

The Height Of Magic



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Frieren the Mage, known as the Height of Magic to some, and the Mage from the party who killed the Demon King, she is a truly legendary being already slipping into myth and legend, and yet as an elf she is still very much alive. You have been given the opportunity to take on her role in this world, let us see what you can make of yourself, shall we?

You have **1000 CP** with which to create your advantages and powers within this world.

Origin

Timeless Elf

You're a timeless elven mage, almost immortal with near infinite time to hone your magical skills. Your gender can be determined by you, though you will remain recognizably Frieren in either possible form.

Timeline

At what point in Frieren's history will you be inserted? How much of her knowledge will you have allowed her to accumulate before you take on your role?

The Very Beginning (+200)

You've been recruited by Flamme from the ruins of your burning village, you know nothing of Magic or Demons and must learn of them from your Master if you are to survive.

Solitude (Free)

After your training with Flamme you entered the forests where you waited out centuries of the endless war against the Demon King, you have received training- but during this time period you would stagnate.

A Ridiculous Adventure (-100)

You've been recruited by Himmel the Hero for the Quest to defeat the Demon King, there are many struggles ahead, but you have good friends and incredibly strong fighters by your side. Each of your party members is able to stand by your side despite your incredible power.

Beyond Journey's End (-200)

You arrive after the Heroes Journey is already complete, you and your friends have already slain the Demon King and saved the world, and Himmel the Hero has already passed.

Perks

You receive 1 discount per tier, 100 CP purchases that are discounted are free instead.

Timeless (Free)

As an Elf yourself you age far slower than any of the other races, remaining practically unchanged over the course of hundreds of years. You're practically untouched by time even. You may even choose to extend your timeless nature to your Chain itself, extending your time in each jump as far past a 'mere 10 years' as you wish.

I Love Magic Somewhat (Free)

You know the Basics of Magic within this World, you know how to control and shape Mana through your imagination, and also how to refine the spell structures you create through knowledge and study. With enough time and practice there's nothing this brand of magic couldn't do, however you're limited to those things you can imagine, and you are also limited by your knowledge and Mana Reserves.

A Dishonorable Mage (Free)

Suppressing your Mana is a dishonorable act of deception, and a disgrace to all true mages. You however are remarkably talented at it. You can learn how to completely suppress your Mana while still and meditating, and you can also learn how to passively limit your observable Mana Reserves allowing you to appear weaker to those who can sense your power. This act does cause fluctuations in your Mana that the perceptive can notice, the more skilled you become the less your Mana Fluctuates.

Rote Learning (100)

You learn fast when reading books and grimoires left behind by your predecessors. When learning from the written word you can gain the ability to perform spells in weeks that would take others months. Unfortunately grimoires have a tendency to be lost or hoarded so you'll need to work to collect them.

Loot Goblin (100)

When you slay monsters or complete quests you'll find rewards waiting for you, these are usually monetary but will occasionally also be a Grimoire of some small value. You'll continue to find these kinds of minor grimoires relating to the spells of this world even in future jumps where they should not reasonably be present.

A Ridiculous Adventure (100)

As you travel you'll regularly come across 'side-quests' people in need of your aid, and who often will be willing to reward you if you assist them. More than that you'll find that indulging in these side quests is a great way to bond with your friends and party members who will find themselves opening up to you more in the immediate aftermath of one of these excursions.

Perfect Suppression (200)

An elevated form of the Mana Suppression technique, through meditation you are able to reduce the amount of Magical Energy you leak to zero, rendering you completely impossible to detect through the mana perception ability of mage or monster. While this doesn't help with the more difficult spell of reducing your apparent mana pool while moving or in combat it is an invaluable stealth tool when dealing with other Mages.

Basic Offensive Magic (200)

Through time and intense study you're able to understand the spells of others, and with extreme efforts even learn to replicate them. It is through this talent that humanity learned to use Zoltraak within a mere 80 years after Qual's sealing. This talent is especially suited to simplifying spells, eventually converting the most complicated signature moves into the most basic magic for apprentices.

Great Teacher, Jumper (200)

You're an excellent mentor, particularly skilled at condensing lessons down into as short a time as possible while retaining their educational value. Within a mere 10 years you could train a student to reach the level of a First Class Mage (provided you had the capability yourself of course) As you train your students they'll find themselves becoming more talented, absorbing your lessons faster and even growing their Mana Pool much more quickly, until eventually they become a genius that could surpass even you... if they live long enough.

Demon Killing Magic (400)

You are able to modify your spells to be specifically damaging to certain races, calibrating your spells to their specific bodies allows them to affect them with far greater ease, and to tear through their own magic much more effectively. The more time you devote to refining this property the more effective it will become naturally.

No Fluctuations (400)

You have mastered Mana Suppression to an incredibly high degree, allowing you to fight or otherwise cast while limiting your mana pool to around 10% of its actual quantity. In addition to this it's almost impossible to detect, even for extremely perceptive experienced mages it would be a matter of luck more than anything that would allow them to notice your efforts.

Fundamentals (400)

You're a master of Basic Offensive and Defensive Magic, or in past eras the impossibly powerful demonic magic known as Zoltraak and the most powerful defensive magic ever conceived (hence the high price) More than that however you know how to fight in the most efficient way possible, in fact the longer you fight and the more spells you cast the more efficient you'll become, coming up with more and more ways to shave off a portion of your mana costs.

Living Grimoire (600)

You have all of the Magical Knowledge and skills Frieren would have accumulated by the time of Journey's End, an incredible amount of knowledge, some of which is far beyond the imaginings of mages during Flamme's time. While you have all of the knowledge and skills needed to use this Magic you do not have a Mana Pool that is any more developed than it otherwise would be, limiting your use of these spells and preventing you from accessing the most powerful ones all together.

A Mage Who Has Lived For 1000 Years (600)

You have a Mana Pool equivalent to Frieren's by the time of Journey's End, the fruits of a thousand years of training. This is enough Mana to overwhelm one of the Seven Sages of Destruction, and to perform the most powerful spells in your arsenal almost without limit. You have practically no restrictions on the spells you can cast except your knowledge.

The Height Of Magic (600)

You have the developed talent needed to create new spells on the fly with pure imagination and Mana, this can only be done in a time where you're under need and pressure but it can allow you to perform great effects even without the knowledge to activate that spell. These techniques will remain within your mind after you cast them the first time, allowing you to gradually refine them from their inefficient state into a proper spell.

Items

Suitcase (Free)

A large traveller's case about half your height, this case can hold any number of knick knacks and collectibles that won't be damaged while in this case no matter what situations you encounter on the road. Anything you store in the case won't expire as long as it's an inanimate object and not a creature.

Staff (100)

You have a long wooden staff that is the perfect focus for your magic. When you cast spells through your staff they will be slightly more efficient allowing you to access greater power than would otherwise be possible, though this isn't much it will be very useful for long battles of attrition.

Grimoire Collection (200)

You have a collection of Grimoires containing every spell you personally know, you'll get a new Grimoire as you learn or invent new spells and those who read from them will be able to learn to use the Magic of this world.

Wealth (300)

You have a horde of gold and gems befitting a dragon or a successful adventurer. This is enough for you to live lavishly for 100 years before it runs out- in other words it's a modest amount of wealth for a person like you, and enough for you to splurge on your human friends for their short life.

Companions

New Friends (Free)

Anyone you meet over the course of this Jump who agrees to travel with you beyond this world can be taken with you as a companion for free, alternatively you may create new characters that would fit within this setting lore to become your companions.

Old Friends (Free)

Any of your Companions may come with you into this Jump for free, though they won't receive any stipend or perks/items.

Himmel The Hero (+300)

Himmel the Hero, the legendary Hero whose party slew the Demon King- and a true and devoted friend to Frieren the Mage who he loved deeply throughout his entire life. Himmel can be taken with you for free- wait... what? Well... Himmel found 300 points that he can give you in addition to his companionship. There's another note here... it says Himmel can be genderbent if you want, something about the 'OTP?'

Party From Beyond Journey's End (Free)

Fern the Mage and Stark the Warrior, one is the youngest Third Class Mage in the Continental Magic Association's history, and the other is warrior powerful enough to slay a Red Dragon with a single blow. These young people would become entwined with Frieren over the course of her travels, with her taking them in as a favor for her old friends who were their mentors and guardians. If you encounter and recruit Stark and Fern you may take them as companions for free. Fern is stubborn and uncompromising, often appearing serious though it masks a surprisingly childish side. Stark is a cowardly warrior who is overwhelmed with fear at the prospect of battle and yet when pushed to it can face impossible odds for the sake of others.

Flamme The Great Mage (Free)

Your Mentor, the one who saved you from the Demons who destroyed your village and taught you how to kill them. Flamme will go down in history as one of the greatest mages of all time, known for creating spells that stand the test of time and remain at the pinnacle of power even hundreds of years later. You will be able to take her with you as a companion when you leave this Jump, even if you outlive her by hundreds of years.

Drawbacks

Long Term Resident (0)

You may choose to spend the entirety of Frieren's timeline in this Jump as opposed to the 10 years you normally would, this will allow you to get a full picture of this world rather than just the small snapshot of it you would get in a mere 10 years.

Unchanging (100)

Not only is the physical development of elves stunted by their long lives, they also find themselves slow to change emotionally or mentally, whether through time or even through bonds with others. It requires incredible circumstances for your outlook or personality to change even a little bit, for all intents and purposes you exist outside of time.

Behind The Times (100)

You're slow to adapt to new developments in Magic, you'll use whatever tactics you've found effective until you're forced to adapt or die, and oftentimes you'll wait to adapt until it's almost too late. In practice this means that you'll use a tactic even as it becomes more and more outdated.

No Ambition (200)

You have no burning goals or drives, you simply live your life at your own pace- this will cause you to stagnate and fail to improve your abilities for long stretches of time as you're stuck taking things easy. If you don't intend to battle this isn't much of a problem, but it will make you endlessly infuriating to more ambitious people.

No Legacy (200)

You won't go down in history- in fact you'll find things such as saving the world fading from public memory in only a few decades from all but the oldest who were alive for your great deeds, or from those particularly interested in history.

Eleven Times (300)

Even though you should be far stronger than those around you, you'll find that you're regularly forced into positions that will allow those weaker than you to meaningfully challenge you and even potentially defeat you. This may be prep time or even a simple unfavorable interaction between abilities but if you don't remain on your toes you might find yourself dying to a foe that should have been easy to defeat.

Why Didn't I Get To Know Him Better? (300)

You have difficulties becoming emotionally attached to people while they're alive, you will remain cold claiming that you really never knew them... until they die, and you realize exactly what they mean to you causing you to suffer an intense backlog of grief and emotional pain at all the chances you missed. You can overcome this, perhaps following the posthumous lessons of someone dear to you hold the secret to overcoming this flaw in your mindset?

An Era Of War (600)

The Demon King has returned! And he's far more powerful than he ever was before, in addition to this more and more Demons are appearing with unique Curses and incredibly powerful Mana to ravage the world in a new era of war. If you begin your time in this Jump in a time when the Demon King was already alive the population of Demons will simply be radically increased and the King will be empowered.