

Fairy Tail Unofficial Supplement

Jumpchain

*This was made since the original jumpmaker has left and I felt that Fairy Tail needed an update now that it has finished. **New Magics are marked in blue.***

Magic:

C-Class [200 if bought, 100 if rolled (1d18)]

Among these are low-power or utility-based magics, and most are ill-suited to protracted battles.

1 – Phasing Magic	Allows the user to pass through solid objects without harming themselves or the object. This only works over short ranges, however.
2 – Writing Magic	Allows the user to shuffle the words in a book to embed secret messages to be read by specified persons. This sort of spell can linger for years.
3 – Sleep Magic	Allows the user to put one or several others to sleep, depending on how experienced with it they are.
4 – Smoke Magic	Allows for the control of pipe smoke (of a colour of your choice) to form fragile decoys of oneself or strike enemies with smoke fists.
5 – Archive	Allows the user to store information in a magic database, as well as shield themselves with the UI screens and identify other magics.
6 – Wool Magic	Allows the user to create and control fluffy, comfortable pink wool so as to distract opponents or break falls.

7 – Aera	Allows the user to sprout wings and fly. Flight speed can be increased at the cost of magic power, and ONE other person may be carried by the user.
8 – Guns Magic	Allows the user to load various types of magical bullets (usually with elemental enchantments) into guns and fire them so as to cast spells. This can even include candy bullets or bubble bullets.
9 – Heaven's Eye	Allows the user to zoom in their sight on objects or people up to five kilometres away. In addition, the user can see through about 50 meters' worth of solid material at a time.
10 – Binding Magic	Allows the user to generate soft tubes that can stretch or constrict to bind opponents, or used much like whips.
11 – Body Restriction	Magic Allows the user to immobilize a target by effectively causing their limbs to fall asleep. This magic requires physical contact with the target, and can be shrugged off with strong enough magic or a strong enough will.
12 – Dancer	This allows the user to increase the fighting capability of allies in a ten-meter radius by dancing. This can also boost one's own agility, allowing for excellent dodging of attacks.
13 – Thread Magic	Allows the user to create threads much like spider webs. These threads, can, in fact, be used to create such webs and stick people to them.
14 – Twirl-Twirl Magic	Allows the user to spin a single target around in a dizzying (but not nausea inducing or fatal) manner.

15 – Flattening Magic	Allows the user to flatten their bodies to a paper-like state. This aids in slipping through tight spots or dodging attacks.
16 – Green Magic	This non-combat magic allows the user to greatly accelerate the growth of plants (especially small ground-cover ones, but also trees) and halt desertification. Farmers will love this one.
17 – Celestial Spirit Magic	This magic is built on the contracts made between the user and the Celestial Spirits they bring forth into the world through Celestial Spirit Keys. Furthermore, while you're not the only one who can contract with them, you have more experience with them than most – as such, your contracted spirits will grow in strength as you do, and you already have three basic keys (three free 200 CP or less keys), and will have less difficulty obtaining others (discount on all keys).
18 – Transformation Magic	This magic allows the caster to change their appearance. At the most basic level, the user can only change their body. At intermediate they can also change their clothes and voice. A master can use this magic to gain other features like wings or gills and can even change size.

B-Class [300 CP if bought, 200 if rolled (1d24)]

These magics are mid-power, and can become highly powerful when used strategically or creatively.

1 – Solid Script	The user can cast spells by writing words corresponding to the effect – for instance, writing the word “FIRE” in the air would create an image of the word “FIRE” made out of fire that could be launched at opponents. This cannot be used to create creatures,
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	nor can it be used to bring about any spell more powerful than the caster could use otherwise.
2 – Card Magic	The user throws magic cards to produce a variety of effects, depending on what is depicted on the card. Cards bearing the images of specific people can be used to locate or contact them.
3 – Muscle Speak	The user uses their magic in conjunction with their body's muscle mass in order to increase the muscle mass of allies to a level nearing their own. Only humans can use this, it seems, and they must exercise regularly to retain this magic's effectiveness.
4 – Guitar Magic	The user plays a magical guitar to produce one of two effects – loud music will distract, disorient, or even immobilize enemies, depending on whether they can resist it well or not. At higher levels, certain songs can place a single other individual under the user's control, if the target does not dodge or guard properly. This roughens their personality and renders their appearance more rock-themed. However, if the user falls unconscious, the control immediately breaks.
5 – High Speed	Allows the user to go fast. Very fast. Somewhere around “jet airplane” fast, even. Of course, this does not allow them to fly.
6 – Requip	This magic allows the user to summon equipment they own from a pocket dimension (in your case, the Cosmic Warehouse) while in battle, and stronger users can switch equipment many times during a battle.
7 – Sand Magic	The user can manipulate and create sand, which can then be launched at enemies or formed into walls.
8 – Take Over: Animal Soul	Arguably the weakest variant of Take Over Magic, this allows the user to take on the strengths (and weaknesses) of regular wild animals by transforming part or all of their bodies.

9 – Slowing Magic	Allows the user to slow down opponents that are within a certain radius of them when they cast it, simply by altering their targets' perception of time. However, anything not caught in the radius is completely unaffected by the spell, even if it enters the radius later while the spell is still at work.
10 – Acid Magic	Allows the user to create and manipulate a sort of acid. It's corrosive enough to eat through solid stone, but there's little else it's useful for.
11 – Fortune Telling	Using a crystal ball, the caster sees into the future and reveals upcoming events. The further ahead or more important the event, however, the more magic power is required to get an accurate reading.
12 – Jet Magic	Using a magical jetpack, the caster either rockets around at high speed in the air or launches the jetpack at an opponent, latching it onto them and forcing them in a path determined by the caster.
13 – Hair Magic	The caster uses their hair to attack or bind opponents, able to lengthen it or shape it at will. This also allows the user's hair to absorb liquids.
14 – Perfume Magic	The user lets themselves or others inhale perfumes to produce various effects, including increased strength, increased speed, wound mending, and even excruciating pain. This also improves the user's sense of smell.
15 – Needle Magic	The user gains the ability to project sharp spikes from their body, even enlarging their extremities into what are essentially large spiked clubs.
16 – Palm Magic	The user gains the ability to channel magic power into the palms of their hands, allowing for potent palm strikes capable of smashing boulders, among other effects.

17 – Sword Magic	The user gains the ability to channel magic power through swords to reflect various effects, as well as telekinetic control of numerous swords at a time. The number of swords starts at four or so, but will grow with time, practice, and storage space.
18 – Mirror Magic	The user gains the ability to summon a large number of mirrors. These mirrors can even be overlapped to form a three-dimensional shape. In addition to providing a surprisingly durable wall, the mirrors can reflect physical attacks aimed at them through each other. Useful for getting your enemies to beat each other to death unwittingly – if they don't figure out what you're up to.
19 – Sound Magic	Ranging from throwing the user's voice at a whisper to producing powerful enough sound waves to badly damage large buildings, destroy smaller ones, and deafen or even kill enemies, this Magic allows the user to create and project any sort of sound from any part of their bodies. With enough practice you could potentially “hear” the thoughts and souls of other beings, allowing you to effectively know what they are going to do before they do it, giving you an effective form of combat-applicable precog. However, using sound magic in this fashion leaves you much more vulnerable to extremely loud sounds yourself which a canny opponent may capitalize on.
20 – Clone Magic	The user has the ability to clone themselves a number of times, with each clone acting autonomously. Additionally, the clones can work independent of each other, meaning that should one fall, the others may continue to fight.
21 – Changeling	Upon casting the spell, the caster switches the minds of two people. If they are not transferred back within 30 minutes the switch is made permanent. Their magic is not switched with the minds.

22 – Angel Magic	Through the use of Angel Coins, the user can summon angels to fight for them. The strength of the angel summoned depends on how many Angel Coins were used to summon it. The drawback of this magic is that the Angel Coins take off time from the user's life to be used and any damage to the angel pains the user.
23 – Vampire	This magic allows the user to paralyse their opponent by pointing at them.
24 - Light Magic	This is a Magic in which the caster is able to manipulate and utilize light in various ways. It can be used to blast enemies away with balls of energy, or used to create shields to block attacks. This magic is entirely reliant on how much magic is put into it. While a wizard saint like Makarov may be able to use this magic to great effect, the average mage would likely only be able to shoot small beams that do comparatively little damage.

A-Class [500 CP if bought, 400 if rolled (1d25)]

These magics are among the most powerful that the average wizard can obtain.

1 – Gravity Change	This allows the user to manipulate gravity to an extent – no black holes, mind you, but one can make themselves able to run up or on walls, or immobilize an enemy (the heavier they are, the better this works). Curiously, once the magic wears off, the target appears taller and thinner.
2 – Lightning Magic	This allows the user to create and manipulate lightning, or even transform into lightning for a few seconds at a time! This takes a great deal of magic power, however.

3 – Stone Eyes	As its name suggests, this magic lets the user turn those making direct eye contact with them to stone. However, it does not work on people wearing glasses, and will not work to full effect on those with prosthetic eyes. It is also non-lethal unless the statue is smashed to pieces.
4 – Copy Magic	This allows the user to take on the form of another person and use that person's magic and physical abilities. However, the transformation lasts only five minutes, and the user must make contact with the person they are transforming into.
5 – Earth Magic	This allows the user to make use of the earth around them for their magic. Not only can they control the density and matter state of the earth about them, but they can also effortlessly tunnel through the ground.
6 – Water Magic	With this power, the user can manipulate or generate water – making beams or pillars out of it, producing whirlpools on dry land, causing rain, or even becoming water – all of these are in the caster's grasp.
7 – Molding Magic	This allows the user to form constructs of a single type of solid and use them in battle. The constructs are based on the user's personality and purposes, and the most well-known type of Molding Magic is Ice-Make, though Wood-Make also exists.

8 – Take Over: Beast Soul	This allows the user to transform part or all of their body to match that of a monster they have defeated in single combat before. The more powerful the monster used, the more magic power the user will need to wield its abilities. This works retroactively – if you beat it in a fair fight in another world, you'll be able to use it here.
9 – Human Possession	Not exactly fitting the spell's name, this magic actually allows the user to store wandering souls inside of inanimate objects, then control them. In addition, the user can see human souls, allowing them to tell if someone is or is not human.
10 – Titan	The caster can grow to a gargantuan size – large enough to grapple with a Dragon. This comes with immensely increased strength and durability. However, this takes a great deal of magic power, and can easily leave an unprepared user utterly drained.
11 – Fire Magic	The caster creates and manipulates flame, possibly even becoming fire briefly. The colour of the flames can also reveal something about the user's techniques or personality, and each colour will taste differently to those who consume fire.
12 – Wind Magic	The caster creates, manipulates, or possibly even becomes wind. This allows for high-speed movement and precision cutting strikes as well as wide-ranged destruction.

13 – Organic Link	The caster links life forces to objects in various ways – either by enchanting objects to reflect damage back at those that destroy them or by using their own Magic Power to fuel highly powerful enchanted objects.
14 – Darkness Magic	The caster creates and manipulates darkness itself, and this can be formed into blasts, shields, or even used to increase the strength of physical attacks.
15 – Pict Magic	Allows the user to create magic constructs by painting them. The more powerful the construct, however, the better the painting has to be for it to even work. Furthermore, a canvas (this can also be the caster's body) must be present.
16 – Polygon Magic	Allows the user to disassemble themselves into blocks and manipulate said blocks in numerous ways – using them as a form of rapid transport, reassembling themselves into various shapes (such as rifles or swords) to act as such, or even reform into a sphere-like assemblage of blocks to trap opponents.

17 – Maguilty Sense	Allows the user to link their own senses with those of another in eyeshot, or for whom they possess strong personal feelings – whether of love or of hatred. Should the user feel pain, that same pain will be felt by those linked, for example. For necessary reasons, keeping the links open is somewhat difficult. A seal appears on the wrists of those linked, resembling a heart. In addition, this magic can create a small number of remotely-controlled swords that, rather than wounding the opponent physically, directly attack the opponent's sense of pain. In this way, even incorporeal beings can be harmed, so long as they are still capable of experiencing pain.
18 – Dark Ecriture	A form of Writing Magic and Solid Script that focuses on runes. These runes can be written on any surface, or even mid-air, to form traps and barriers, wings and weapons, or even allow the user to teleport short distances, inflict pain and fear on opponents, and transform themselves, gaining enhanced strength and durability temporarily – which, of course, normally means until they run out of Magic Power or are rendered unconscious.
19 – Heavenly Body Magic	This magic focuses on the emulation of astronomical objects to fight. The user can use their own magic power to form small meteorites or bursts of starlight to attack, or hurl man-sized spheres of powerful gravity at their opponents, reminiscent of a black hole.

20 – Magic Transfer	This allows the user to transfer over a single type of magic to another person. This manifests as some kind of mark on their body. Most cases of this are temporary but if the user puts all of their energy into it, it can be made permanent.
21 – Virus	This dangerous Black Magic allows the user to create viruses anywhere within their target's body. This can be used on any living creature, even Celestial Spirits. This Magic can cause anything from severe intestinal distress to brain death.
22 – Historia of the Dead	This lets the user summon a copy of the deceased of those that made a lasting impact in the individual's past on them, from being a lover to their greatest enemy. These copies still possess their magic and skills from when they were alive, but are reduced in strength if they are significantly stronger than the caster. The copies vanish if they are made to feel great fear.
23 – Pleasure	Taking the form of white tentacles, this magic causes the targeted people to feel great pleasure, if they themselves have experienced sexual pleasure. It is so intense that eventually it will cause the death of the opponent. If targeted specifically, a target will still feel the pleasure, even if they don't fit the requirement. If the tentacles are destroyed, the pleasure stops.

24 – Reflector	This grants the user the ability to reflect, distort and twist all manner of objects and even magics with the exception of living things. From defense in the form of a distorting field, bending attacks away, to offense in the form of blades made from distorting the air. Its main weakness is that it can not be used on more than one thing at a time, so if you're using it to attack you can not use it to defend yourself at the same time. Notably, you can use this to defend other people instead of yourself, so long as they are nearby.
25 - Disassembly	A downgraded version of Crash magic, when this magic is run through an object, organic or not, the object that is touched is split apart and forms numerous smaller, and weaker, versions of the original. These pieces will eventually return to one whole after a short period of time.

S-Class [800 CP if bought, 700 if rolled (1d14)]

Magics which have a great potential. Taking these to the limit would likely put you on par with the some of the most powerful mages around.

1 – Dragon Slayer	Whether taught by a Dragon or implanted with a Dragon Lacrima, you have the power of Dragons within you. Choose a single magical element – you are now immune to all mundane sources of that element and any magical sources of it weaker than that of an actual Dragon. In addition, you may consume this element to recharge from fatigue caused by using this. This magic lives up to its name, and while highly destructive against anything, shows its true potential when in combat against anything that could truthfully call itself a Dragon. Take the “Motion Sickness” Drawback for no extra points.
2 – Crash	This magic is a mighty instrument, by which the user may literally crush all before them. To reduce a building to rubble with a single punch. To soften a fall by crushing the ground. To block other spells by simply shattering them into so much nothing. This is the power of Crash, with which mighty fortresses may be turned to dust. If you choose to you can instead choose to ‘disassemble’ the target, turning it into many smaller, weaker copies of the original. These pieces eventually reform again.

3 – God Slayer	A lost magic wielded by the followers of Zeref long ago now rests in your hands. Like Devil Slayer and Dragon Slayer, it is meant to combat its namesake using the natural elements. Curiously, like all of the Slayer magics and their targets, it is more effective when used against a God of the same element as the wielder. With that said, this gives you the means to fight gods – winning is another matter, for just as many Dragon Slayers have floundered against Dragons in the past, you may not be as strong as you think.
4 – Devil Slayer	Invented to kill the powerful demons of the world, this magic adapts the element consuming techniques of Dragon Slayers for its purpose. Like Dragon Slayers, Devil Slayers utilize, consume, and are immune to a single magical element.
5 – Take Over: Satan Soul	One of the most powerful variants of Take Over magic, this form is achieved by absorbing the power of demons, usually after defeating them. Unlike other Take Over types, however, the user is required to have demon particles within them – these can be found in demons.
6 – Take Over: Machina Soul	By touching machinery, you can incorporate its properties and abilities into yourself, allowing you to change into an armoured outfit with these utilities installed in it – however, you'll need to be in uninterrupted contact with it for about a minute to gain these attributes.

7 – Gravity Magic	The user can control and manipulate gravity in a variety of ways – it is useful for pinning multiple opponents to the ground, increase or decrease the gravity of anything in line of sight that they are aware of, crush weaker magics, or even suspend people and rain in mid-air.
8 – Territory	The user summons a strange sort of matter up to 5 meters cubed in volume, allowing them to manipulate the space within at will – producing energy blasts from it, appreciably but not entirely altering the laws of reality within it, and other such things. Really, it's about being creative with this. This can also be used to trap opponents and sap their magic from them, possibly killing them.
9 – Rules of the Area	The user produces a field almost the size of a large city around themselves, preventing the use of Spatial magic within. Magics such as Requip, Teleportation, and even Celestial Spirit Magic have been proven to fail utterly under the influence of this power. The manipulation of space, in short, is rendered impossible within the area designated.
10 – Enchantment Magic	The ability to bind one's magic to someone or something in order to boost or alter their attributes. With enough skill one could remove another's magic, and with enough power one could rearrange the very landscape of a continent. Other feats include things like granting items (swords, canonically) human forms and emotions. More notably, Dragons gave

	humans Dragon Slayer Magic via enchantment. However, if the user of this magic is killed all enchantments relying on them to support them automatically end, unless they were already made permanent somehow.
11 – Take Over: God Soul	Contender for strongest Take Over magic, this allows one to absorb the power of the God Species and gain both their body and magic. This magic can be devastating in even the most inexperienced hands. It is worth noting the only known example of this magic was with a willing God, allowing it to exert its own influence.
12 – Time Magic	This powerful magic allows one to control the flow of time. The only limitation is that it cannot be directly used on people other than the user. Using this, the user has the ability to slow down or even stop time, as well as reverse or speed up time on objects and surroundings. Be warned, this magic is very exhausting to use on a large scale.
13 – Command T	The ability to change the mass and therefore size of anything. It can be used to shrink or grow landmass, injuries, weapons and even people or specific body parts. The only limitation on what it can shrink/enlarge is that if the target has significantly more power than the caster then the caster will not be able to affect them.

14 – R.I.P.	This puts all desired targets in a state of intense drowsiness, with physical stimuli not stopping the effects from taking hold. Once the targets of R.I.P. close their eyes, they are rendered permanently asleep. The only way to stop this is if the caster is defeated, however there are ways of delaying it.
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X-Class [1200 CP, no discount]

Magic so powerful that there is no proper classification for it. These magic's have effects on a massive scale or otherwise have near-unrivaled effects. Check notes for potential built-in issues with some of these magics.

The Great Fairy Magics	These magics are the Four Great Magics of the guild of Fairy Tail. It consists of four supremely strong magics, each massively powerful on their own. Fairy Glitter, Law, Sphere and Heart. Glitter and Law are strong offensive magics, while Sphere is a supreme defensive magic. Perhaps the greatest of them is Heart, which grants the user infinite magic power. Take the drawback 'Zeref's Plan' for no additional points.
Etherion	This magic allows the firing of highly concentrated beams of magical energy that cause large amounts of destruction. The pinnacle of this magic is the Etherion Device used by the Magic council, supposedly capable of decimating an entire country, given some time. This magic requires a charge time, such that the stronger the blast the longer it takes to fire.
Face	The Wide Area Anti-Magic Magic. Using this, one can remove all magical energies permanently from large areas of land. It takes a while to charge up,

	but as it does mages will be able to feel their magic getting weaker. The Faces, which are giant pillars with literal faces on top of them, can be destroyed prior to activating if people are quick enough. You don't actually get the magic that is drained, it just goes away. Great for utterly wrecking magic dependant places, but you'll be living in a magic-less area afterwards.
Copy Magic	Different from the, much lesser, A-rank magic of the same name this magic was made infamous by the 'Magic King' August, leader of the Spriggan 12, and allows the user to instantaneously copy, master and then nullify an opponent's magics.

Perks:

Combat Experience [200 CP]: (Discount Guild Member on first purchase)

Taking this perk lets you become experienced in a certain type of combat, either armed or unarmed. This will give you a tremendous amount of experience, able to brawl like the best of them. This can manifest in one of two ways; either it can be a general skill increase in all types of physical combat, or highly skilled in a single type e.g. swords or karate. You may take this perk multiple times for different specialties each time.

Absurdly Lucky [200 CP]: (Discount Starting Guild Master)

You tend to luck out, or rather "luck out", all the time. Whether you're taking missions that seem to spiral out into events way more important than they may have first appeared, or whether you end up getting a reward that's just slightly better than what you were expecting, it always seems that when you're out and about doing things that it just ends up paying off for you better than it would have for other people.

Of course, being involved in important events likely means there'll be more challenge than normal, so be careful not to get in over your head! Try to mind the damage though, if you break the town in the course of saving it then it won't matter if the

Mayor rewarded you with extra money, since you'll just be using it all to pay off your debts from destroying everyone's stuff!

Second Origin [400 CP]: (Discount Drop In)

This perk unleashes the power of your second origin, your second magic container. This gives a massive boost to your magic power, greatly increasing it in capacity and strength. With your second origin you can choose to have it activated at all times, giving you a general increase to your ability, or you can suppress it and save it for use as a trump card. Due to lack of knowledge of its existence, this extra magic container is safe from any attempt to drain or tamper with it. As a side bonus, this perk also prevents anyone from forcibly using Third Origin on you.

Hatched Seed [400 CP]: (*Must take some form of Slayer Magic*)

If you took one of the Slayer magics without this your "seed" would have been suppressed in one way or another. Taking this perk allows the seed to germinate and flourish. You can now take on the form of a dragon at will (if you took Dragon Slayer magic), Alternatively, you may take the form of a demon (in the case of devil slayer) or one of the "god species" (in the case of god slayer). By fiat there is no particular advantage of one form over another beyond cosmetics and what they are most effective at fighting against. If you purchased more than one type of Slayer magic you uniquely have the capability of having multiple forms. You only need to purchase this perk once.

Power of Friendship [600 CP]: (discount Guild Member and Starting Guild Master)

Isn't it amazing how often comrades allow the protagonist to pull a win out of nowhere in an otherwise unwinnable situation? With this perk, the more comrades you have helping you against an overwhelming challenge, the higher the chance of victory you have. This will never make your chances of winning 100%, but having a full party of comrades will mean you have a fighting chance even in the face of the most dire odds.

Items:

Wardrobe [50 CP]:

This wardrobe is bigger on the inside and guess what it contains? Inside is a copy of every outfit or armour seen within Fairy Tail. The armors and swords won't be strong or sharp, they'll only be good for cosplaying. Stick an outfit back in the wardrobe and it will be freshly cleaned, repaired, and laundered when you open it up again. Outfits that are totally ruined or destroyed get replaced in the wardrobe after a day or two.

Magic Sealing Stone [100 CP]:

These stones are used by the Magic Council to hold prisoners. While within them a mage will not be able to cast their magic. You get five bricks of the stuff. You could choose to have these made into handcuffs or shackles if you so desire. These may have problems working on truly powerful mages however, and won't stop them from just taking them off if they have the skill or any teammates who can do it for them, so make sure to secure them properly.

Dragon Scales [200 CP]:

You get a pile of dragon scales, which dragon they come from? You decide. There are enough that you could use them to make some small apparel, such as a scarf or maybe a vest. These scales have the magical property that they are extremely resistant to damage and can also protect you from dark magic to a degree.

Fragment of a Fairy [200 CP]:

A small fragment shaved off of the crystal that Mavis resides in. After spending untold years saturated in the energies given off by her it gained some measure of her power. This crystal can be used to supply a small but constant amount of magic power to a tool or machine. This need never be recharged.

Fairy Queen's Armour [100/400 CP]:

You can pick and choose one set of armor and weapon used by the fairy queen of Fairy Tail, Titania. The armour and sword do not have to match, so one could have the armour from the Sea Empress set and the weapon from the Lightning Empress set. For an additional 300 CP, you instead gain access to her entire armoury. This armoury can manifest inside your warehouse within a separate room. If you so choose, the armours can be tailored for males.

Chest of Lacrima [400 CP]:

Maybe just one tiny piece of lacrima wasn't enough. Taking this perk will give you a small chest filled with Lacrima of varying sizes. Each chest will have at least one special lacrima, be it communication or explosive. Occasionally one of the lacrima will be filled with a random type of magic, of B-Class or below, that can be implanted in somebody to give them that magic. Post Jump the magic lacrima could be filled with a C-Class or B-Class equivalent magic of any world you've been to, again random. This chest refills every three months. Alternatively you can sacrifice an entire jumps worth of crystals to gain a more powerful Lacrima, such as the 'Ultra Concentrated Light Lacrima' or a random A-Class magic equivalent.

Companions:

Demon Book [100-300 CP]: (Discount Drop in)

Zeref made the etherion demons using Living Magic(?) by breathing life into certain objects. You gain an empty book that you can use to design your own demon, appearance, personality and magic. They gain CP at a ratio of 3:1 of how much you put in to be used in any section. This means spending 300CP will leave them 900CP to spend. Like with the jumper, they gain one free C-Class magic.

Drawbacks: (*Drawback Limit removed*)

Oh Boy, Here We Go Again [+100 CP]:

You get to stay another 5 years past the Grand Magic Games. This is not necessarily a good thing. Slightly more than a year after the GMG's Fiore is going to be invaded by the Alvarese Empire led by Zeref and his Spriggan 12, each at least as powerful as the most powerful Wizard Saint and some significantly stronger. And that's not even the end of the bad stuff to come. The good news is you don't have to get caught up in the ensuing war, however if you stay in Fiore you probably will.

The Curse of Irene [+200 CP]:

For the duration of this jump, you will feel uncomfortable, like you don't quite fit in your own skin. You will not be able to taste anything you eat and will be unable to sleep, even when you want to. The original possessor of this was driven mad, so much so that she abandoned her child when she could not steal their body for herself.

Just an Illusion [+200]:

Much like Mavis your body is encased in a near unbreakable crystal, rendering you immobile and relatively powerless, but quite well protected. For the duration of the Jump you will wander around as a Thought Projection, unable to interact with anything except a few trusted people. These people could be your Guild Mates or just your Companions, it's your choice. While you are trapped you are unable to use any of your abilities for yourself, but may transfer one of your powers to someone else, with a limit of only being allowed to have transferred one magic at any one time. If you choose an extended stay, your crystal may be destroyed after the Grand Magic Games, but it will require a lot of firepower and will be very painful. At the end of the jump you retain the ability to make Thought Projections.

I would advise not taking this if you don't have at least a few companions to keep you company.

Curse of Contradiction [+300]:

Much like Zeref and Mavis, you are cursed with the curse of contradiction, such that the more you love life the more life will be killed by the curse. Any person you love or care about is very liable to be killed just by being around you.

Zeref's Plan [+600 CP, must take 'Oh Boy, Here We Go Again']:

You have managed to attract the attention of Zeref and he has decided that you are a key part of his plans, great enough to rival Mavis in importance to them. He will come at you at full force and he has much power to bring to bear. Expect him to also have help in the form of the entire Alvarese Empire. Thankfully he's unlikely to spring his plan any earlier than he would have done in canon, so you should at least have time to prepare for it, for all that that will help you. Unfortunately however he doesn't personally care about you remotely as much as he does his former lover Mavis, so don't expect him to hesitate when it finally comes time to deal with you.

Notes:

The X-Class magic are not without their own drawbacks:

- Fairy Law drains more of your life force the more people you target, target enough people and you die, however it has the unique property of only targeting people and things you genuinely consider as "enemies" in your heart which makes it relatively safe to use even in the middle of places where other comparable spells would be disastrous. Fairy Glitter requires much practice to use properly, Fairy Sphere requires one to have multiple companions whom you trust and trust in you, and Fairy Heart likely will gain the attention of some very powerful figures in most magic worlds you go to, who will very likely be tempted by unlimited power should they somehow discover you have it. Also, just because you have infinite Magic power, doesn't mean you can use any more of it at one time than before.
- The Etherion Magic offers no protection against its own effects, such that it would be extremely dangerous to use it in close combat.
- Face removes all magic in the area, even your own. Expect to not be able to use any of your magic in an area you used Face in.
- Copy Magic may allow one to copy any Caster type magic, but this does not mean you have the reserves to actually cast the copied magic at its full force. An opponent with greater power than you could still overpower you in a straight fight, were you to use the same magic. It also can not be used to copy Holder Type magic, ie: magic that relies on specific magical items and implements in order to use.

Additionally some magic types require certain innate traits or abilities that this magic can not copy. Magics such as Take Over magic requires the user to have

'taken over' something, while Slayer magic requires a certain enchantment or lacrima in order for the user to gain the magic.

- Taking both Fairy Heart and Etherion would theoretically allow one to use Etherion endlessly.

Magics:

- In regards to Magic Transfer: it is unclear if a permanent transfer removes the original's ability to cast the magic. The only seen permanent transfer was from a user who was dying. Fanwank appropriately, but keep in mind it is primarily for transferring magical abilities.

- With 'R.I.P.' it will most likely not work against beings that literally do not sleep.

- With 'Just an Illusion', your Projection can be hurt, but this is unlikely to happen if most enemies cannot see you, however there are some people who will be able to see your form regardless. Also, after the jump is over, you can choose who can see your Thought Projection, letting it be visible to all, or just your companions.

- If you choose 'Just an Illusion' and 'The Great Fairy Magics' you can choose to become Mavis for the jump.

General stuff:

- I tweaked the prices slightly, since I felt the originals were slightly overpriced. It's still expensive, but at a more reasonable level.

- No matter which seed you have for the Hatched Seed perk, you grow in strength, both physical and magical by as much as if you picked Dragon Slayer.

- If one was to use both Changeling and Magic Transfer, one could theoretically transfer both magic and body, while also gaining the new body's magic

[Please remember this is both optional and unofficial(as of right now)]