostly fuelled by positive feelings and light, but this doesn't make every fairy good. It is also possible for you to turn yourself into a dark fairy and let your powers be fuelled by darkness and negative emotions. It is possible for others to curse you into a dark fairy, but that is reversible.

(Fairies don't have to be female, but only females can join Alfea)

(Males can learn magic at the Red Fountain, but good luck finding an education about your fairy abilities...)

Age & Gender:

Your age is 16 and you may choose between the genders male and female for free.

Perks:

General:

Magic [Free]

You have been born with the potential to use magic. You can learn any magic from this setting with only a few exceptions. You can't learn anything that is only usable by a race that is not your own. This also gives you a basic magic education if you are a specialist, fairy or witch.

Good Looks [100 CP]

Wouldn't it just be too bad to enter a land of fairies and still look like an average human? Worry no more! This perk makes sure your natural beauty is on par for this universe, it makes you a 10 at the very least. It also gives you a wonderful fashion sense to make sure you can put those looks to use. And as a last little bonus, this also gives you a beautiful voice to go with the looks.

The Great Dragon's blessing [300 CP]

When you entered this world, you gained the favor of The Great Dragon and he gave you his blessing. The blessing you gained from The Great Dragon is very simple, it allows you to return to life once per jump. You will return within a day at the nearest safe place.

Dragon Flame [600 CP] (incompatible with Shadow Phoenix)

Now where did you find this? What you have here is a second Dragon Flame. The Dragon Flame holds a great power, it gave birth to all life in the Magic Dimension. You won't start out with all of its power unlocked, but in time you will unleash its full power.

This flame strengthens all your powers but the aspect where it truly shines is healing. You gain an unmatched talent at all things related to healing, the flame itself strengthens all your healing abilities massively. Without any practice and other healing spells, the flame even lets you return the very recently deceased back to life. Once you master this flame you will even be able to bring new creatures to life.

Because the flame is an unparalleled source of light it gives you a great talent at purification and breaking curses. Even if you can't break a particular curse, you can at the very least weaken it. The mere presence of the flame also shields you against curses, but it is possible for others to get through it.

The Dragon Flame also gives a massive boost to any fire related powers you have and gives you a great affinity to fire itself. You have also gained the ability to sense the emotions and intentions of others. *(the element of the flame itself and the element it boosts can be changed to the one you picked with the affinity or theme perk, reason is explained in the notes)*

Your Dragon Flame can't be lost or stolen and grows in power together with you.

Shadow Phoenix [600 CP] (incompatible with Dragon Flame)

The Dragon Flame was an aspect of great power that created the universe, but it had one equal, this was the Shadow Phoenix. The Shadow Phoenix was an unique being but now there are two, you are the second Shadow Phoenix.

You don't start out any stronger than normal, but you do gain other things. Where the Dragon Flame creates energy and life, you have gained the power to absorb anything in existence to make yourself stronger without limit and only leave the void in your wake. But after some time, your growth will change to a mere crawl, and you will need larger sources for a noticeable increase in power. There is afterall a reason why the Shadow Phoenix was seeking the ultimate power of the Magic Universe.

It is possible to resist your power of absorption, but as you get stronger the effort it will take to resist you will get higher.

You also gain the ability to go into the form of a Shadow Phoenix, and in this form your power of absorption are five times as strong. As a deity of darkness, you are of course timeless, do not need to eat, breath or sleep and can only die in battle or in an accident and also have an affinity for darkness that gives you a massive boost to anything related to darkness.

Now go forth jumper, and spread your darkness and misery into the world.

Drop In:

100 CP perk free for Drop In, the rest is 50% discounted

Sense of Danger [100 CP]

You have gained an extremely good sense of danger. A dark deity is planning to attack your school because it has something he wants? You are already gone, ancient being attacking your planet? Guess who has already left?

This sense isn't always 100% perfect but most of the time you can run away from dangerous problems before they have arrived.

Travelers Mind [200 CP]

It would be a shame to travel these endless dimensions and eventually forget about them, wouldn't it jumper? This perk will solve that problem for you, from this moment on you gain a photographic memory, endless storage space and perfect recall.

Anti Corruption [400 CP]

In this world the danger of corruption exist. Some people can use their magic to corrupt others, to warp their magic and their mind, to make them their eternal servants. For you this danger doesn't exist anymore. Others can't corrupt you anymore, your mind, body and magic are protected from others for as long as you have this perk. It is still possible for you to corrupt yourself, it is just that others can't do it to you anymore.

Corruption of the Mark [600 CP]

You gained a truly fearsome power jumper, from this moment on you can mark people with your magic. The mark immediately mutates those who are weaker than you into a more powerful form and they become your eternal servants that would do anything for you no matter what. Even for those stronger than you it would be a daily battle to resist the power of the mark. And if they lose that battle for even a second they are yours, but the larger the power difference between you and the victim is, the easier it is for them to resist it.

Those who are weaker than you are can't escape from this mark without outside help. But those who are your equal or who are stronger than you can break out of the corruption with an effort of immense power of will, but then they will need to fight the mark again for it is still there.

Simply tearing the mark off won't help them for the mark is seared into their very souls. To lose the mark they would need to find someone who could break the curse from their soul and body at the same time, for if one is still intact the other will return within a second.

You can, at all times, sense where those who bear your mark are located, their condition, how far the corruption has taken hold and you can mentally talk to them. It is also possible to give others the mark without the corruption or to enslave someone to your will without physically mutating them.

With some work you could have entire realms made into your eternal servants.

Specialists:

100 CP perk free for Specialists, the rest is 50% discounted

Basic Skills [100 CP]

You have all the skills that a specialist would need, you have received a study in the following things: hand to hand combat, weapon combat, survival, weapon making, hacking, driving, dragon riding, tracking, capturing & a little bit of combat magic.

You might not be the best at something but you can do a little of everything, because of this there will almost never be a situation in which you can't do anything.

Fruits of Labor [200 CP]

After you put in all that effort for those skills, time simply makes you get worse at them, doesn't that irritate you? Now you don't need to worry about that anymore, once you learned something you will never forget it, your skills will never get weaker but will always stay at their peak.

Royalty [400 CP]

You are from royal blood jumper, you are not the one who guards the realm jumper, oh no, you are the one who rules the realm. You come from an ancient house that rules an entire realm and this comes with advantages. This comes of course with the usual package for royalty: wealth, status, influence, etc..... but you have also gained a very large education, you have all the skills necessary to rule entire realms and to even make them thrive if you put in the effort needed, your charisma is also off the charts, few could claim to be your equal. This status will go with you to other jumps if you want it too, and with it you can join the royal family of other worlds.

Saladin's protege [600 CP]

You are not just any specialist jumper, you are The Specialist.

When you were young, headmaster Saladin took you in, and he taught you everything you know. Saladin might be an old man now, but in the past he was one of the members of The Company of Light and even now in his old age few could claim to be his equal.

Your skills have risen to great heights, you could fight a few dozen other specialists on your own and you would win.

But that wasn't what he taught you, oh no, he taught you his own speciality, magic.

Your magic skills are so strong that most people would confuse you with a wizard, you can stop the regeneration of your opponents, your illusions can trap your enemies for days, you can transmute entire battlefields and combining your weapon and magic skills would let you take down entire legions of monsters on your own.

In future Jumps this perk attracts another teacher to you that has the same standing in that setting as Saladin has in this universe. You only get one teacher through this in each Jump.

Witch / Wizard:

100 CP perk free for witches / wizards, the rest is 50% discounted

Affinity [100 CP] (can only be bought once)

A witch can learn magic, but every witch has an affinity to a certain type of magic. The magic of their affinity is stronger, faster, costs less and is overall a lot better. Even learning new spells of their affinity is easier. Choose one affinity for yourself, it can be anything you want, but the broader your affinity is the lower the benefits you get.

Servant of Darkness [200 CP]

Some witches choose to serve a dark master to gain more power, most of those witches suffer a terrible fate because they failed their master or because their master betrayed them. You no longer have to fear this fate, as long as you truly serve your master. Your master won't murder you for a failure or give you a fate worse than death, but he might still punish you. Your master won't go back on his deal and always gives what he promised you without any strings attached to it and your master also won't betray you. Finally, this also work if you make a deal with someone to do something for them or if you are only going to serve someone temporarily. This perk won't protect you if your master finds out you are planning on betraying him.

Curse [400 CP]

You have a true affinity for curses, any curse is exceedingly easy for you to learn and you can easily find ways to make the curse stronger than its original version. Once you have learned a bit of magic you could even create your own grand curses. It is even possible for you to combine your other abilities with your curses to make all of your abilities stronger than they are supposed to be, how much stronger depends on the curses you put in an ability. You start with a large arsenal of very nasty curses, you could turn entire groups of people into stone or trap someone in a tree while combining their life force with that of the tree, making it impossible to lift the curse and free them. (or you could be classic and turn someone into a frog)

Descendant of the Ancestral Witches [600 CP]

You are one of the few descendants of the Ancestral Witches and this shows in your magic. Your magic power has gained a significant, but reasonable, boost and while your black magic has become even more powerful it is also less costly for you to use it. Why, i would even say that it is now easier for you to learn it as well...

But the true gift of this blood line is something else entirely. You have a special talent for finding dark artifacts of terrible power, even findings things like a spell book that teaches you how to summon a dark army capable of destroying entire worlds... If you truly search for it you would even be able to find things like that multiple times every year. But beware jumper, for this does nothing to make their use safer for you.

This blood line even allows you to, once a jump, summon one of the great villains of the setting to rescue you if you would need it, but after that they do expect you to serve them as one of their servants.

Fairy:

100 CP perk free for Fairies, the rest is 50% discounted

First things first, there is a reason why this origin costs you 200 CP and it isn't the perks.

No, it is because this origin gives you access to fairy forms.

Every new fairy form looks different, makes some of your abilities stronger and gives you access to new abilities. And do you want to know what the problem is? *There is an infinite amount of new fairy forms you can achieve.*

A fairy can gain a new form in all kinds of situation and who knows what kind of forms you will discover in your chain? Every form is tailored for a specific situation, which makes sure that a fairy will always have an advantage over its opponents. But, to gain access to the ability to keep getting new forms there are first 3 forms you need to achieve. I will put those 3 here for you to look at

Winx

This is the basic fairy form, any fairy that is worth something can at least achieve this.

Fairies can use their abilities more easily in this form and it also allows them to use powers that they normally wouldn't be able to use. A fairy normally gains access to this form when she has a strong enough will and fully believes in her magical capabilities. *(anyone from the fairy origin will already have this form)*

Charmix

This is the second fairy form, this form gives a large boost to magic power because of which a fairy becomes much more powerful in this form, it also allows a fairy to use magic in places where magic is much more difficult to use. This form drains magical energy so be careful in using it. For a fairy to gain access to this form she must face and overcome a great personal difficulty.

Enchantix

This is the third fairy form and after you have achieved this form you gain the ability to gain an infinite number of fairy forms. This form gives a fairy an even greater boost than the charmix does and also give a fairy the ability to miniaturize herself and to use Fairy Dust. Fairy dust is one of the strongest powers of a fairy, it lets you miniaturize other people / things, it can break dark spells / curses, absorb attacks, heal, remove dark qualities, purify, cast spells and it can also make spells much stronger than normal. To gain this form a fairy must save someone from her home planet and show great sacrifice in doing so.

It is possible to gain your Enchantix in an unconventional way. This however is more of a curse than a blessing. For if a fairy gains the Enchantix in an unconventional way the fairy cannot use the miniaturization powers and easily loses control over her other abilities.

For jumpers the home planet is simply the home planet of your in jump origin, for a drop in this is the starting location, yes this means you can only get Enchantix in this jump.

Theme [100 CP] (can only be bought once)

Not unlike the affinity of a witch, the powers of a fairy in her fairy forms follow a certain theme. This theme can be anything, from flowers & fire to the stars themselves.

A fairy gains certain powers that follow this theme in every form and any form of magic that she casts that is from this theme is easier to learn, more powerful, costs less, etc....

Choose one theme, this theme can be anything you want, but the broader the theme the weaker the benefits are.

Enchantix [200 CP]

Even for a jumper it would not be certain that they will achieve their third form and unlock their infinite potential. This perk solves that, it is now certain that you will gain your Enchantix in this jump. This perk doesn't give you your Enchantix form at the start it simply makes it 100% sure that you will unlock it in this jump. You will gain your Enchantix without needing to make a great sacrifice, you gain your Charmix and Enchantix at around the same time the Winx gain theirs.

After this jump this perk allows you to, once per jump, gain a power that you need to make some personal sacrifice for without actually making the sacrifice. (you still need to fulfill all the other requirements)

Fairy Dust [400 CP]

Fairy dust, one of the most powerful, if not *the* most powerful, abilities a fairy will ever get.

You have a true affinity to fairy dust, an affinity so great that it was never seen before.

You can use fairy dust in any form you have and don't need to first achieve Enchantix to gain it. Your fairy dust is already as strong as the fairy dust others get in their Enchantix form, but in any fairy form that you can normally use fairy dust in it will be massively enchanted.

Your fairy dust will grow in power together with you so that it will never be useless.

Guardian Fairy [600 CP]

Fairies are some of the greatest guardians the realms have ever seen. Almost every fairy protects the realms against the darkness and if a fairy gets her Enchantix, there is a great chance that the fairy will spend the rest of its life guarding one of the many realms. But you are a true example for the rest of your kind, for when you proclaim yourself the guardian of a place you become much stronger in its territory. A normal winx can claim a territory around the size of a normal country, a normal charmix can claim a normal sized continent, a normal Enchantix can claim an entire realm and stronger beings can claim even larger places, you might eventually even be able to become the guardian of multiple places at the same time. These limits don't exist to places with a consciousness, these can accept you as its guardian no matter what, but they can also refuse you.

You can always sense those who have ill intentions towards what you guard when they are inside your territory. And as long as you are inside your territory all your forms of regeneration, all your forms of power, and all your senses will get a boost of five times.

As a last bonus to those who succeeded in becoming the guardian of a place with a consciousness, they gain the ability to use all of its energy no matter where they are.

if you leave a jump you can still use the energy of a place with a consciousness, but seeing as they are frozen in time it won't regenerate, so do try to be careful with that.

Items:

Broken or stolen items will return completely repaired to its owner after exactly seven days
You can import any fitting item into the items you buy, even those bought in this jump

General:

Winx Series [50 CP]

The entire Winx Club serie on dvd, this is from the best quality you could ever ask for and is always in the language you want it to be, you don't even need an actual dv to watch it, just throw it in the air with the intention to watch the serie and it will start playing in the air. You will get another copy of the serie with you and your companions inside it after you are done with the jump.

Wardrobe [50 CP]

A large wardrobe filled with around thirty complete sets of clothing and 6 sets of shoes of very high quality. The wardrobe is much bigger on the inside and can hold all the clothes you have no matter how much it is. You can change the looks of all the outfits inside the wardrobe once every month, even work for clothes that weren't in the wardrobe when you bought it. The wardrobe will keep itself and all clothes and shoes inside it clean.

Magic Mirror [50 CP]

A large oval mirror, big enough to see your entire image in, that levitates above the ground. This mirror is semi-sentient and is always able to help you with your looks, its fashion sense is second to none and its advice will always be able to help you look your best for any event. No one will think this mirror is strange or wrong no matter where you use it.

Magic for dummies [100 ~ 200 CP]

A small book that can teach anyone the basics of the magic of this world in a very short amount of time. To use this book you do need the potential to use magic. There is no other book as good as this one for introducing someone new to magic. For another 100 CP this book will update itself with the basics of magic of any jump you go to.

Pouch of Fairy Dust [200 CP]

A small pouch of Fairy Dust that holds enough fairy dust for 25 uses. The power it holds is around the level of a Believix fairy (an entire stage higher than the Enchantix). It holds all the same powers as is described in the Fairy section. Refills every Jump.

Water Stars [500 CP]

The water stars are six artifacts of great power that are a perfect counter to The Great Dragon and is capable of destroying it, it can also be used to destroy the holder of the Dragon Flame. Just because this is good in this universe doesn't mean that jumpers would be interested in it, because of which it has been decided to make some adjustment to it. These artifacts are some of the best counters possible to any being heavily associated with fire. It's power is enough to completely destroy some of the weaker fire gods and at the very least hinder the strong ones. It is impossible to recreate or copy the six water stars.

Drop In:

100 CP item free for Drop In, the rest is 50% discounted

Basic Introduction to the Magic Universe [100 CP]

This is a small pocket guide with all the common knowledge about the entire magic universe. In future jumps this guide will update itself with the details of the new setting.

Black Willow's Tears [300 CP]

The tears of the black willow tree are some of the greatest mysteries of this universe. After its sibling died in a fire, this great tree of life started shedding tears, these tear reverse the time of anything it touches, wonderful solution for almost anything, really. Your teacher turned into a tree? Just use some tears. Some witches are hunting you? Turn them back into children with some tears. Dropped your food on the ground? Tears. You used up all your magic power? You guessed it, just use some tears! You start with 5 vials and get one new vial after every jump.

Force of Nature [500 CP]

At first glance this will merely look like a hilt without a blade, but once you hold it in your hand, it will show its real powers. Once you activate this weapon it will unleash a form of almost indestructible solid energy that can become any weapon you want, a sword, hammer, bow, anything, it can even switch between them at will. But that isn't even close to its true power, no, it's true power is much more terrifying than that.

This weapon holds within it the power of nature itself, and it is now at your command. You could hit the ground with a hammer and unleash an earthquake with terrible might, you could unleash an hurricane with one swing of your sword, create an inferno through one mere arrow, or any other power of nature you wish to unleash. While this is less costly than creating it yourself, it has a limited amount of magic power and after that it will need to use your own power, so don't expect to use it endlessly.

This weapon can hold around five times your entire magic power, but once it is in this weapon it can't be used for anything else anymore, so don't try to simply use it as a power battery. It will slowly recharge its power through the magic of the world itself, it won't really help for a short fight, but it is definitely noticeable if you need to fight for longer than a few minutes.

This item is bound to you, can be summoned and dismissed at will, and grows in power together with you, eventually you might be able to unleash to powers of the stars itself.

Specialist:

100 CP item free for specialists, the rest is 50% discounted

Standard Gear [100 CP]

The basic gear of a specialist, holds everything you could ever need, from a sword to a wind rider. (wind rider is basically a motor from a futuristic setting)

Riches [300 CP]

Gemstones and other kinds of valuable riches, it is enough to fill 15 very large chests.

You get the same amount again every 5 years. No one will think it is strange when you try to trade these stones in for money. After the jump your warehouse will get a chamber where all gemstones can be stored, it will always resize itself so that you don't have to worry if it is large enough to hold everything.

Fortress of Light [500 CP]

This fortress of light is a grand fortress hidden between dimensions that is impossible for all but the greatest of beings to find. It is filled with NPC to take care of everything, also has its own ecosystem so that it never has to interfere with the outside world. It holds a small world with mountains and forests that radiates peace and tranquility. This world becomes larger any time it is necessary so it will never be too small.

But the most important part of this fortress is that once you have beaten an enemy you can put them here as a prisoner. Their power will be sealed as long as they are inside the fortress. The peace and tranquility of this place makes it so that everyone, no matter how evil, can be redeemed here with enough time, it might take more time than the life of a universe but it will happen, with this anyone can be redeemed. You don't even need to redeem them yourself, simply put them inside and the guards will take care of the rest. As long as the prisoners stay inside this fortress they can't die, won't age and follow you from jump to jump.

Once someone is redeemed they regain all their powers and can return to their world of origin, but they may also choose to stay in this place as its guardian and help redeem others. Guardians can't leave the Fortress for longer than 24 hours every month, the exception is for when it is necessary to protect the Fortress or its inhabitants.

Witch / wizard:

100 CP item free for witches /wizards, the rest is 50% discounted

Mirror of Scrying [100 CP]

This is a large mirror, (color is your own choice), that allows its owner to scry other places at will, no matter the distance. This mirror can even scry other dimensions, but it is possible to block it, it is also possible to break through a block if you put in enough magic power.

This mirror can become smaller at will.

Book of Potions [300 CP]

With this book even the worst brewers can become grandmasters of the art. In this old book are kept thousands of potion recipes, it holds potions of every level. In every jump it will update itself with a lot of new potion recipes (not all recipes) and include new ways to make the previous potions so that you can keep making your old potions even with the different ingredients of the worlds. Don't expect to get ways to make magic potions with the materials of an 100% normal world...

Black Circle [500 CP]

A black circle with 4 thorns that gives of a purple aura, can be enlarged or turned into a ring at will. This circle has the abilities to create a purple whirlwind around itself, this whirlwind will slowly steal all the magic powers of anyone / anything inside. Once it has stolen someone's magic powers it can give them to you to make you stronger.

This item is bound to you so that it can never be stolen or turned against you and so you can make better use of it, you are able to hide this item inside your soul itself and the Black Circle grows in power together with you.

Fairy:

100 CP item free for faires, the rest is discounted

Artifact of Power [100 CP]

A small trinket that can be anything you want, from a ring to a coffee mug.

This trinket can be turned into a weapon of choice, staff, spear, sword, bow, etc.....

This is your artifact of power, it gives a small boost to any ability you have, helps focus your powers and has a few small abilities of itself. If you change your fairy form this trinket will change with it, so it will always be a good fit with your new outfit and powers.

Book of Transformations [300 CP]

How would you ever find the fairy form you want if there is an infinite number of them?

This is a book that has information about all but the greatest of fairy forms you can get in the setting you are in at the moment you are reading this book. It will always go to the page you want to go to or the page that would be the best for you to know at the moment. It describes everything about the forms in detail, from its powers to what you need to achieve to get it.

White Circle [500 CP]

A white circle with white thorns that can be enlarged or turned into a ring at will. The circle will glow with blue or pink light if it gets used, your choice. It is a powerful object that greatly enhances the magic power of its wielder. It also holds great defensive powers that its owner can use at will, it can be used to talk via magic with anyone of the same race as you and can take you to any place you desire no matter the distance or realm (this can be blocked). Because you are the owner of this item you can possess anyone who steals it. This item is bound to you, can be hidden in your soul and grows in power together with you.

Companions:

Every companion, except for those that are imported, can stay eternally young if you want them to. If you really want to you can change a companion to another gender, except for the Pixie she must be female.

A Rabbit [100 CP, 1 free for Drop In]

A little rabbit that is completely loyal to you and appears to actually be some kind of magical creature, but you just can't find out what she actually is. The only magic power it has is the ability to fly. This little rabbit isn't really of use in a fight but she is always trying to make sure you are happy.

A Duckling [100 CP, 1 free for witches / wizards]

This little duckling has taken a true shine to you, abandoned by his parents while he was still in an egg, you were the first thing he saw and he thinks you are his parent. Somehow this duckling has the ability to call you dad or mom depending on your gender, but can't say anything else. This little duckling is eternally loyal to you and would do whatever you asked of it, but eh..... I wouldn't ask anything complicated of it it isn't very bright..... Honestly it would actually be best suited for comic relief.

Pixie [100CP, 1 free for fairies]

A small pixie whose powers, looks and personality are a perfect combination with you. She is very loyal and will never betray you unless you betray her first. Does possess magic but isn't very strong, she is more suited for utility roles. This pixie can teleport to the pixie village while she is still in this jump.

Your very own Ogre [150 CP]

This yellow ogre has a great heart and would gladly help you with anything you want. If there is something you need some muscle for this is a great choice, he is as strong as an entire team of exceptional specialists all on his own. You probably shouldn't give him a task where he needs to think, his IQ is probably somewhere around 60 if you were to test him..... But hey, at least you got your very own muscle head!

Red Fountain Dragon [200 CP, Discounted for specialists]

The Dragons of the Red Fountain are large dragons with white hide, red eyes and the wings of every dragon has a different color. This dragon is yours, he is not very smart but has a lot of strength and can take down a lot of monsters on his own. Because of your magical bond

with him you can communicate with him telepathically no matter the distance, his animalistic mind might not make him a good person to talk to but i'm sure you can find another use for this ability.

Kerborg [250 CP]

Now where in the seven hells did you get your hands on this beauty? A certain Shadow Phoenix would certainly like to know the answer to that question, seeing as this entire race serves the Shadow Phoenix as his eternal servants..... well except this one of course!

She is the weakest type of shadow monster, a bat like creature with six tentacle like things as its wings which somehow allows it to fly.....

She is eternally loyal to you and can communicate with telepathy as long as she is touching you, she also has the ability to show you what she saw in this way. She is very smart and a great spy, but her greatest ability is that she can use your magic to temporarily transform into a great monster to fight by your side, what she transforms into will depend on the kind of magic you give her and what she wants to become.

Import option [50 CP ~ 200 CP]

For 50 cp you can import 1 companion, for 100 CP you can import 4 companions and for 200 CP you can import 8 companions. All your companions have 800 CP to spend and can take drawbacks if they want to. Companions are not allowed to take the Dragon Flame or Shadow Phoenix perks.

Canon Companion [Free]

You can take any Canon Character of this setting with you for free, as long as you can convince them to come with you on your journeys.

Drawbacks:

Part of the Winx [requires you to be or become a student on Alfea]

You will get in the same dorm as the rest of the winx club, because of this you are a part of their group. It is your own choice if you want to follow them on their adventures

Part of the Trix [Requires you to be a Cloud Tower student]

You are family of the Trix. Icy, Darcy & Stormy are your sisters, because of this you are a part of their group and can join them on their journey if you wish to.

Part of the Specialists [Requires you to be or become a Red Fountain student]

You are a part of the specialist group on Red Fountain that somehow always gets caught up in the adventures of the Winx and now you can join them on their adventures.

A fitting name [+100 CP]

Well, it seems like the makers of this world lost their inspiration the moment they needed to name their characters. Flower powers? Flora. Storm Powers? Stormy. Star powers? Stella. Music powers? Musa. Ice powers? Icy. Tech powers? Techna. Etc....

Now you too suffer will this terrible fate. Your name is a terrible pun in relation to your powers, and everyone will know your name and use it. You can only temporarily hide your name if you are doing something like infiltrating a place and need to hide your identity, but even then your name will be a terrible pun. You shall suffer this curse for the entire jump no matter what you do.

School Rivalry [+100 CP]

There is this one person on your school who has chosen you as their rival. They will try to compete against you in anything they can. This person is extremely irritating and somehow never fails to get on your nerves no matter how good you could normally ignore it. Once you finish your school this drawbacks will stop. If you are not a student this person will somehow keep finding you no matter where you are and only stops after five years.

Disliked by a School [+150 CP ~ 200 CP]

The students of one of the three great schools (Alfea, Cloud Tower & Red Fountain) really dislike you and will try to make life difficult for you whenever they see you. Some of the students are also perfectly willing to help the BBEG if it inconveniences you. It is possible to solve this problem with the school students but it will take time and effort. You can choose which school dislikes you. This drawback can be taken multiple times, but you get less CP the second time and none for the third.

The Omega Dimension 1 [+200 CP]

Oh no, something went terribly wrong and you have landed deep in the Omega Dimension. The omega dimension is the planet where all the worst criminals of the universe are send. This is a desolate place of eternal ice, the prisoners are almost all frozen in ice deep inside the planet, but even if the planet won't kill you it's guardians certainly will. The guardian's are the Ice Serpents, their hide gives them the ability to resist spells to a certain extent and their breath can freeze anything, let's hope you never meet their leader for it would certainly spell your doom. It will be difficult to escape this place but I have faith that you shall succeed. But hey, let's look at the bright side, at least it can't get worse.

The Omega Dimension 2 [+Another 200 CP]

Oh, wait it can. All dimensional powers and items have been sealed, you must get out of this place on your own power, and you must, for if you are still here after 10 years you will be stuck here for the rest of eternity and your chain will fail. But that isn't all, the ice serpents all know your location and are on their way to freeze you for eternity, and their leader will be here within an hour. All ice serpents will get an update on your location every 12 hours. Good luck jumper, with your escape.

Shadow of the Mind [+300 CP]

The Shadow Phoenix has corrupted your mind, at the moment you are a dark version of yourself. Your starting location is still the same but your corrupted mind will lead you to the Shadow Phoenix to awaken him and serve his every bidding. It might be possible to fight back the corruption for some time jumper, but then you need to find a way to break his hold on you, for if you awaken the Shadow Phoenix he will strengthen his power over you mind, and you will serve him for the rest of this jump.

The Army of Darkness [+300 CP]

A grand army of dark creatures, for every monster killed 2 will take its place. It is an unstoppable army that can only be summoned with the Dragon Flame or something else of equal power. Once it is summoned it can only be destroyed by defeating the summoner. But now this army has appeared at your starting location without a summoner. The only thing you need to do is run and survive, but it will surely destroy the entire planet, is this truly worth the price jumper?

Trix Complications [+300 CP] [Incompatible with part of the Trix]

The Trix really don't like you, and they will try their absolute hardest to make you suffer. Every time you defeat them they will escape, and later they will return with even more power. This isn't an enemy that automatically matches your own powers but if this is your first jump they will probably always be a problem. This keeps happening no matter what you do.

Sealed [+300 CP]

Everything you have is sealed except for your (empty) warehouse, body mod and everything you bought in this jump.

The Company of Light [+300 CP]

The old Company of Light knows about your jumper nature and has decided that you are a threat to the peace of this universe. All members currently still alive will be returned to their prime and will work together to capture you no matter the cost. Good news? They won't try to kill you and it might be possible to convince them that you are not really a threat to the universe. Bad news? Their plan is to seal you away in the Omega Dimension for the rest of eternity. *(being sealed won't cause you to lose your chain)*

Wizards of the Dark Circle [+400 CP]

The wizards of the Dark Circle are the ones who hunted all the fairies of Earth and stole their powers. They have decided to make you their new target. Their Black Circle is capable of suppressing all your powers that come from other jumps and is also capable of stealing all your powers, even those that don't have a magic origin. If they succeed in stealing your powers you will have lost your right as a jumper, and will be stuck in this dimension for the rest of your now powerless life.

The law of opposition [+500 CP ~ 600 CP]

In this universe everything has something that is its complete opposite, even The Great Dragon was no exception to this law. And you, jumper, are also no exception to this law. For every power you have there is an opposite to it somewhere in this universe. Those opposites will be the perfect counter to your powers. And somehow your enemies always get their hand on them. No matter what you do every year you will face at least one enemy who can challenge you in some way and this enemy will always have gained a power or artifact that is a perfect counter to everything you have. For another 100 CP this enemy will come with allies who perfectly counter all your companions.

Darkar [+600 CP]

Short story? Darkar is awake, really doesn't like you and is coming to kill you right now. Wait, what do you mean Darkar isn't worth those points because he was already defeated in season 2 which must mean that he is weak? No, just no...

Let me ask you something, do you still remember the Shadow Phoenix I told you about?

Right, *that*, is Darkar.

Do you know what it took to defeat him?

All the members still alive of the old Company of Light, all members of the new Company of Light, all three of the Trix and Bloom also had temporarily access to the Ultimate Power.

That is what it took to defeat him.

But alright, if you don't think that is enough let's make it even worse. The Ancestral Witches and Valtor have returned to Darkar and are the ones who awakened him. They are coming with Darkar to kill you, they will be at your location within 5 minutes.

So let's count, what is coming your way?

An ancient deity of darkness that is older than the universe, the three strongest witches to have ever existed and a being born from the Dragon Flame & the darkness.

Huh, well... i certainly hope you know what you are doing...

The Grand Finale

all drawbacks will now stop

You have survived your time in this grand universe jumper, but what will you do now?

Go Home: you have seen the great battles of the realms against the darkness and have realised what you miss, your home, now you will return home to become its eternal guardian, you will gain the perk Guardian Fairy, with your entire original universe as its territory.

Stay: you have become fond of this universe jumper, and you have chosen to stay in it, for this you have gained another 600 CP to buy whatever you want from this document.

Continue: you have not achieved what you wanted yet and you will continue this endless journey until you have all you want, no matter if your path is that of darkness or light you will achieve great things jumper, I know you will.

Notes

-If your jumper has a dimension travel power I would advise you to seek the realm called Relix

-For those who took the "Wizards of the Dark Circle" drawback: stealing powers takes time, unless they are much stronger than you they probably won't be able to do it in a fight.

-After the jump you can give others access to the magic of this world by putting some of your energy inside them with the intention to give them magic.

-You can choose to turn the Dragon Flame into the form of your affinity or theme because this is exactly what happened when the Trix stole the Dragon Flame for themselves. *(you can only choose to do this the moment you buy the perk and this choice can never be undone, so think before you choose because you are stuck with whatever you have chosen)*

-The form someone gets from Corruption of the Mark depends on the person, they will always fit the person / being but expect everyone to get something different

-The Specialist origin has indeed less potential than the other origins, this is no mistake, this is on purpose. The Specialist is the origin you take if you want to instantly become someone important and strong, but the other origins have much more potential.

-No, the Enchantix perk won't make you an Enchantix if you are not a fairy

-For the black magic boost of the "Descendant of the Ancestral Witches" perk, think of it like three extra purchases of the "affinity" perk focused on black magic.

-Yes, other origins could turn into a fairy in the jump, but their fairy forms won't be fiat backed

-Perks or items that only work on magic will also work on all the new magic systems from the other jumps you enter.

-No, you don't have the canon Black Circle or White Circle, they are still on the locations they would normally be

-No, your jumper can't decide for themselves what their affinity or theme will be if they turn into a witch or fairy in the jump, that's what we have perks for

-No, you can't just absorb the ultimate power, you would need a perk that would give you the ability to do that or you would need to put in a lot of effort to find a way in the jump that allows you to use it.

-Yes, a dark fairy still has access to fairy forms, but ehhh... you probably want to get your Enchantix before you become a dark fairy...

-The full power of the Dragon Flame will let you create life, but that won't help you if you can't create a body that can hold it, which you can't do with what you can buy here without a lot of time (probably more than 10 years), you would probably need the help of some powerful people if you want to be able to use that aspect of your flame

Changelog v1.1

v1.1 The Great Dragon's Blessing got cheaper, 200 CP perk of the Specialist got a name change, 600 CP perk of the Specialist got some changes, 600 CP perk of the witch got changed again, but this time i think i finally good a good perk for it, 600 CP perk of the Fairy got nerfed. 500 CP item of the Drop In got replaced & the Fortress of Light got nerfed. Added 50 CP items. Added a Canon Companions option, fixed some problems in the drawbacks. Also fixed some serious design problems in a lot of places.

There are probably some more changes, but i had to leave for a few months and I have forgotten what i changed back then 0_0

v1.0 changed price of The Water Stars, added a second option to Magic for Dummies, added The Grand Finale, upped Corruption of The Mark and fixed most of the spelling issues. Jump is now going on the SB drive.

v.03- changed the 600 CP perks of the fairy & witch, gave the 500 CP item of the Drop In to the Witch and gave the Drop In a new 500 CP item. Also fixed some spelling issues.

v0.2- location is now free, explained where wizards can learn magic, changed how the perk Secret of Forms works, erased the item called Potion of Power and put Book of potions in its place, changed some details of the items called Fairy dust & Water Stars, erased a drawback, changed the CP of a few drawbacks, put in a new drawback called 'sealed' also fixed some spelling issues. Had the help of some people from SB

v0.1- made the document, waiting to see what others think about it to see if I need to change some things.