Generic Fairy Tail Fanfiction



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Welcome to Earthland. A land of 17 million people in a single kingdom of Fiore with a lot more people around the world. Like Guiltina where the five dragon gods live (Most of them) or the Alvarez Empire Zeref created a couple decades ago as a fun game to play to pass the time. Either way there are a lot of things that are terrifying in this world. The biggest of them all is Acnologia and Zeref Dragneel.

So enjoy this terrifying world. Where guilds can go to war and for some reason God is a vindictive dick who decides to give the person he punishes insanity and one of the most powerful magics in the world. Yeah. This world is one fun world. The Power of Friendship has seemed to pull everybody out of their nightmare. Nobody dies in Fairy Tail. Even if that would have been a great plot point and made the series so much better.

But no! You're not going there, to Canon! You my friend are going to one of the many Fairy Tail Fanfics in the Multiverse. Whether you want a Generic Fairy Tail with specific Tropes, a Crossover or a Specific Fanfic is all up to you! You start at the Beginning of the Fanfic you're going to. That means if the first chapter is in the past (say 400 years) but has a timeskip then you still start then and there in the past.

Take this and try to deal with it.

+1000Cp

Locations

Roll a 8 sided dice and whichever you land on is where you appear. Or you can pay 50cp to pick.

1. Hargeon Town, the port city that Natsu and Lucy meet at. More well known for fishing than magic.

2. Magnolia Town where the Fairy Tail Guild is located. A bustling town where people are usually happy.

3. Guiltina is the land where most of the Five Dragon Gods reside. They retreated here for the fear Acnologia would kill them as he resided mostly in Fiore.

4. Edolas is an entirely different world from Earthland. Where people have alternate versions of themselves that do not have magic save for magical items.

5. Crocus is the capital of Fiore and home to the royal family. This is where later on in the years the Grand Magic Games will be done.

6. The Alvarez Empire. The empire that Zeref the dark wizard would create in his later years as a game. He would end up invading Fiore to attempt to take the Fairy Heart.

7. Free choice. Pick anywhere in the world.

8. Elentear is a fascinating world which is separate to both Edolas and Earthland. It has overflowing Magic power which is threatening to slowly destroy that world.

Origins

Choose your age and gender freely. I wouldn't become a baby if your a drop in though.

Drop In: You are a normal Drop in. You gain no memories and have no history or official position in any organization. While you don't need identification to live in this world you are gonna be able to work more under the radar considering nobody knows where you came from or who you are.

Independent Mage: You are independent of any guild or other such organization. Maybe you just like to work alone. Maybe you never bothered trying to get into one. Maybe you just never

had the chance to. Either way you can use magic and are quite skilled at it. You also have 300cp free to use in the Magic section. Independent guilds are things like Crime Sorciere.

Guild Mage: A mage of a guild is a legal wizard who has the ability to take jobs officially and then gain money from them. Guild mages have the advantage of belonging to an official guild. Which can receive jobs but also has an abundance of mages that can allow for team ups in the case of harder jobs. It's also a good place for mages to get stronger. As some guilds have libraries and training grounds. You can choose any canon guild that is an official guild. You get 300cp free to use on magic.

Dark Mage: Dark Mages are those who use forbidden magic or break laws that other mages choose to follow. Someone like Acnologia could be considered a dark mage as well as Zeref. You have an easier time doing bad things but you are also gonna probably get hunted by someone from a light guild like Fairy Tail if you cause too much trouble. You get 300cp free to use on magic.

Races

Human (Free): You are a run of the mill human who has no advantages over any other race.

Exceed (Free): You are a cat. A cat with the natural ability to use Aero magic. Which lets them sprout wings and fly all the way up to mach speed. They are really weak and can't fight but they do seem to have a knack for finding dragon slayers.

Celestial Spirit (-300cp): A manifested Celestial Spirit is by default only as strong as their summoner. You no longer have that issue. You can freely enter in and out of the spirit world at will as well as utilize a powerful magic that usually has some theme to your constellation. Leo uses light while his eclipse version uses flames that grow stronger the more light there is. Aries uses wool and Aquarius uses water. You gain a key that you can summon and unsummon at will which you can give to someone to form a contract. You are not beholden to any rules that other spirits must abide by. You are now as strong as you would be without any restrictions.

Demon (-300cp): Ah yes. These guys. Extremely powerful. Extremely murderous. And scary. These are most known as the demons of the Books of Zeref. Those who were created by the dark wizard so that they could kill him. Each of them ended in failure with even the most powerful one being unable to end his life. But that's fine. Demons are typically inhuman or restricted when in human form. They have a unique ability to become a monstrous form when going all out known as an Etherious form where they go all out and transform into a really cool demon form. They are also the only beings able to use Curses. Basically magic that runs not on magic power but in and of itself is the manifestation of powerful, negative human emotions that can be accumulated into Cursed Energy that allows Curse users to employ Curses. Similar to Magic Power, Curse users can store their Curse Power within their bodies and employ it to cast various techniques. The amount of power they can have is limited, overuse of their power will render them drained of strength and stamina should they exhaust most of their Curse Power. If

you so wish you may use curses instead of magic that you bought and vice versa. Switching at will.

Dragon (-600cp): AW YEAH. It's time for the bestest part of Fairy Tail. DRAGONS. These guys are incredibly strong. Immune to any damage done to them that is not infused with dragon slayer magic. They are so incredibly overpowered the weakest of them can destroy mountain ranges in a single blast while the strongest can affect entire countries without even being serious. They are so absolutely monstrous that just facing one without a dragon slayer is tantamount to suicide. You start off as relatively strong. Equal to Atlas Flame when he was summoned from the Eclipse Gate. You also have some freedom in what type of body you have. Atlas Flame is literally made of flames while Mother Glare is capable of birthing small dragonic soldiers in massive amounts. If you are a Dragon you also get to purchase Dragon Slayer Magic half off. Dragon's also have the ability to create dragon slayers by enchanting their magic onto them. There are some racial problems. You have a mating season every year that lasts at least for a week and you will be crazed for your lover(s) and will possibly attack anybody that gets in your way. This can be mitigated with a strong enough will though. You are also going to be weak to Dragon Slaying weapons and magic. Dragon's also have the ability to transform into a human and you do not suffer from any problems from this. This does have the problem of condensing all of your magical power into a body much much smaller than your true form. Meaning if you aren't keeping your aura under control you may crush those around you. Choose an element. It could literally be anything from Fire to Sword Saint to even White Tiger or Clinging. This will also be the type of Slayer Magic that you will have for yourself and be able to give to others through the Dragon Slayer Ritual.

Hybrid (Varies): You are a hybrid between races. How this works is up to you but you take the prices of your races and add 100cp on top of them. You only get a discount for a single race.

Perks

Magic Power (Free/100cp/200cp/400cp/600cp): How much Magical Power you have. This determines many things. How long you can fight. How many big spells you can use. How strong your spells are. A lot of other stuff that I can't be bothered to tell you about. Magic capacity grows as you fight and struggle so you won't be stuck at the level you buy. But if you have plans to make a big splash as soon as you enter it might be a good idea to buy a higher up option. For free you get a container as large as Natsu's when we first see him. Enough to create big explosions and it's larger than average but it isn't gonna be insane in the future.

- For 100cp you get one as large as Erza at the beginning, an S class wizard who has a giant amount of magic. Something she has had since birth and someone who can easily beat Natsu and Gray.

- For 200cp you get a Magic Container comparable to someone like Laxus around the time of the Grand Magic Games. Equal to a Wizard Saint and around Gildarts level.

- For 400cp you gain magical power comparable to a Dragon. Who even fighting with two dragon slayers was able to juggle Wendy and Laxus. Someone like Zirconis.

- For 600cp you get August Dragneels level of magical power. So strong that it dwarfs dragons and humans alike. With enough power he could vaporize the entire country of Fiore.

- For 800cp you get some serious power. Magic equal to Acnologia. So much power that it had August petrified with terror. Magical power like this is incredibly rare. Only 6 beings are known to have this much power. Acnologia himself and the Five Dragon Gods. No other Human or Dragon reached this level.

- For 1600cp you gain Infinite Magical Power. The power of the Fairy Heart. With this you can theoretically launch spells as powerful as Etherion an infinite amount of times. Zeref planned to use the power of Fairy Heart and the Rift in Time to turn back time which would be possible only because of its infinite power. Not even Acnologia could accomplish such a feat. While this is a great boon you would not be able to do something so complex without preparation and an outside source to utilize time magic on such a large scale.

Magical Skill (Varies): How skilled you are with your magical power. This Is incredibly important as someone with power and skill is gonna beat someone equal to them in power. This is a rule followed by mages who battle and are users of the same element. Someone like Irene is the greatest point of this. She has such skill that it is her greatest point as a wizard.

- For 100cp you are equal to Erza Scarlet in the Battle of Fairy Tail. You can summon and control up to 250 swords or an equivalent of this. A stunning feat of control and skill.

- For 200cp you reach Gray's level at the time of Tenrou Island. He has enough creativity and skill that he can outclass most of his opponents.

- For 300cp you reach Hades level of skill in magic. He has such skill he can ignore most hand signs for the Amaterasu Formula attacks. Able to use Amaterasu 100 with only a few hand signs and capable of complex magic.

- For 400cp you reach the level of Gray around the time of the Tartaros arc. He had enough skill to manipulate Ice even of those of a higher class. Such as Devil Slayers or those of similar powers. Those with skill reaching yours can be counted on one hand.

- For 600cp you reach Irene Belserion’s level capable of tearing through the rules of magic and even enchanting unto inanimate objects both personality and magic. Even complex things like rearranging of space and transfer of souls. Though this is assuming it’s with enchantment magic. But all magic is capable of flexibility. Natsu learned to create hands

with his. Maybe you could learn to fly with simple wind magic or suck the air out of your opponent.

Magic World (-200cp): You have the ability to now bring in the magic of this world to another world. The Dragons, Monsters, and Gods will all come with and so will the consequences of the use of magic such as the Curse of Ankhseram but this will let you have some more fun. For instance you can choose a specific period that the specific world is in. For instance you could join a world where dragons are still living with humans or maybe they are still in a civil war. You might even have a Dark Wizard like Zeref in the world.

Second Origin (-400cp): This perk has two options. You can purchase it and immediately double the amount of magical power you have purchased. Effectively doubling your strength. Or you could keep the mana container separate and use it as a second wind of sorts. Allowing you to instantly refill your magic container. This can be bought only once but you can change how you use it if you want.

Unison Raid (-400cp): You have the ability to Unison Raid. But not just with other people with yourself. You can combine your magics and other such abilities to create incredibly powerful abilities. Combining Cleave and Dismantle from JJK with Dragon Slayer Magic would let you cut down dragons nigh-instantly. Combining Fire Dragon Slayer Magic with Territory to let you cause explosions of Fire Dragon magic around your opponent without having to even get close. This also enhances both abilities as it is not just adding your powers together. They explosively amplify each other. If you wish to you can combine two opposing elements to cause them to explosively grow far more than normal. Light and Darkness might cause an explosion due to that rejection. Though you can combine them normally if you wish.

S-Class* (-600cp): Oh my! It seems you've reached S-Class. Now you'd think this would be useless to you since it is a Human classification, however! I have redesigned it so you become a **S**pecial-Class Creature of your Race(s). For instance if you purchased Dragon this would make you a Dragon King like Igneel. If you purchased Celestial Spirit you would be a Spirit equal to the Zodiacs who are able to live so long as their constellation does. If you purchased Human you would just be a really strong human like how physically strong Gildarts is. If you picked Demon Mard Geer would be your equal. If you chose Exceed you would just be like Panther Lily with the ability to use transformation magic and a large amount of physical strength. This works as a capstone booster for all 600cp perks and also enhances racial traits in the future.

Origin Perks

Drop In

Part of the Crowd (-100cp): Life without any documents can be difficult. Luckily for you, nobody seems to mind a lack of official documents or anything that looks out of place (like clothing,

minor misdemeanors, being from a different race, etc.) as long as you don't break any laws without a good reason. a

The Hunter (-200cp): You are good at tracking with all your senses. Whether that is through your eyes and nose or ears and touch. You have a great ability to find somebody or someone. This won't help any magical wards or defenses but a useful skill to have nonetheless.

Don't Stop Me Now (-400cp): You can ignore any and all attempts to nullify, copy, or stop your magic. This includes counters as well as things like absorption magic. Allowing you to fight opponents that would normally be impossible to defeat. Especially people like August. This is a simple perk but when you fight opponents who can stop your magic and they still have theirs then you would regret not buying this.

Master Manipulator (-600cp): You can manipulate event's incredibly finely. The very basis of this perk is that you can create plans that last thousands of years. You are incredibly smart as well with the ability to manipulate small things like just how much alcohol someone drinks in a day so that they get just the right amount of drunk so that you can get them to do something just the right amount of stupid for you to get involved without something going out of line. Yes you are truly the master of this world. Someone capable of manipulating the world itself. You want a specific prince on the throne? He will be placed on that throne and worshiped as a God if you so wished it. You want a specific person to grow strong enough that they can stop you when you eventually go on a rampage? They will probably do so with the utmost haste.

Capstone Boosted Power of the Plot: You can now change certain things about the world before you enter inside of it. Changing things to your liking. You could change a world into a fanfiction-esque world or you could change things in a way so that you become the main character. Maybe the parents of the character never met or you are the father of said character. Mayhaps you decide that you wish to be a prince or king and change things so that you are the master. You cannot add new powers or abilities without a specific way they came to the world. You can on the other hand change the way things happen. By removing a specific character you can change the canon of the world. Or if you switched the genders of a character or maybe changed who the main character is. Maybe you want Igneel and the other dragons to have changed children or maybe a different dragon raised Natsu. Maybe Gray is a Fire Make mage instead of an Ice Make mage. Maybe Erza has Heavenly Body magic. This will not change how strong they will eventually become without more manipulation but it is a bit interesting. You cannot change canon anymore after you enter the world. Manipulating things the normal way is still on the table.

Independent Mage

A Fine Line (-100cp): Independent Mages not only take legal missions but also often operate in the gray area between legality and illegal measures. You not only know the local laws but you also know how far you can go until your actions no longer technically count as legal.

Hidden Face (-200cp): You no longer can have your identity revealed if you decide to hide it. Masks will never be broken or destroyed for no reason.

Purity of Magic (-400cp): You have a really useful skill. It is the ability to remove all impurities in your magic and leave only the purest parts. For instance an Ice Mage using only the power of Freezing. This would give them the ability to damage normally beings normally immune to ice magic such as Ice Mages and Slayers and even freeze other ice. Fire, Lightning, Wind, usually it's an element like that but if you had something like Death Magic you might be able to use it purely. More complex elements like time can be used if you work it like choosing between slowing, stopping, and speeding up.

Jumper has a Point (-600cp): It is baffling just how often people make stupid decisions in this setting. Luckily you know how to ask the right questions. (e.g. 'Why do they always blame the main cast for their own mistakes?') Ask them and you can cause huge doubts in other people. Simply state a valid logical point and you can quickly convince others that they are in the wrong. It not only makes it way harder for others to fight you and what you are saying but you could even make them rethink their habits. This is a weapon against all those who blindly follow the evil villain for the single reason that they have to.

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Capstone Boosted - All the Points: Instead of merely making others doubt themselves, you can easily 'redefine' relationships and allegiances. Point out a few logical inconsistencies or reasonings or add a bit of emotional speech and you can quickly turn fire-forged friends into almost-strangers again. You could make even your arch-enemy let go of their hatred and ignore you due to a worse villain around the corner or you could turn a guild against its leader due to a few minor mistakes. Only the truest and strongest of bonds may resist but every chain is only as strong as its weakest link. How many strikes would it take to make or break a 'true' friendship? You truly are a master at shattering the Bonds of Friendship and creating new ones as you wish.

Guild Mage

Requests (-100cp): You get paid when you do something good like stop a criminal or destroy a dark guild. Even if they did not have a specific quest the government will give you a reward for it.

DESTRUCTION (-200cp): You can cause extreme amounts of property damage if you want to. I'm talking about wiping a mountain off of the map and leveling a town. This is for when you need or want to cause as much destruction as possible. You can turn this off to stop any MORE destruction if you don't want to.

Mental Fortitude (-400cp): You have a will that is quite literally nigh infinite. This would let you move when every bone in your body is broken. When all your muscles have been torn apart and half your organs are mush in your body. You have this mental fortitude that keeps you going even in the worst circumstances. When even the most powerful being in the world stands in front of you capable of destroying a continent in a single spell you will still stand and fight with

your friends. When hope is lost you bring it back with that never ending will of yours. To stand and fight as a guild is to stand and fight as a family.

The Light of Magic (-600cp): The One Magic, the Truth of All Magic, is Love. No really! Love is Magic! Now Love comes in many different variations; The Love of a Parent, The Love of a Lover, The Love of Family, Love for Hobby etc. This transforms that love into power. In your darkest hour. You may call upon the strength of all those that you love. When you do so your strength rises to give you at least a 50% chance of winning against your opponent. If you do use this it will cause you to feel completely exhausted after the battle. You can only use this about once a month and if you do you will not be able to move for an entire day.

Capstone Boosted The One: You now have the ability to call upon the bonds of your friends every week. And doing so causes no drain upon you although any damage you take is gonna hurt. With this your power rises to give a 90% chance of winning. Even against an opponent capable of destroying you and several others of comparable strengths. This is the truth of magic. The one true power. Love.

Dark Mage

Murder Melody (-100cp): You are insane. So some would say. You just have the ability to nullify the feelings you would have from for instance killing somebody or committing mass genocide. This helps keep you from going insane as much as possible.

Reliable Arsenal (-200cp): Aside from magic powers and connections you need something more to assert your will among others. Luckily for you, you now possess the holy trinity of sophisticated methods: Bribery, Blackmail and (threat of) violence. You are unbelievably skilled at any of those methods and you instinctively know which of these methods any person is most vulnerable to - both in general and the current situation.

Sacrifice (-400cp): You have the ability to sacrifice something for something else. The Oracion Seis for instance. Erik sacrificed his eye and gained magic that countered his major weakness: his ears or how Erigor gave up his memories so that he could use Storm Magic. You can sacrifice more than just things you have. You can sacrifice the lives of thousands of people to gain strength or destroy entire islands and gain some magic power. This sacrifice does not have to just be your own. But it does reach a new level if the sacrifice hurts you in some way.

The Darkness of Magic (-600cp): There are those in this world who believe that The One Magic is Darkness itself. The truth is that nobody actually knows but Hades and Zeref have both gained great power from darkness. Hades with his Demons Eye and Zeref with his creation of the Etherious. You have gained both incredible intelligence and a pension for the creation of magical life. While these existences are not true life you are absolutely gonna have a greate edge when you can create monsters like Mard Geer and his demons. Although this will take time you are capable of incredible destruction with the life you create. Whether that be through existences made of pure magic. Crude and terrifying. Or the power of an Etherious who can

operate independently and cause no small order of destruction. You will not be cursed by Ankhseram for creating life. There is a limit to this. You cannot create beings beyond that of the Etherious like Dragons. Their souls are completely different from that of a human or an Etherious.

Capstone Boosted - The Abyss: Well now it seems you have reached a power that should never have existed. You see while Zeref did create the Etherious and E.N.D. he was cursed for it. And while you will not be cursed there is a limit to what you can do. As is inherent to all beings. You would be unable to create something like a true dragon with the basic perk. Because you yourself cannot create a Dragon's Soul which is inherently and completely different from that of a human or an Etherious which is just modified from the human soul. But no longer. You have seen the True Abyss and can now create beings far different from the mere forms of Etherious and Human. Dragons and the like. Beings of magic that are completely different from humanity. You have understood the root of the soul.

Race Perks

Human

Lovely (-100cp): People think you're lovely. Not in the way of looks but your personality. You are also going to have an easier time making people like you. Not enough to make them not hate your guts but still.

Follow your heart (-200cp): Is a stupid thing to say. People act like it's their only beacon in a dark world. You should also listen to the wisdom of your mind and the will of your soul. Saying follow your heart is like saying walk with one leg. You now know this to be a fact and will never be overcome with emotion. Always following the wisdom you hold. To do so will give you a bit more luck in life. You also seem a bit smarter and more wise to other people.

Potential (-400cp): You have all the potential possible for a human. Talent beyond even the greatest of wizards. Talent in the league of Acnologia and Natsu. Two of the foremost beings who were capable of growing to a point that their strength reached beyond that of a mortal. Limitless potential for growth. Even in the most terrible of situations you are capable of immense growth. Just like how Natsu and the other Dragonslayers can somehow get multiple elements or advance theirs you can do the same with all your other magics. Or how Gray was capable of evolving his magic to create Ice from the netherworld.

Perseverance (-600cp): Humans are incredibly strong willed. Even under the most stressful of situations or the most torturous of circumstances they fight and persevere through it all. They could be bent and broken but throughout it all they still move forwards. Evolving constantly throughout the entirety of their lives. And now your evolution is far far far faster than others. You truly are an epitome of human growth. Your intense speed of growth allows you to go from being completely outclassed by somebody to easily crushing them in less than a week. You could

have been struggling to land a blow on some mage and then you end up absolutely decimating them in a couple of hours of struggling to fight. You evolve and grow incredibly quickly. Remembering a lesson you failed to learn once while in the midst of a fight may let you learn to manipulate your magic into hands or maybe you learn to manipulate elements on a higher level than your own. You constantly grow and evolve. That is the epitome of being human.

Capstone Boosted - The Epitome of Evolution: When you fight you evolve. Your magic grows stronger and gains newer abilities. Maybe you learn to control ice straight from the Netherworld which freezes everything you touch. Maybe you gain the ability to transform your lightning into a higher form of lightning as red as blood. You grow incredibly quickly. Every strike hitting harder than before. Your movements get sharper and faster. Your senses increase to let you see every piece of the world around you. Your soul itself grows in strength as you fight. Maybe you learn how to change your magic into a different level. Maybe you learn how to cut emotions from your opponent, cutting out the courage within them and transforming them into a sniveling dog. Maybe you transform yourself into shadows in one part and keep solid in another. Maybe your flames burn so strong that you learn to burn away time itself. Your evolutions go from taking minutes to seconds in a fight. Letting you grow every second they are used.

Exceed

PURFUME (-100cp): You are incredibly odd as a cat. You are extremely buff and can fight mages with incredible strength based off of it alone. Although you won't be destroying boulders, breaking a wall and throwing some people isn't that hard.

AERODYNAMICS (-200cp): You are extremely aerodynamic and can survive going at high speeds. So fast that it would be possible to go beyond even mach speeds. With this you can go any speed that you can conceivably reach by yourself. Even the speed of light is possible without any adverse effects. If you could ever reach that fast.

RANDOM BULLSHIT GO (-400cp): You are incredibly good at fighting by pulling out random things and hitting people over the head with it. A watermelon. A door handle. A random rock. Somehow even if these things shouldn't work on a mage that can at the least destroy a boulder with one attack or a knight that can cut stone will work out. Somehow that mage falls off a cliff or you hit the knight over the head at the right time enough for your mage companion to arrive and beat all the bad guys. Luck just seems to work out for you.

Future Sight (-600cp): Precognition is an ability that allows the user to have views about future events randomly. You will be able to see future Dangers that can happen up to a month ahead or up to a day ahead. This will activate automatically in the case of a lethal future where you will die and show you what you need to do to survive. This can only work once every 10 years.

Capstone Boosted - Path to the Future: You can now control what and when you see into the future. How far and where. Even specific people such as an enemy's plans or an incoming

natural disaster. This also allows you to now see into the past like seeing the way Zeref created the Etherious and replicating it or the war of the dragons. An incredibly useful skill.

Celestial Spirit

Good Looking (-100cp): All celestial spirits are good looking…Most of the time. You also share this same good lookingness. A 10/10 in human standards.

RIGHT ON TIME (-200cp): You have a great ability to arrive right on time to save someone you're close with. This will happen randomly and sometimes you might not make it if you don't hustle but it's better late than never.

Rule Breaker (-400cp): You see it's a rule in the Celestial Spirit world that if you kill your contractor directly or indirectly you will be forbidden from entering into the spirit world again. Which for celestial spirits it is tantamount to a death sentence. Now the rules and laws of your race no longer apply to you. If you were to for instance be a spirit you could kill as many people as you want as well as your contractor. No matter the consequences. Basically any law such as a universal rule no longer applies. For instance in the Fate/Stay Night the inherent laws of the grail that apply to servants no longer work on you. You can break as many command spells as you want.

Demigod (-600cp): Well not really but close enough. You have ascended in a way beyond zodiac spirits. You have reached a form of divinity. You have become a semi-god semi-spirit. Something similar to the Celestial Spirit King who rules over the spirits. You have incredible power when it comes to controlling the power of the stars. You have full control of your own personal realm. Consider it similar to the Spirit Realm. Inside of it you rule supreme. With your full power increased by an order of magnitude. You can design this realm however you like as the Spirit King has his designed after space. You have two main abilities now. The ability to create spirits by separating portions of your power into keys and sending them out or giving them to people. These can be specific abilities or just magical power. If the latter then you can regenerate. While you cannot connect these beings to something like stars and constellations you can connect them to companions or transform companions into these keys. You may gain a larger form if you wish.

Capstone Boosted- God: You are now a being that is as close to a god as possible. You are similar in a way to Zeref in his final form. You are now way stronger than you were before. With your true power now being closer to 100x your original strength when in your realm. You can now also separate your power into beings that you can control that allows you to interact with the human realms. You also can now connect the beings you create to something. If you connected a spirit you created from a power over fire you can connect it now to a star creating a spirit that will live so long as that star does. You can now also manipulate your realm and bring pieces of it into other worlds. Such as dropping a large mountain on your opponent. Although you are limited in how large the thing you can drop in is. You are also really strong with celestial magic and when using it you can expect at least a 10x modifier. You also have the ability to

manipulate the real world like how the Celestial Spirit King does. Stopping time in an area for a short period or just destroying a bunch of stuff.

Demon

Cruelty is an Art (-100cp): You are incredibly cruel when you need to be. You know exactly how to hurt people in the right way. Hitting the most sensitive spots. Letting you break people in the most perfect of ways.

Cursed Power (-200cp): A simple perk but one with no untold usefulness. You can switch your magics to curses and vice versa. Since you are capable of this you can all of a sudden start hurting guys who are immune to magic or can copy such abilities. You also draw strength from negative emotions so if you decide to go on a rampage and slaughter a bunch of innocent people you may just be unstoppable. Although you would need some power to begin with.

Etherious Form (-400cp): This isn't just a power boost. It is releasing the true power of your curses and other powers. Possibly making them evolve or gain other powers. You also turn far more Demonic and an increase in strength up to 10x's. This can also evolve powers such as causing your flames to burn away at souls or cause your ability to create explosions from touch and gaining far more complex control of the curse. Sometimes the power even becomes one of absolute Death.

E.N.D (-600cp): The God Slayer. The Immortal Killing machine. The greatest of the demons of the books of Zeref and one who could even be a threat to Acnologia if allowed to bloom to his full strength. You now have something of his that makes him so dangerous. A transformation of sorts. You have an alternate you. Bloodthirsty. Murderous. A monster in every form of the word. It would commit genocide on a mere whim and would destroy and devour every existence. And it is going to be under your complete control. At a whim you can unleash this demon. This incredibly bloodthirsty murderous demon who has 10x the strength you do in your normal form. While you can gain that strength without taking on the destructive and murderous habits it would normally force upon you E.N.D. is far more skilled at the art of absolute murder than you ever will be. Always a step ahead of you. You can design this form as you wish. From as little as tattoos appearing to you gaining dragonic scales and wings. What this comes with is also a powerful curse with a natural element. Capable of killing any existence no matter what resistances they have. A curse of fire would kill a being immune to fire and immortals. A curse of ice freezing so deep that even the souls are frozen solid. This power is absolute and will always be able to damage what you hunt. Even an invulnerable immortal god would be harmed and killed. Although this is assuming you have the firepower to back up your attack.

Capstone Boosted - The End of All: Well now. It seems you have gained quite the unique power. Beyond just a curse you now hold in your hands an authority. A power that is absolute to any existence no matter what. This power is so great your original curse pales in comparison. It could be anything. Destruction. Time. Space. Death. Even the End as a concept could be taken. No matter what you choose, this power is absolute. Working even on existences that should be

capable of ignoring it. Time Gods being frozen in time. Gods of Destruction being destroyed. Even destroying Destruction itself is possible. Your E.N.D. form is also boosted. 10x more than it was before now giving a 100x boost across the board. Your power is absolute and you are now the most threatening existence. Capable of devouring even the gods. For such an authority should not exist. It should not even be possible.

Dragon

Cool tattoos (-100cp): You have the ability to create some really cool tattoos that will follow you over from your human form into any alt form you have. Acnologia and Ignia both have some sick ink on their bodies. You can make yours glow if you want.

X Antibody (-200cp): You are capable of creating antibodies that will nullify a transformation or power that will do something negative to the user. You do not have to inhabit your target but you do have to be near them. With this you could nullify Dragonification and Demonification.

Papalogia (-400cp): Somehow you end up being the parental figure to some of your worst enemies. That is before you ever end up being their enemy. You see you have a 1 up. This works in that upon your death at the hand of your enemy you will be given a second chance by reversing time to the thing that turned you evil or bad etc. When this is done you will instinctively do the opposite of what turned you evil. If you for say killed thousands of dragons and bathed in their blood so much that it turned you insane then this will not happen. Instead you will slay the evil dragons and leave the good ones. This will not make you any weaker even if it should. The second part of this is that you will grow and end up raising the children who would end up killing you. Whether this is a good or bad thing is up to you. This will not let you outright kill them. If they ever become aware of the past timeline then they will not hate you. This gives no boost in parenting skills. Figure that shit out on your own.

Dragon of Apocalypse (-600cp): Acnologia is so fearsome not just for his overwhelming power. But for the fact that he has slain so many dragons. Bathed in so much of their blood. And reaped so many of their souls. That he has become able to devour any and all elements. All magic is his to devour. All magic is his to control and use. Not only did he slay hundreds of thousands of dragons but he also devoured the Space Between Time itself. He can eat quite literally anything. But it would be pretty lame if all this did was give you the ability to eat all magic. No. Now you can eat all things. Any element. Any energy. Any power. If you can somehow get it into your mouth you can eat it. In some cases devouring enough of it would allow you to gain some control over it. Like how he ate the Space Between Time and gained control of it. You are a fearsome existence now. No power could possibly harm you if all you have to do is eat it.

Capstone Boosted - The Dragon God: You have reached a realm that should not be possible at this point. The power of this perk has risen to a point that should not be possible. Devouring of Anything. Even conceptual things like a power that stops time. Things you should not even have hope of touching. Not only that if you can eat it only once. Just a small little bit. You will gain

control of it. You are a being that could devour a God and take their authority for yourself. If you were to face a being that could cause death with a mere thought you could simply devour that thought and that ability. I cannot tell you just how insane this has gotten. I don't even know if I should let you have this at this point. What have I unleashed upon the world?

Items

Everyone gets a 200cp stipend for Items. As well as 2 discounts for anything.

Fancy Jewels (Free/-100cp/-200cp/-400cp): All those fancy items, that sweet magic and everything else on this list is priceless but most of the stuff cannot solve the age-old problem that plagues mankind - I am talking about rent. As such you get a fixed amount per month to help you on your way. This always converts to the local currency. For Free you get 10.000 Jewels (which is approx. 100 USD$). If you want more, you have to pay for that. For 100cp you get 100.000 Jewels (1000 USD$) per month. For 200cp you gain 2.000.000 Jewels per month (20.000 USD$) And for the grand total of 400cp you get one billion Jewels per month (10 million USD$).

Lacrima (-100cp/-200cp/-400cp/-600cp): Lacrima are a valuable resource in this world. People charge it with different magic and spells for continuous effects. While the actual size and amount depends on your cp, you get a replacement every year if you use/lose/consume some or they are destroyed. Canon uses (e.g.) are fuel usage, communication and implanting magic powers into others or items (Edolas).
For 100cp you get 100 lacrima the size of a crystal ball. Not enough for a lot, but a decent start. For 200cp you get 300 crystal ball-sized and 50 basketball size lacrima. That's a decent amount for any guild. For 400cp you get 2000 crystal ball-sized, 400 basketball-sized and 250 car-sized lacrima. That is a serious amount of power you are sitting on. For 600cp you get 25000 crystal ball-sized, 5000 basketball-sized, 500 car-sized and 50 (two-story) house-sized lacrima. That amount should be able to easily power Edolas for many years and decades to come. Or power a couple of incredibly powerful super weapons. Who knows what you will come up with?

Magic Letters (-100cp): You gain an infinite supply of magic letters. They function the same as usual letters but if the addressee uses a circle-like motion around the wax seal (which they'll automatically know/do instinctively) they see a hologram of the sender reading out the contents instead of having to read the letter themselves.

Magic Headphones (-100cp): Magic Headphones are a type of Magic Item that stores music inside its Magic Database, allowing the user to listen to it whenever they wish. You can use this to listen to any song from any world you have ever been to. It will be repaired if destroyed and return in a day.

Magic Reading Glasses (-200cp): You have a nice pair of glasses right here that will let you read a thick 500 page book in less than an hour. That is if you were using the usual pair. You have

here something 100 times faster. This lets you read a book as big as 500 pages in less than 5 minutes. Yep. You can now read super duper fast.

Judgement Field (-200cp): This orb enshrined in a glass cube emits a field several meters wide once activated. While active, nobody can lie inside said field which makes it useful for finding out the truth.

Bustermarm (-300cp): You have a size changing sword. It can easily grow as big as three men stacked on top of each other and can easily cut through steel. This thing is light as a feather to you but extremely heavy when in its larger form to anyone else.

Rosa Espada (-300cp): In addition to being capable of cutting up enemies like a normal sword, the Rosa Espada possesses the special ability of making the objects it strikes soft and limp, to the point where they are liquefied. This can be used to protect the user from enemy attacks by softening them and making them harmless as a result, as well as to alter the surrounding environment to the user's advantage. However, the weapon cannot change the original property of the material it softens, as seen with its incapability of canceling out the slippery effects on ice.

Sacred Arrow (-400cp): An arrow with the ability to become the weakness and kill anything so long as it lands a lethal attack against the opponent. This thing could kill a Dragon God if it hit them somewhere important. This does require a bow which you get for free. You get one of these arrows every year and can save up to 7 of them at once.

Anima (-400cp): This huge machine is used to open huge gates between worlds (such as Edolas and Earthland). While it is designed to rip everything to the original world, you can designate it to just transfer organisms instead. Unlike the original, your version of it can function as a two-way connection from the start; you may switch between a one-way or two-way portal at will. In case you choose a one-way portal, you can also choose which way the flow is. Using this you could also generate immense amounts of magical power lacrima through draining magical entities of their power and turning them into magic lacrima. Reversing the flow would drain a world of its magic to a different world.

Archenemy (-400cp): You have here a sealed katana. It is incredibly powerful when it is given a single specific person to target. When it is unsealed in battle against this person your strength will effectively double and you could cut clean through a city if you were already powerful. It can cut through any magic and armor when it is faced with its foe.

Celestial Armor (-400cp): A golden armor, which is said to be nearly indestructible and impervious to flames, even from those of a Fire Dragon Slayer. Leo Eclipse uses this as his battle armor. You may choose a different element and for 100cp each may choose more.

Habaraki (-400cp): Habaraki can change the size of whatever it hits. With just a touch, he is capable of shrinking or enlarging whatever it is he touched. This holds true for living and inanimate objects. The effect activates upon being touched by the tip of the weapon.

Ricochet (-400cp): A Magic Shield that, like its name suggests, can repel any attack, whether it's magic or a physical move, and sends it into random directions. You may place a symbol of your choosing in the middle.

Holy Hammer (-400cp): A hammer that is nearly twice as long as a human. This hammer has the powerful ability of warding off and nullifying powerful dark magic such as Real Nightmare. This also lets you break powerful objects filled with such magics. It may take a few swings depending on how strong the thing is. It also has the ability to significantly weaken or destroy defensive abilities. Letting you break through any wall.

Fleuve D'Étoiles (-400cp): While not in use, only the whip's handle is visible, this possessing a simple, cylindrical form with a dark brown central part and golden edges; the lower one is covered in stud-like ornaments and has a small blue rope hanging from it, from which a yellow star-shaped pendant is attached. When the weapon is being used a stream of eerily blue celestial matter resembling water comes forth from the handle and is surrounded by orange-white light that twists around its entire length. The water acts as a solid, allowing its user to grab onto solid objects as well as to perform a variety of array attacks. When needed, the Fleuve d'étoiles can also be summoned by its owner wherever they are located and that includes being in a parallel universe like Elentir. This is a weapon from the Celestial Spirit World so take good care of it.

Fire Dragons Flames & Ice Devils Chill (-500cp): True to its name, the Fire Dragon's Flames sword has the ability to produce flames on its blade due to being enchanted with Fire Dragon Slayer Magic on the other hand the Ice Devil's Chill sword has the ability to produce a stream of cold air from its blade due to being enchanted with Ice Devil Slayer Magic. Both weapons represent opposites both in the Magic enchanted and the people that they are modeled after. While not enough to actually match a true user of either Magic this is invaluable for battle against something like a dragon or a demon. You may pick two other elements if you wish. One Dragon Slayer, one Devil Slayer.

Magical Convergent Cannon: Jupiter (-500cp): I see that you have chosen the art of superior firepower. The original design was utilized in the assault on Fairy Tail and later re-used in canon against the Alvarez Empire. Its full strength is enough to even annihilate an entire fleet or a city in one shot. Unlike the original abysmal charge time of fifteen minutes, your model has the faster recharge rate of its successor model which should be about 60 seconds. Just be careful where you aim that thing, OK? This also might be in many ways illegal for you to own so be hush hush about this.

Magic Spear Ten Commandments (-600cp): Is a spear that has the ability to change into ten different forms; each form possesses a unique appearance. By changing the spear's individual form, the user may utilize ten kinds of Magic. The default form of this weapon takes the form of a spear that splits into four jagged blades that are perpendicular to one another and curve inwards, resembling a claw. In its default form, this weapon has the ability to emit small timed

explosions when thrown, which can be used to attack enemies within its vicinity. Its second form is Silfarion which enhances the user's speed immensely. Its third form is Mel Force which sends out a vacuum wave as an attack. Its fourth form is Explosion which can create powerful explosions against those it strikes that do not affect the user. It’s fifth form is Gravity Core which unleashes powerful orbs of gravity. Its sixth form is Cannon Spear which launches a powerful energy blast. Its seventh form is Blue Crimson which splits the spear in two each of which can attack with both fire and ice and can be combined to use both at once. The eighth form is Rune Save which cuts through Magic. Its ninth form is Million Suns which launches powerful slashes of light in numerous amounts. Its final most powerful form is Ravelt which increases its power drastically. Said to shake the world in a single strike. While not to that extent it has enough power to destroy a floating island in a single blow.

Arms of Titania (-600cp): Every piece of Armor and Weaponry the Queen of the Fairies Titania has ever wielded. This is hundreds of pieces of armor. From normal pieces like the Heart Cruz to giant Mecha armor or the terrifying Purgatory Armor. Each of these armors will allow you to use some sort of ability and they will return back to your warehouse when broken. If you have requip magic you can have these placed in your storage space.

Mugetsu Ryu (-600cp): This katana is incredibly powerful. It has the ability to cut through anything. Even into other dimensions. This blade is incredibly powerful as such and it can easily cut through any armor and weapon. Fearsome when you face an opponent who relies on such things.

Dorma Anim (-600cp): Dorma Anim is an extremely powerful Dragon Armor that constantly drains all the Magic Power from the planet in order to maintain its power. However, what truly makes Dorma Anim deadly is the fact that it is equipped with a special alloy that can nullify all Magic used against the armor, rendering just about all Magic attacks useless. However, Dragon Slayer Magic is the only exception since they can damage the mechanical Dragon because of their abilities.

Command Tact (-600cp): You have here a wand capable of linking with any land that is personally under your ownership. The wand can control and manipulate anything and any part of these properties. This allows you to control everything with a mere wave of your wand. This doesn’t give you awareness of anything though so you can still be caught off guard.

Face (-600cp): This here is the greatest Anti Magic device ever created. Thousands of these giant obelisks can be deployed across an entire country at your will. With your will these will proceed to activate and then nullify all magic across the continent. Doing so causes mages to be unable to activate any spell or ability that uses magic. This was one of the reasons Alavarez could not invade. Because this weapon is effectively taking away the greatest weapon of any magic user. Later on this will become able to nullify similar energies to magic. If you wish, the energy will return after a month's time.

Etherion Cannon (-600cp): You have here a very very powerful and dangerous weapon. This thing was destroyed after the destruction of the council the first time (One of many). This is also one of the weapons that posed a threat to Alvarez. The Etherion Cannon is a weapon that is up in space like a giant satellite. It can, once successfully prepared, fire an extremely large, destructive beam of Magic upon the desired location, that completely obliterates the target area, leaving only dust behind. Its energy is strong enough to reduce matter down to its smallest components. The Etherion can be deployed on any part of the world's map in a form of magic circles which is called the "Satellite Square" meaning that you have here a weapon that can deploy anywhere you want at any time that can obliterate nearly anything. Just don't let this thing get absorbed by someone.

Guild Power (-600cp/-1200cp): You are now the proud master of a guild. About as strong as Fairy Tail around the end of the Alvarez arc and with enough fame to be called the strongest guild in Ishgar. A nice handful of mages are comparable to the Spriggan Twelve as your S-Class and there will be one who is above even those of the S-Class. If you take this item and import it into other worlds it will attract the users of powers. So in Jujutsu Kaisen you would attract Jujutsu Sorcerers and in Hunter x Hunter you would attract Hunters. For 1200cp you have a guild that is considered the strongest in the world. With an army of mages enough to take over a country and so many strong mages that you could arguably beat Alvarez with them alone. You have a nice large amount of magic users who use rare magics and so many S-Class mages that there are at least 4 S-Class mages comparable to someone like Erza at a guild location at once. With at least five locations in one country and at least two S-Class mages in a country comparable to Laxus or Gildarts you could conquer the world with some problems. Even a couple of Dragon Slayers and God Slayers although the amount is small. You rake in so much money you could be considered one of the richest people in the world even without going on a single job. Not to mention you have so many Sub-Guildmasters each one at least as strong as a Dragon that if it came down to it you could easily battle the combined power of 100 guilds all at once.

Dragon Slaying Automaton Athena Mark III (-800cp): You have here an Alchemical Automaton. This woman here rivals Zeref in pure power with an incredible amount of weapons built in. She has various abilities such as the ability to Whiteout things and drain them and take their magics. She also has many built in weapons such as cannons and missiles that could decimate lower level dragons. She also has the ability to Alchemize feelings causing people to experience them far more intensely. Such as fear causing someone to hallucinate and sadness causing them to cry. Athena Mark III also has the various slayer magics enchanted in her. Allowing her to slay and kill Dragons, Devils, and Gods. She also possesses World alchemy that allows her to transmute the very world around her. She is a powerful weapon that wishes to serve you well. Take care of her. She unlike the other two has emotions and can feel them. She just doesn't understand them.

Dragon Cry (-800cp): The Dragon Cry is a weapon made of the emotions and anger of dragons that Acnologia killed during the Dragon King Festival. The weapon itself has magical power comparable to dozens of etherion blasts. Meaning that it has more than enough power to

destroy a nation. This takes the form of thousands of magic circles that can launch powerful blasts of magic that can cross the entirety of Ishgar itself. Decimating an entire nation. This power can also be used to enhance one's strength with its power. It is an incredibly powerful weapon that will regenerate its full power after a month if you somehow use up all of the magic power inside it.

Magic

You can purchase however many magics you want. You also can create a custom magic for an appropriate price equal to what type of magic you want to create. Slayer magics would cost 600cp and something like Beast Soul would cost 400cp. After this jump all magic will work on similar power systems. So Beast Magic will work on cursed spirits and Devil Slayer Magic will work on dark beings of a similar nature. Copy magic will work on other abilities as well. Such as copying Cursed Techniques.

Heavens Eyes (-100cp): Heaven's Eye is a form of Eye Magic which allows the user to see over long distances, giving them the ability to see through solid objects, thereby allowing one to track enemies with relative ease.

Chain Magic (-200cp): This Magic allows the user to shoot long chains from their hands, complete with grappling hooks at the ends. They can be used in combat by launching the grappling hooks through enemies. After they have been caught, enemies can also be slammed into objects (such as trees, the ground, boulders, etc.). However, these chains are breakable/

Bullet Magic (-200cp): The user mimics the shape of a gun with their hands and creates Magic spheres in the air around them, from which the user can fire Magic bullets in rapid succession. These "bullets" are powerful enough to pierce through flesh. Advanced users of this Magic are even capable of performing the attack with both hands simultaneously, as if they are "dual-wielding".

Sword Magic (-200cp): A Magic which, as the name itself suggests, is focused around the use of swords, with those weapons acting as mediums for the user to perform particular attacks. Many of such moves are shown capable of going past the physical reach of the blade employed in their use, threatening foes at short-to-mid range. Some Sword Magic techniques seem to involve the use of elements commonly found employed by elemental forms of Magic, such as Fire Magic or Water Magic. In addition, the user can also remotely maneuver several swords at the same time. A number of different blades can be employed for such Magic, with the most recurring ones being longswords and katana. In some cases, certain moves might even involve the change of the sword's properties, such as its length.

Darkness Magic (-200cp): Darkness Magic is a type of Magic which allows users to manipulate and control Darkness for various effects. This Magic has a form that can be used for destroying

objects, blocking enemies' attacks and picking up objects. The color of the Magic varies depending on the caster (red, purple, black, green, etc.). Like other elemental Magic, this Magic includes body transformation. Users such as Simon control the surrounding darkness and shadow, engulfing others and the immediate vicinity into its pitch-black darkness, themselves included. The element can also be crafted into many different shapes, including, but not limited to, beams and the like, which the user typically shoots at their foe in an effort to mortally wound them. Additionally, the user can warp their Darkness Magic into the form of a shield to protect themselves from oncoming attacks

Archive (-200cp): This Magic allows the user to convert information into magical data, which can be stored, enabling the user to gain access to previously stored information, such as other types of Magic. It is mainly used by flat-screens which are projected into the air. These screens are very durable and can be used as a shield. It also allows the user to transfer information from person to person more quickly than through verbal communication.

Teleportation (-200cp): This Magic allows the user to cover very large distances in the blink of an eye. It makes for an extremely fast and effective means of transportation, and can also be used in combat when the situation requires fast actions. In addition, the user has the ability to transport multiple individuals not in their immediate vicinity to a different location.

Requip (-300cp): This Magic allows the users to store items in a pocket dimension so they can easily summon it at any time, even during battle, which gives them a high level of flexibility in combat. However, there is a limit to how much the pocket dimension can store Requip can be used for simple or combat-related purposes. Some users may just choose to use it to change their clothing. More skilled users are able to Requip different weapons in battle, and it is even possible to Requip armors in the midst of battle. Requip users can also project a holographic inventory screen where they can view and organize items in their pocket dimension, as well as add items without the user equipping it on themselves.

Sandstorm (-300cp): The user manipulates sand, either released from their body or gathered from the surrounding environment, shaping it into a variety of forms for different purposes, with the most prominent so far being for combat. The user is also able to manipulate the physiology of their own body into sand, which may be used in a variety of ways, such as creating decoys or for mobility purposes.

Animal Soul (-300cp): The user utilizes this form of Take Over to transform their body parts into that of animals. They may choose to transform either some of their body parts or their entire body. Along with that, the user gains the abilities of the animal that they transform into, such as enhanced combat abilities or the ability to fly or swim. This ultimately offers them a good deal of versatility as the transformations can be used for both combat but also mundane purposes.

Rainbow Fire (-300cp): A variation of Fire Magic in which the user creates flames with a variety of colors, with each color having a particular effect or property. For example, the user can create a blue flame which is cold, an orange flame which gives off a foul odor, among others. This

Magic also allows the user to control other flames, giving the user an advantage over other Fire Magic users. However, if the opponent has complete mastery over their fire, then the user's pyrokinesis would not work against the opponent's flame.

Purple Flare (-300cp): This Caster Magic is a variation of Fire Magic that allows the caster to create a unique purple fire, one that cannot be extinguished by wind or water. This Magic can have the effects of a solid, bludgeoning attack, rather than gas-like normal fire. The caster can conjure this type of fire through various parts of their body, such as their arms. This fire can be used in many ways such as binding offensively, Purple Flare can be used in a similar manner as bullets or beams.

Terrain Effect Magic (-300cp): It is a Magic which allows the user to manipulate the terrain of a specific area and give it different effects. The effect given may vary from causing the ground to crumble to manipulating the local area's gravity. The user could even summon a mass of water and flood the entire area. This magic was specifically made for killing people.

Solid Script (-300cp): The user materializes solid words in their depicted form (i.e. writing "fire" would create fire) and then throws them at the opponent.

Hearing Magic (-300cp): This Magic dramatically enhances the user's sense of hearing: this includes bestowing upon the user the uncanny ability to hear the voices of the hearts of those around them and thereby listen to their very thoughts. This allows the user, in battle, to foresee all of an opponent's attacks and react accordingly to either dodge or counter them without effort; with a degree of accuracy that is such, the Magic has been confused as mind reading. However, this is ineffective when attempting to listen to the thoughts of someone who has completely blocked out their thoughts or with a case of amnesia. Should this happen, the user is still able to focus on listening to their target's physical actions and hear when and where their very movements will happen. It is so precise that the user is able to hear sounds that a normal person wouldn't be able to hear, such as heartbeats and contracting muscles even from a far distance. Another downside to this Magic ability is that it works as a double-edged sword; the heightened hearing makes the user's ears sensitive to overly loud or high-pitched sounds, which may cause tremendous pain to their eardrums. There is a way to overcome this weakness but that's an entirely different magic.

Sound Magic (-300cp): This Magic allows the users to perceive, generate and manipulate any type of sound, attacking the opponents with sounds of various intensity. The caster can create powerful sound waves from any part of their body, from magical music instruments or anywhere in the nearby surroundings, distract and immobilize an enemy, playing a song in order to take control of an opponent or manipulating them in whatever ways the user wishes, making it effective for mid-range to long-range combat. Depending on how much sound is generated, and the pressure in it, Sound Magic can easily deafen the caster's opponents. In addition, the sound waves can even be strong enough to destroy buildings with ease.

Healing Magic (-300cp): Healing Magic involves the user using their Magic Power to heal, replenish, or revitalize. The healing can range from small to large wounds, increased stamina to lessen fatigue for the ability to move about, and/or the removal of various maladies of the targeted. If you have enough strength and skill, someday you may be able to bring those who are near death back to health and heal even lost limbs.

Telekinesis (-300cp): A type of Magic that allows its user to move and take control of objects with their mind and use them for whatever purpose they wish, such as for battle.

Maker Magic (-300cp): Molding Magic allows the user to mold or create something by concentrating their Magic Power into their hands, like an element, into different shapes or forms. If the user uses both of their hands in molding an element, they can increase the accuracy of their manipulation of said element. Casting one-handed is easier, but it is a less stable form of molding, and may result in less powerful creations. Currently, there are only five known types of Molding Magic: Ice-Make; Wood-Make; Iron-Make; Water-Make; and Fire-Make. Molding Magic has been described as an "unrestrained" type of Magic, with the shapes created reflecting the personality of the user. Therefore, creations tend to be different from user to user, even if the users happen to be proficient in the same element. It has even been mistaken as Alchemy.

Fairy Magic (-400cp): A form of Magic which allows its user to produce a peculiar substance from their body: thin, light and shiny dust. Such matter is placed under the user's control, with them being able to manipulate it to their every whim, making it float in the air in wide arcs. Through its use, the user is capable of carrying out a variety of Magic attacks. The dust is shown to possess explosive properties, with a relatively small amount of it being capable of producing fierce explosions; in addition, larger amounts of it can be shaped into objects of various sizes, again usable for offense.

Alchemy (-400cp): Alchemy is the main form of combat for Alchemists, giving them the ability to transmute various materials into all sorts of shapes and sizes, crafting equipment such as weapons to use in combat. Alchemists are not limited to solid materials, intangible elements such as smoke can also be transmuted at their whim. Going as far as converting even living beings into the element they specialize in. Alchemists are even capable of transmuting abstract concepts such as the "bonds" of individuals near them, which would transform the affected person into another with whom they share a form of connection and vice versa. Unlike Mages or even Cursed Energy users, that require a limited amount of power to cast their respective spells, Alchemists have no limit to perform their techniques as their Alchemy stays at full power always. Alchemists are primarily found on Guiltina instead of Ishgar and Alakitasia.

Rupture Magic (-400cp): A Magic that allows the user to pressurize the Magic Power within a person until it, quite literally, explodes. The more Magic Power a person has, the more powerful Rupture Magic's effects are.

Slow Magic (-400cp): Slow Magic is an area-effect Magic that allows the user to slow down whatever they wish within a certain radius of themselves; doing so makes themselves appear as

if they are moving much faster than they actually are. Should anyone be outside of the area of effect and be viewing the caster's performance, they appear to be moving at their usual, normal speed. This Magic also only works on sentient, living beings.

Enchantment (-400cp): The process of Enchantment amounts to the user to adding their own Magic onto living or inanimate objects, thereby increasing their natural attributes; i.e. enchanting wood to make it stronger than steel, or enchanting swords into human beings with immense power. While a normal user of Enchantment is simply called an "Enchanter", a "High Enchanter" is one who has immense prowess in the art. For them, it is possible to attach their Magic in a manner that allows them to change and alter climates, manipulate the atmosphere, completely change geography, modify an organism's physique, and even vastly enhance the power of individuals past their normal limits. High Enchanters also have the ability to extract Magic from human beings. If one has enough Magic Power, such as the amount possessed by a Dragon, they can even cast "Master Enchants", which allow them to enchant heavenly bodies themselves.

Dark Ecriture (-400cp): It is a form of Letter Magic that allows the caster to write runes, sometimes without a writing tool such as a pen or a quill, for various types of effects. Essentially, the spells used for this Magic work only on what the caster writes with it; in other words, what they write goes as follows, making it a sort of "rule" in using Dark Écriture. The properties of the Magic is centered on the writing of the runes; however, if rewritten correctly, the effects will change. The runes can be written on an object, person, or even in midair for the effects to take place. The runes can be written for different purposes, such as traps, and offensively can be cast upon an opponent to inflict either physical or mental injury. The caster can also conjure an element for usage of this Magic, like poison. Death is also a possible effect. However, simple usage of this Magic that is convenient for the user, such as teleportation or flight, can also be used. Other types of spell include actual transformations, in which the caster is able to “Demonize” and transform themselves into Demonic forms and be granted a different appearance, even enhanced strength and durability.

Storm Magic (-400cp): A Magic that allows its user to manipulate the weather by the use of their hand or a weapon. By using this Magic, the user has control over winds, clouds and lightning for attacking, as well as possible defensive purposes. This Magic has been called to have mastery over natural phenomena.

Giant (-400cp): When activated, this Magic allows the user to enlarge their body to gigantic proportions, even to the size of the gargantuan Tenrou Island itself as well as the Dragons. In addition, it can also be employed on selective parts of the user's body, elongating them and making it look like the user possesses elastic properties of sort, coming in as a very versatile Magic. Giant’s effects can also be transferred to other people aside from the user

Command T (-400cp): Command T is a Magic that allows the user to alter mass, be it expansion or reduction; the user can direct the effects of their Magic towards virtually whatever they desire, allowing them to affect, for example, landmass in such a way that it becomes the size of a

mountain, or the size of a small boulder. Humans (and other living species and the user) are also susceptible to this particular form of Magic, and can either be expanded to titanic proportions or be shrunk to minuscule sizes, however, in the case of the latter, to onlookers not aware of this Magic's effects, the act of reduction can appear one of disintegration. The acts of expansion and reduction can also be isolated to specific body parts. The Magic's usefulness also extends to expanding the size of weaponry, turning a dagger into a fearsome sword, and even to first-aid, allowing the user to locate, once isolated, life-threatening internal masses and shrink them to negligent sizes. Physical, life-threatening injuries are also able to be tended to, and they can be reduced in size until they are a non-factor. Even other types of Magic can be reduced and compressed, and then fired back at the original caster as a magnified weapon. Lastly, this Magic can be used as a means of quick assassination, as the user can cause internal organs to swell until they rupture. Limits, however, do exist to Command T: 1). a "max limit" for the increased mass to a certain size, as well as a three-minute time limit for the duration to be maxed out and 2). people are able to completely resist this Magic if they are of a certain caliber of strength.

Great Tree Arc (-400cp): This is a type of Lost Magic which allows the user to manipulate the properties of trees; however, its true strength lies in the properties within the earth, which can be easily controlled by the user. The user can mainly summon trees at his or her own will and produce trees for various purposes, mainly for battles. As such, they can manipulate any part of the tree however they want, mainly roots and branches. Even the leaves are controlled by the user. Any tree that the user creates can also have its form manipulated to suit the fighting techniques of the caster. These different sections of the tree can be very useful during offensive or defensive ranges in combat. Furthermore, this Magic also allows the caster to merge themselves with trees and hide inside it. A unique property regarding this Magic is that the caster is able to condense the power of the earth into the fruit of the created trees, doing such allows them to create fiery explosions, providing them an additional range of offensive attacks. The caster can attack explosively using parts of the trees or just the tree's fruits, manipulating them to inflict further damage. In relation to this, the caster is able to harness all of the power stored within the earth itself. When altering the power source of a great mass of land, such as an island, the user can even drain its Magic Power.

Dark Regulus (-400cp): Dark Regulus, much like its light-based counterpart Regulus, is a Magic that allows its user to imbue their body parts with the Magic itself for melee combat, however in this case the Magic manifests itself as dark flames. The Magic can also be used for ranged combat, with the user being able to shoot the dark flames from their palm to attack from afar. Moreover, Dark Regulus has shown the capability to absorb "light", such as other types of fire, in order to nullify their foe's attacks while using the absorbed Magic for themselves. Additionally, whilst Dark Regulus appears to be unlimited in the amount of flames the user can absorb, there actually is a limit, however the more light that there is to absorb, the longer it lasts and the stronger it becomes.

Regulus (-400cp): Regulus is a type of Magic which allows its users to produce the element of light from their body. Regulus has mainly been seen used to boost the users' melee

performance, empowering their physical attacks with wakes of destructive light, which are produced from their unarmed blows in a fashion similar to a lion clawing at its prey. Light can also be employed in other ways, with the user being capable of emitting it in vast amounts, enough to cover a wide area, and of shaping it into various forms. This power is the power of the Sun itself so it can hurt basically anything that is mortal and not divine. So long as you have the power to back it up.

Celestial Spirit Magic (-400cp/Varies): Celestial Spirit Magic is a type of Magic in which the user summons Celestial Spirits by opening their gates through the use of Celestial Spirit Gate Keys. These Keys are separated into two classes: the more common Silver Keys and the rarer Gold Keys. The Keys for Celestial Spirits are counted in Units (collectively without regard to Gold or Silver). When a Celestial Spirit Mage receives a Key and opens its Celestial Gate for the first time, they have to set up a contract with the respective Spirit. This contract consists of asking the Spirit which days it can be summoned by its contractor. This simple agreement leads to a dedicated and serious bond between the Spirit and summoner. However, under certain circumstances, i.e. during a battle, and a Spirit is summoned for the first time, the making of a contract may be suspended on a later date. Contracts can be broken if the Mage gets arrested, releases the Spirit by themselves, or dies. When a Celestial Spirit Mage summons a Spirit, it appears directly next to them, as that's where the gates to the Spirit world had been opened. It's impossible to summon spirits elsewhere. The Spirits must also abide by certain rules enforced by the Celestial Spirit King. The only rule that has been introduced in Fairy Tail so far is that a Spirit may not directly or indirectly kill its summoner under any circumstances. When the Gates are closed, it is required from both the summoner and the Spirit to agree upon the gate's closure. However, Spirits can also be "forced closed" in battle, which means they can be forced back into the Celestial World by the summoner's will, though not every Celestial Spirit Mage is capable of doing such. An odd thing is that Celestial Spirits are typically only as strong as their summoner. So someone like Leo in his true form vs his summoned form is gonna be completely different as Spirits have never had someone capable of summoning their true strength. Although someone like August, Irene, Zeref, and Acnologia have never tried. In other worlds you can choose to have 12 keys of gold be spread out across the world based on the constellations they have. You start with one golden key and two silver keys. Silver Keys can be bought for 100cp each and Golden Keys can be purchased for 200cp each. If you destroy a key to summon the Celestial Spirit King you do not get it back and have to find it yourself unless you are out of the verse it came from in which case it will return after 10 years.

Machina Soul (-400cp): This particular form of Magic allows the user to touch different types of machinery, subsequently taking their capabilities and assets for themselves. These forms allow the user to transform their attire into that of well-armored outfits, these being equipped with heavy weaponry.

Beast Soul (-400cp): This particular form of Take Over allows the user to transform all or parts of their body into that of various monsters, gaining the enhanced attributes and abilities of that form such as increased strength, speed or durability. A number of these "beast forms" can be

used by a single Mage, being "recorded" by encountering the different beasts and taking them over. The user must have actually defeated the beasts before "recording" their form.

Devil Soul (-400cp): This particular Take Over magic allows the user to take over undead beings such as spirits and zombies and such. It also gives control over light and dark magic. When using this magic your arm will be covered in sharp white spikes.

Stealth (-400cp): This Magic allows the user to completely conceal their own presence, see what cannot normally be seen by others, and make what can normally be seen now unseen. When the user erases their own presence, they wipe out their ability to be seen, heard or smelled, thus allowing them to move about completely undetected, even if they were seen by people just prior. This physical invisibility can, however, be negated by Magic that utilizes light. Stealth also allows the user to see things that would normally be invisible to others.

Yakuma Eighteen Battle Gods (-500cp): Yakuma Eighteen Battle Gods Magic are eighteen different types of dangerous Magic that were handed down through the now-extinct Yakuma Clan that summon one of the 18 Battle Gods. Among the ones that have been summoned, they have been shown to require a condition to be met by the user before the summoning can succeed, whether it is an incantation to be chanted or a specific sacrifice one has to make. Although since you paid you can use it without a sacrifice. Instead it will require a 1 month recharge time.

Law of Retrogression (-500cp): This Magic allows the caster to lower the magical, as well as physical, abilities and skills of the target as well as making them look like a younger state of themselves. Affected targets suffer from lack of proper movement because of the new size of their body, slower Magic usage, greater Magic consumption, weaker physical abilities and lower defense. Also, the affected targets in their younger state sometimes may remember what they had experienced as kids. However, if the caster loses control of their emotions, the effects of the Magic are nullified and all afflicted targets return to their normal state.

Gravity Magic (-500cp): Utilizing this Magic, the user can control and manipulate gravity. This can be achieved via various gestures and movements of the hand, such as simply spreading both arms with the index and middle fingers of both hands splayed, or by thrusting one hand towards the target, palm facing forward. It can also be utilized without any hand movements at all, such as when the user's arms are crossed. Gravity Magic has a large range of offensive and defensive properties. The user can freely increase or decrease the gravity of anything around them, rendering most frontal assaults virtually useless. This Magic is strong enough to easily crush solid earth, and can even be used to destroy other Magics. It is also capable of suspending people or objects in midair, or to divert the course of natural phenomena around the user, such as rain.

Crush (-500cp): It is a very advanced Magic which gives the user the ability to smash everything they come into contact with. If the user is unfocused, they may destroy objects such as houses unintentionally. Crush has various offensive and defensive properties. Using its inherent nature

of being able to crush anything it comes into contact with, the user is able to nullify the effects of certain Magics by smashing them to pieces, occasionally exemplified by the crushed substance, be it Magic or living being, becoming separated into numerous cubes. However it is also possible the living target splits apart and becomes reduced to numerous, doll-like versions of themselves. This effect is not permanent, and the affected will, with time, return to their original shape. However, should the user wish, they can reassemble the divided person with a simple motion. By imbuing their fist with Crush, the user is able to send an enemy flying numerous meters with incredible force. It is also capable of being fired as a burst of energy at the opponent. This magic can also be imbued through items and tools the user possesses such as a prosthetic arm. This Magic can also be utilized effectively as a defensive means. For example, by crushing the ground underneath them, the user is able to create a cushion of sorts against enemy attack. It is also possible for Crush to be used as a deflective barrier, sending an assailant flying backwards when they come into contact with it.

Nullification Magic (-500cp): Nullification Magic is utilized for nullifying any magical attacks and discharges it within an area away from the Mage. The user of this Magic has a very ample radius in which the Magic may be employed from. This Magic can be cast with or without a magical weapon.

Heavenly Body Magic (-500cp): Is a powerful form of Magic that allows the caster to use the properties of many astronomical objects for battle, preferably in offense. The properties of Heavenly Body Magic rely primarily on astronomical objects like meteors or the generation and manipulation of the energy of stars from their own body.The caster can create powerful light blasts or beams of high destructive power, reminiscent of starlight, at their opponents. This light is not the only substance used, however. The caster is also capable of using the power of gravity against the opponent for destructive usage; the strength can be comparable to the effects caused by a black hole. The use of such Magic can be used to enhance the caster's own skills drastically for various purposes, such as shrouding them in Magic that can increase their speed significantly.

Reflector (-500cp): Reflector is a form of Magic which enables its user to twist and distort almost anything. It can affect both material things, such as metal, and intangible entities, such as air and light. Such Magic possesses both great offensive and defensive capabilities: by refracting air, the user is capable of generating highly-destructive flying slashes of various sizes, which possess great cutting power. By twisting anything entering the immediate area surrounding them, the user becomes virtually immune to any attack, be it physical or magical in nature, with every incoming spell or melee assault having its trajectory moved in order to avoid striking the user, who can even reflect these attempts back at their originators. By refracting light, the user is even capable of generating illusions, going as far as to twist reality itself in the eyes of their opponents. Even objects and magics that negate magic fall victim to the Reflector. however, this Magic suffers from several drawbacks:
The user is capable of twisting anything aside from human bodies. The user can only use their refracting powers on a single area at a time, either around themselves or elsewhere. The user can momentarily twist objects with elastic properties, but these attempts will ultimately result in

being ineffective towards restraining or harming the opponent, with the affected material eventually returning to its normal state. The illusions generated by the user are incapable of affecting individuals who possess artificial eyes.

Territory (-500cp): The user is able to conjure a kind of wave-like matter that resembles a tomoe, which allows them to manipulate the space around any object or substance of their choice, allowing for great versatility. One can manipulate space as means of defense, offense, by means of forming heat and generating explosions, teleporting people and/or objects of their choice, and granting the user the ability to switch places with other people who are in close proximity. The limits to the magic include being unable to warp to distances out the user's "space". However, the greatest potential that this Magic offers lies in its trapping and damaging capacities; the caster has the option to imprison any living being of their choice inside their "space", and if the caster desires so, can sap their Magic Power away.

Historia of the Dead (-500cp): This Magic allows its user to look into the hearts of others, view and create a replica of the deceased of those in the individual's past that made a lasting impact upon them, be it as a result of hard-fought combat, love, or simply immense respect. It has been noted that the replicas are not illusions, as the user gives "life" to the past Historias, with them retaining their personalities, memories, as well as any Magic and abilities they possessed from their lifetime. By snapping their fingers or a wave of their arms the user can create (or dispel) the life replicas, with the span of those who are affected able to reach as far as the radius of Hargeon Town. One method of defeating one's Historia is to instill fear into them, overcoming their existence to the point where they completely vanish. Depending on the Magic Power of those created during their lifetime, it's possible for the caster to tire out from the massive reserves of Magic Power they consume or use. It has also been noted and implied that the manufactured Historias do not possess the same degree of Magic Power as their living selves, and at least one specific Historia, God Serena, was considerably weaker than his original, living self.

Memory Make (-500cp): Memory-Make is a type of Magic which grants the caster the ability to manipulate memories. It also gives the user amazing memory capacity, being able to memorize opponent's heart beats, footsteps and Magic. The caster can also create "memories" of themselves which are similar to holograms. This Magic also allows the user to create new Magic spells by combining spells from other Magic which the user has memorized before. Furthermore, the user is able to negate Magic spells used by the opponent which the user also had already memorized by "forgetting" the spell. Unlike Ice-Make or Wood-Make, the caster does not need to place their hands into complex positions but merely places their fingers on the temples of their heads as a focus point and a chain of memories could be seen visible behind the user.

Arc of Embodiment (-500cp): Arc of Embodiment is a form of Lost Magic that allows the caster to materialize, and subsequently use to their every whim, anything they can imagine. Any of their creations give them great versatility both in and out of combat. They can range anywhere from everyday objects and weapons to more complex creations, even living ones, or even

simple images of whatever may be on the user's mind. These creations are also given special properties that go accordingly to what they are. It has been stated that there are several limits and conditions to this Magic, one of which is that the Magic cannot conjure living creatures, as shown when Bickslow displayed the ability to possess any object conjured by this magic. Despite this, Arc of Embodiment has been considered an invincible Magic by its caster, who additionally claims that nothing can beat the Magic.

Satan Soul (-500cp): This particular form of Magic allows the user to Take Over the powers and forms of different Demons. These forms give the user a variety of different abilities such as flight, enhanced speed, strength, reflexes, and even unique abilities taken from the demon. You can also control or destroy a demon without taking them over so long as you are stronger than them.

God Soul (-600cp): This particular form of Magic allows the user to relinquish and, presumably like its kin Takeovers, absorb the God species, subsequently taking their capabilities and assets for themselves. These forms allow the user to completely change their appearances into that of the gods themselves giving them control of their bodies and of their abilities. The only known user was able to use this ability through a contract with Chronos. Maybe you will be able to truly Take Over a god?

Dragon Soul (-600cp): You can Take Over the power of dragons. You do so in the way that a Satan Soul or a Beast Soul user does. By defeating a Dragon or taking their power from them forcefully by overpowering their will. By doing this you can then utilize their power and memories yourself. This works on Dragons and Dragon Slayers although you only take the Dragon Soul out of their body removing their power. You start with a single soul of a dragon of any element.

Arc of Time (-600cp): This Magic revolves around the manipulation of the "time" of objects of non-living things and non-sentient living things, like a tree. The user can fast forward an object's "time" into the future, making it decay rapidly or rush to attack an opponent. This Magic can be even used to stop an object's "time" by freezing it in midair. The user can also rewind a damaged object's "time" to restore it to its original state, like turning ice back into water. Mages who use this Magic can produce "bubbles" of time that show the various potential things that the item could do and then pick one of the timelines whenever they want to. This Magic is said to be the natural enemy of Molding Magic Mages. Despite not working on sentient beings, this Magic has been shown to be able to affect humans to some degree by using it to evolve Mages' containers of Magic Power so that they're capable of using their Second Origin.

Âge Seal (-600cp): This Magic gives the user the ability of controlling the time-space continuum by "sealing Time away", giving them the freedom of stopping all and every motion within their "world," suggesting that it is only accessible to the user of the Magic with the user being shown able to freely move around at will during its usage. To activate, the user clicks their teeth together which immediately postpones the time balance. However, it appears that people who are also able to control the laws of space and time are able to penetrate the Magic, canceling it

out to those who are affected. Also, there are certain people/magical figures who can bypass this Magic, and it is implied they are able to move freely when the Magic has been activated.

Devil Slayer Magic (-600cp): It is a form of Ancient Spell that allows its users to use a specific element to slay Demons. It also lets the user eat their respective element to replenish strength and become immune to its effects like other types of Slayers, even if it is reflected back at them. Likewise, Devil Slayers are unable to replenish from the element they themselves generate. This Magic also allows its users to obtain information about a Demon by just observing it for a second, this includes abilities such as Curses and Curse Magic. As a function of being an exorcist, Devil Slayers have the ability to kill and/or exorcize demonic power by exerting their Magic Power upon the target, in other words using the "demon" side of their Magic, given it being the true purpose of the Magic, this Magic is just as effective against Mages who utilize any form of demonic power. A notable drawback from excessive use of Demon Slayer Magic is turning the user into an actual Demon, a process also known as Demonization. Causing them to "Demonize" and becoming afflicted with black markings that spread across their entire body, covering up to nearly half of the user as well as changing the color of the eye on the afflicted side of their body at its peak. The extent of this allows them to become immune (to a limited degree) to the effects of Curses (including the "Ultimate Curse" Memento Mori, which is supposed to completely annihilate whatever it touches.)

Dragon Slayer Magic (-600cp): Dragon Slayer Magic is a type of Lost Magic which allows its users to transform their physical bodies into a Dragon. As a result, the user can transform their body with features of their respective element, utilizing both offensive and defensive styles. A Dragon Slayer is immune to the effects or hindrance of their own element, even if it is reflected back at them with greater power, and can consume external sources of their element to replenish their strength. However, a Dragon Slayer cannot consume the element that they produce themselves, and elements must be consumed through the mouth. Dragon Slayer Magic is the only way to kill, or even hurt Dragons, who are shown to be mostly unaffected by other forms of Magic. Excessive use of Dragon Slayer Magic has the added drawback of turning the user into an actual Dragon which is caused by the Dragon Seed beginning to sprout. The whole process is also known as Dragonization. The only way for this to be prevented is for a Dragon to enter the body of a Dragon Slayer (via a secret art) and sleep there for an extended period of time, creating antibodies which will almost ensure that the Dragon Slayer does not turn into a Dragon. You will not have to worry about this. While you can take on slight Dragonization at will you will not fully transform. A small number of Dragon Slayers have obtained the ability to consume elements other than their own, allowing them to combine both elements inside their bodies and enabling them to utilize the properties of both, as well as increasing their own destructive capabilities. On rare occasions, some Dragon Slayers have also obtained a much stronger version of their element giving them a higher degree of destructive capability. These Dragon Modes can be combined with Dragon Force as well, for an extended increase in power.

God Slayer Magic (-600cp): It is a form of Ancient Spell in which the caster is able to attain the abilities of a God, using a specific element as their type. The certain elemental type of God Slayer Magic can be conjured from the caster's body and be used for various purposes, mainly

in combat. It is said that the original usage of this Magic was to slay "Gods". In addition, the color of each God Slayer's element has a black tint, regardless of what it may be. Similar to Dragon and Devil Slayer Magic, the caster is able to eat their own element and also use it for combative purposes. It appears that they cannot eat their own "God-like" element directly, but can eat Dragon Slayer magic of that element. The reverse does not hold true of Dragon Slayers, who cannot eat God Slayer Magic unless the Dragon Slayer has emptied out their own Magic Power to create a vessel for the respective element.

Ankhseram Black Magic (-800cp): Ankhseram Black Magic is a Black Art that allows its user to produce a black miasma that kills anything it touches. While this can be resisted by those stronger than the user any being that is mortal will either die or be horrifically wounded. The main point of this magic is the fact that the user is immortal even if their heads were cut off. Usually you would have to have been cursed to have this by Ankhseram and would go insane. But for a high price you gain immortality and death magic without that drawback.

True Copy Magic* (-1200cp): This is true copy magic. You have the ability to instantaneously use this magic to copy, master, and then nullify an opponent's Magic after having witnessed it once. This ability even works on Holder Magic somehow allowing you to create the item using magical power equal to the item. While the cost to use holder magic is more than it would be originally depending on the item it grants instantaneous mastery and the ability to create incredibly powerful items. You can utilize these magics any time you want so long as you have seen it once. While magic items created cannot exist forever; they can be summoned at will. You can also grow these magics beyond the point of mastering them if you took enough time and had enough skill.

Curses

You can create custom curses just as you can with magic. Use the prices displayed by the magic section and the curse section to give a price range for power.

Slippery Curse (-100cp): By spinning their body, the user is able to travel at enhanced speeds across surfaces that they would normally not be able to, such as water. Additionally, while spinning, projectiles harmlessly deviate away from the user should they be the target of such an attack.

Tenchi Kaimei (-300cp): The user summons large tides of black water that engulf and flood an area as large as the user's choosing; Torafuzar describes the water as "black water of darkness" and the vast space it occupies as "The Deep Seas of Hades". The user is able to maneuver within the black waters freely and use them to their advantage against opponents in battle. Additionally, the waters are poisonous due to their abundance of carbon, and will kill anyone that swallows them within five minutes of consumption.

Bomb Curse (-300cp): Bomb Curse lies completely in the use of explosions, which can be triggered remotely or upon direct contact, and are usually on a very grand scale. The user can also create bombs, which can be done by either trapping people in explosive spheres or by creating an intricate seal on the ground, which acts as a motion-sensing explosive. In addition, anyone that makes physical contact with the user becomes "cursed", with odd symbols appearing on the attacker's body in reference to how many times the user was directly struck. These symbols turn the attacker into a living bomb and detonate without any prompt from the user. Also, as per their ability to turn whatever they desire into a bomb, the user's own body is not excluded from this.

Necromancer Curse (-300cp): Utilizing this form of Curse, the user is able to revive a deceased person which can behave like a normal living human being under their control. The user is able to revive several hundreds of corpses at a time. However, this Curse's drawback is that corpses under the user's control may stay reanimated for a limited amount of time unless one possesses a drive, and upon the user's defeat, corpses under their control stop functioning.

Tenga Goken (-400cp): Tenga Goken allows the user to use their arms as if they were actual bladed weapons, allowing them a great deal of versatility in combat. By crossing their arms, the user assumes the stance required to use their more powerful techniques. The resulting shockwaves from the swinging of the arms are extremely powerful, being able to cut through rock and reach considerable distances away from the user with ease.

Enhancement (-400cp): Enhancement allows the user to, as the name suggests, enhance the body of the target in ways they see fit. Though primarily used as a means of enhancing the strength of their targets (those who cannot withstand the Curse are killed and turned into a black paper dolls), the Curse can also be used to enhance someone's pain sensitivity; the greater the sensory increase, the greater the pain one feels, even from the smallest of things. When used upon themselves, the user is also able to strengthen themselves without limit. Finally, in addition to mere enhancement, Enhancement can also strip things away from the user's foe, such as their five senses.

Calamity Curse (-400cp): Calamity Curse revolves around the use of various calamities, such as tornadoes, of which the user is able to wrap around their body and limbs. One of these tornadoes alone is strong enough to demolish a restaurant in mere seconds, and reach immeasurable heights. This Curse can also be used to provide transportation, enveloping the desired body components in significantly rapid wind capable of wrecking anything within its range, and granting unto the user increased speed and defensive properties. Aside from tornadoes, the user also has the ability to create earthquakes, firestorms, lightning, rainstorms, and mudslides.

Absorption Curse (-500cp): This Curse grants the user the ability to absorb the souls of living beings as well as of Magic through touch. Conveniently, the user is also able to stretch their body parts, such as the limbs, to long proportions, even being able to form spikes from their back and arms, which gives them a large range in which they can then manipulate the

extensions and latch them into a target's body, draining them of their soul and their Magic Power and absorbing them for themselves. The user can also have others absorb them.

Thorn Curse (-500cp): Through the use of several hand gestures, the user is able to create, as well as manipulate, thorns at their own will. The thorns are powerful enough to strangle and, at the same time, severely damage opponents, making such ability effective for punishment. When desired by the user, the attacking thorns can even pass through the body of the target, as well as serve as a protection for the user. What the user creates, however, is not limited just to thorns and vines themselves; they can also manipulate their own Curse Power to take the rough shape of thorny vines and use it to shield themselves from harm, and can even fire off projectiles in the same manner. Additionally, the user can create a highly destructive explosion whose core is in the shape of rose petals. Furthermore, should the user have enough power, the abilities of the Thorn Curse are augmented rather drastically; with a mere swipe of their hand, the user is able to create something such as an extremely size-augmented tree branch, one whose width alone dwarfs regular humans.

Macro (-500cp): Macro allows the user to take total control of something, which is defined as giving an "order." Whether they are dead, alive, or an inanimate object is irrelevant; though it has been noted that corpses do not function as well as living bodies. Macro can also serve the purpose of forcing one to reveal secrets that they would otherwise not willingly share, and once something has come under the user's control once, they can remotely resume control of them at any time. This Curse can also be used to drastically empower the user in a process they refer to as "breaking [their] limit.

Magic Barrier Particles (-600cp): You are now the same as one of the Spriggan Twelve in that your entire body is made of magic barrier particles. Your true form now takes the form of a thick black (dark purple in the anime) mist that quickly spreads in its environment, feeding on the Ethernano in the atmosphere and contaminating it, thus causing anyone, especially Mages who breathe it in to become lethally poisoned, weakening their Magic. Etherious are generally unaffected by them because of their Curse Power. The symptoms may become visible as follows: the veins around the victim's eyes puff up, and then the victims violently expectorating blood before, presumably, dying of contraction, all in mere moments. Some who have stronger lungs are able to survive for days upon end after inhaling the particles. However the user has control of the output of particles they release so you can allow your allies to fight nearby without dying. This power also has a couple of other abilities. You have been told of the First Seal. The Second Seal allows the user to summon a massive pool of skull corpses that appear from the underground at a very wide range, able to attack his targets. This graveyard of skulls can consume alive the souls of others and deteriorate normal beings who are touched by them, causing their mouths to foam and their eyes to begin to dry out as they perish. The Third Seal is the final one and the user alters their regular appearance into a devastating shadow-cloaked like figure that completely consumes their entire body structure. They become more demonic looking, with their entire body in a dark color light, with only their eyes a clear white without pupils. Their abdomens are shown while they have a shapely figure with legs and arms to go with their jagged shadow teeth. Once they call for their "Third Seal" to be released, however, a

white circle forms upon their forehead, allowing them to maximize their skill set at its full potential. Even when defeated in this form, the user can transform their body into a portal to the underworld that sucks anything up in their grasp.

Memento Mori (-700cp): The user produces a dark paralytic mist around the target that envelopes them, creating a massive beam of dark spirits that reaches towards the sky. Known as the ultimate Curse and the "memory of death", this Curse was created to destroy the immortal being Zeref, as the victims of this Curse are no longer alive nor are they dead, but are simply erased, becoming nothing for eternity. This is an incredibly dangerous curse and should only be used as a last resort. Very few deserve to become nothing.

Companions

You get one discount for any companions and a 200cp stipend.

Insert (-100cp/-200cp/-300cp): Companions get 600cp to customize themselves, or you can just buy their build right now. You can transfer points from your own CP Pool to all of them at a 1:1 rate. You may customize the personality, appearance and gender/sex of your companions. For 100cp you can insert one companion. For 200cp you can insert 4 companions. For 300cp you can insert them all.

Export (-200cp): Export as many people as companions as you want. All you have to do is to convince them to come with you.

Happy Cat (-200cp): You have an exceed here. Which is a talking cat that has the ability to fly and one other power out of the norm. The ability to become a larger, more muscular version of a cat. They have Bustermarm, AERODYNAMICS, RANDOM BULLSHIT GO and S-Class.

SNACK (-200cp): You have here a lovely young woman who just so happens to be extremely extremely into you. I’m talking she has dreams about you. You see she is a mage. Not an extremely strong one but a famous one considering she has been on basically every magazine of sorcerer weekly for the past three years. She has Potential, Mental Fortitude, and Crush magic. She has stunning blonde hair and green eyes. Enough magic to rival Erza around the beginning of the series and Skill to rival Gray around the time of Tenrou Island.

Sweet Kid (-200cp): You have a child here. She is really really sweet but she also hates to fight. Even though she has a lot of magic as much as Erza and skill rivaling Gray during Tenrou. She wields Territory magic and is incredibly skilled with it. Even though she hates to fight she can wipe out an entire dark guild all on her own. She has the perks Potential, Mental Fortitude, and Follow Your Heart.

Property Damage EX (-300cp): Well now here we have a really really destructive idiot. This guy here has Heavenly Body Magic and is not afraid to use its more destructive spells. He has enough power to rival Laxus and Gildarts and enough skill to rival Grey around Tenrou. He has a really careless attitude and is incredibly alcoholic. He has the perks Potential, Mental Fortitude, DESTRUCTION, and S-Class.

Fox Man (-300cp): A really sticky fingered black haired man. He has magic that lets him steal things from his opponent and he uses a three sectioned staff. He also can cook really really well. He has a large magic pool comparable to a wizard like Gildarts and enough skill that Irene would find him impressive. He also has incredible self healing magic that lets him heal from anything short of being beheaded although he has no way to use it on others. He has the perks Potential, Mental Fortitude, and S-Class.

Blue Exorcist (-300cp): You have a blue haired woman here. She has Fire Devil Slayer magic and also Satan Soul magic. She has Magic Power equal to Gildarts and Skill equal to Irene. She also is terrifying when you mess around with her. I'm talking about nightmare fuel. She has the perks Potential, Purity of Magic, and Mental Fortitude. She also has striking red eyes. She is a lovely lady who likes to drink wine and read a book at night while working as hard as she can for her guild as a mage.

Black Knight (-400cp): A knight in armor as black and deadly as the night itself. Looking as if a Demon of black steel was walking amongst people. He is incredibly powerful with enough magic to rival Gildarts and Laxus and enough skill to match Grey during the Tartarus arc. Here's the thing. He's a half demon. He has the curse of Enhancement but also wields Sword Magic, Teleportation Magic, and Dark Regulus. He is incredibly strong and he has the weapon Magic Spear Ten Commandments which he wields with incredible strength and skill. He has the perks S-Class, Potential, Mental Fortitude, Follow your heart, and The Hunter.

JUMPER-SAMA!!!!!!! KYAAAAAAAA (-400cp): You have here a woman that is utterly and I MEAN UTTERLY obsessed with you. You have an incredibly strong and incredibly hard headed woman with yandere tendencies. Yandere tendencies not directed at you or the other woman in your life. But those that would do you harm. This woman would storm a castle with a king's army stationed right outside it for you. This woman would start a cult if you didn't stop her. And if you have a harem she believes it's only right that someone as great as you would have such a thing. I mean how can one person hope to hold inside them all the love of such a great person. Her words not mine. She is quite strong. Enough magic to rival a Dragon and skill to rival Gray during Tartaros. She uses Arc of Embodiment to terrifying effect and if she ever went on a murderous rampage to find who hurt you if such a thing is possible she could very well destroy an entire large city. She has the perks S-Class, Potential, Mental Fortitude, Follow your heart, and The Hunter.

Fire 'n' Ice (-400cp): Well now we have a really really rare occurrence. Someone with two different slayer magics. You see you have a girl here. This girl was raised by a dragon and sent through the Eclipse Gate with the other slayers. Here's the thing. She was taken by a fire demon

after coming through and then trained in Fire Devil Slayer Magic alongside the Ice Dragon Slayer magic she has. Meaning that she now has two very different elements of two very different slayers. And while both of her seeds have been suppressed with the techniques held by both her foster parents she has a large magic pool equal to a Dragon with enough skill to rival Grey during his run against Tartaros. She has a couple of perks S-Class, Potential, Mental Fortitude, Follow your heart, Purity of Magic and The Hunter. She also has some very odd behaviors. As has been shown when one is taught a slayer magic at a young age they usually inherit some of the behaviors of the race that taught them. She has both the draconic instincts that her mother taught her with all the odd behaviors and the Sin of Wrath that her father had taught her. She gets angry really easily and is extremely territorial about what she has and who she considers her friends. IF someone were to attempt to cross her line then she may just obliterate them.

Celestial Lionheart (-500cp): You have a Platinum Key. Not silver. Platinum. And within it holds a Grand Celestial Spirit comparable to Leo of the Zodiacs. He is called Othniel the Lionheart. He is a powerful spirit who was born of the Spirit King's own power. He has various abilities such as Regulus, Heavenly Body Magic, Sword Magic, and Slow Magic. He is considered the fastest of the spirits and he has the Celestial Armor as well as Mugetsu Ryu in the form of a broadsword as well as extreme skill with that sword. He also has the perks S-Class, Potential, Mental Fortitude, Follow your heart, Purity of Magic and The Hunter. He has sworn his complete loyalty to you and is always willing to take a lethal blow for you. He has signed a contract with you even if you're not a celestial spirit summoner. Even in a world without Celestial Spirits he will be able to be summoned at your will. He has the ability to regenerate after being killed within the Celestial Spirit World like other spirits.

GOD OF FESTIVALS (-500cp): Well now. We have here an incredible piece of science and magic. A human being with eight different God Slayer lacrima. Fire, Water, Lightning, Sky, Earth, Poison, Light, and Night. Also he likes sparkles and glitter and is extremely annoying. He has enough magic power to rival someone like August in the amount of magical power he has and enough skill to rival Irene. He will view you as either a father figure or an elder brother. If you are a God Slayer you can be the one who taught him how to use his magic. If you do you will be ingrained in the council more than you want to be. They suck. He has the perks S-Class, Potential, Mental Fortitude, Purity of Magic, and The Hunter.

Lightning Dragon Princess (-500cp): You have here a powerful lightning dragon slayer. The daughter of a female lightning dragon who had reached the realm of the King. She has blazing red hair and her lightning has reached the realm of Crimson. She also has major skill with transformation magic and can transform to look like anybody. She has the perks Potential, Purity of Magic, and S-Class. She also is a half blooded demon born of a certain red haired king and a dragon woman giving her the perks Etherious Form, and Cursed Power. She has magic to rival August and skill to rival Irene. She is unaware of the truth of her birth but who knows what would happen if you bought a certain red head and made them meet. Would be kind of hilarious…

Red Haired HACK (-600cp): You have here probably one of the strongest beings on earthland. He has enough Magical power to match Acnologia and Skill to equal Irene but he also has True Copy Magic, as well as three other Curses, the Magic Barrier Particles, The Thorn Curse, and the Memento Mori curse. He is also skilled at transformation and Satan Soul magic and is bisexual. So he will swing whichever way you want. He is a fickle Guy who is incredibly prideful and laid back and is open about who he wants to sleep with or who interests him. Some call him weird. I would too. But he also has a level of care towards those he likes. Openly willing to threaten beings who have expressed a possibility of harming his friends. He also has a level of respect towards those he views as stronger than him. He follows you with a blazing passion that some would see as odd considering how openly lazy and disrespectful he is. Don't take that against him. He views you as his equal and thus treats you as such. Something hard to consider as he is a really old demon who has lived for so long he saw the birth of Zeref and Acnologia. Oh yeah. He is also a demon. He has the E.N.D perk, Etherious Form as well as Curse power and S-Class and also wields the blade Mugetsu Ryu. He also has a really simple name. Guy Scarlet. Wonder why he chose such a simple name. Maybe because he has really beautiful red hair and is totally uncreative.

Acnobologne (-600cp): You have here an incredibly strong Celestial Heavenly Dragon Slayer. Who also sucks at pronouncing names considering he has lived for 400 years and away from humans. You see he is one of the few dragon slayers that survived long enough to transform into a dragon. While he has lived in hiding mainly on the Continent of Guiltina away from Acnologia he is also incredibly strong. This guy has enough magic power he rivals Acnologia himself and skill comparable to Irene. Combine that with his raw destructive power and he can absolutely fight alongside you. Stellar magic and Dragon Slayer magic being combined has created a powerful combination while giving it to a really odd and quite scary guy. He's basically Acnologia's worst nightmare (if he was still sane) when considering how much he despises Stellar Magic and considering its combined with Dragon Slayer Magic...I wonder what would happen if the two met? He has dark blue hair and usually wears kimonos. He has the perks S-Class, Potential, Mental Fortitude, Dragon of Apocalypse (Unboosted), Cool Tattoos and Follow your heart. If I had to describe his personality it would be Introvert who is being forced to interact with society while being dragged into the modern age kicking and screaming, hating every second of it and he makes sure everybody else does as well.

The Strongest Human of the Modern Age (-600cp): You have here the Strongest Human. He has no Slayer abilities or anything no, he has his own strength. He has various magics and abilities along with incredible magical power that rivals Acnologia himself and skill that reaches Irene Belserions own skill. He has a pretty cocky personality but that isn't without a reason. He has mastered various magical abilities such as Âge Seal, Territory, World Alchemy, Reflector, Gravity, and Crash magic. This is probably due to the fact that he is the genius of the era. He could truly be called the Strongest Human. He has the perks S Class, Potential, Mental Fortitude, Follow Your Heart, Perseverance, and Second Origin. He has white hair and deep blue eyes that are enough to make the ladies swoon at just a glance. He is incredibly powerful, incredibly arrogant, and incredibly intelligent. His arrogance never crosses the line and he acknowledges he can never possibly do everything alone. He acknowledges that there are

probably those stronger than him in this world and he acknowledges the loneliness that comes with absolute strength. And he acknowledges you as his best friend. His one and only.

Drawbacks

Papalogia (+0): Well now. Acnologia has apparently split the timeline after his death and decided to live better. In this world he did not bathe in so much dragon's blood and thus retained his sanity. He also becomes deeply embroiled in Fairy Tail's founding. He also raises the dragon slayers as his kids. This is either a more dangerous version of Fairy Tail or a more heartfelt one. That depends on whether or not you can survive a literal army of dragons and dragon slayers at the end. Also the thing that Acnologia likes to tell everybody is simple. DO NOT FUCK WITH STELLAR MAGIC. He really hates the stuff. I see why.

Fairy Tail Zero (+0): You start well before the start of the series one year before Mavis sets off to Magnolia to retrieve Tenrou Islands treasure and ends up creating the greatest guild in the world.

Fairy Tail Ever After (+0): You start after all of Fairy Tail and end up in the time of their kids. Most of Fairy Tail's ships are canon and so now you have Nashi and the like running around.

Extension (+100cp): You stay here for an extra 10 years for each time you take this up to 10 times. Each time after that you do not get cp.

Spotlight Stealing Squad (+100cp): You will be followed by a group of 'weaklings' that have nothing better to do than trying to steal your achievements for themselves (or rather the reputation from said feats). If they somehow die, they will be replaced by another similar (but slightly stronger) group a month later. They are never successful in the end but it is incredibly annoying.

So much Ham (+100cp): You seem to enjoy over-the-top speeches. You have a tendency to deliver monologues before and after the battles. While this isn't anything bad by itself (and doesn't stop you from cutting it off due to sneak attacks), you have some problems if you are under time constraints if you catch my drift.

The Jumper Label (+100cp): Flashy names are a staple of anime, aren't they? You also have a tendency to name your attacks (aside basic martial arts) and yell out those before using them in open combat. It is not actually hindering you that much (since most people do it) but say goodbye to your sneak attacks.

Stripper (+100cp): You have a bad habit of stripping yourself randomly. It can happen in the most random of times. Even during fights. It will never be more than just down to your underwear.

Pride and Thunder (+200cp): You are extremely prideful. So prideful in fact that mass murder is well within your domain. You also get extremely angry at any slight against you.

The Daily Grind (+200cp): Somehow you always find yourself stuck with thankless tasks and missions that nobody else wants to do, even if you are the person in charge. Welcome to the daily grind where nobody else seems to appreciate what you do for them. For the possible long-term consequences of stress due to these mind-numbing tasks, please consult your local doctor.

Ow, my pride! (+200cp): You have a certain tendency to get involved in embarrassing accidents. A stumble here, a shot that should by all accounts miss only to hit you… this will happen to you a lot (at least on a weekly basis).You will rarely sustain any serious injuries from said incidents but anyone watching will be inclined to treat you as a joke (unless you 'convince' them otherwise via force).

Define 'Reimbursement' (+200cp): Usually (at least in guild's like Fairy Tail) you don't really need to worry about having to compensate others for your collateral damage. Now you have to reimburse them yourself for every little bit of damage you do to anyone else's property, regardless of the reasons. Whether you (are forced to) simply pay the replacement costs or you (will be forced to) rebuild the missing infrastructure yourself, one way or another you will pay for what you've done. If you don't, well… your creditors will chase you to hell (or Edolas) and back to get back what you owe them.

Limbless (+300cp): You have lost something. It doesn't have to be a limb, it could be a sense or something. You can take this multiple times but you cannot properly replace your limbs. If you do then the prosthetic will be faulty and annoying. More a hindrance than a help.

Tainted Love (+300cp): There is a lot of drama in this world. Someone will fall in 'love' with you a few months after you arrive. Sadly their version of 'love' is by kidnapping you, killing your friends, beating you into submission and treating you condescendingly (in no particular order). This 'love rival' will start out with the same level of magical power and skill you have purchased but also with some magic (which you won't know about in advance). They are also rather lucky when it comes to survival (unless you are thorough personally in killing said person).

What a Temper (+300cp): A very common trait of many people here is that they are very eager to lash out or act out on their temper (in Fairy Tail there are a lot of brawls). You now have such a temper as well where you are both rather likely to act out on your anger and you are also rather likely to make at least some poor decisions whenever you are under a lot of stress and/or someone tries to goad you (or at least behaving in a manner most people would find obnoxious directed at you).

Time Travel Woes (+400cp): There was one point in Fairy Tail where time travelers from the future try to interfere with the past to prevent a horrible future. Somehow one of those is convinced that you are responsible for one. A few months after you arrive a time traveler will

arrive to mess with your plans and allies as well as he or she can. Said person will be around a level of a low level Wizard Saint and has a lot of knowledge of the past/your future (or at least one very specific version of the future).

Edolas Syndrome (+400cp): Just like what happened in the original source, you cannot use your perks, items, etc. from other worlds in this Jump. Luckily your body-mod and your purchases here work perfectly fine.

Dark Guild's Wrath (+400cp): As you live in this world you will probably make a lot of enemies. But none as dangerous as the members of the Balam Alliance. The alliance was made by the three strongest Dark Guilds Oracion Seis, Grimoire Heart, and Tartarus. You now are the target of one of these three guilds. They hate you with a passion and all want to hunt you down and kill you.

Guild War (+400cp): A guild is now after you. Not Fairy Tail but probably a guild like Quatro Cerberus or Lamia Scale. A guild with someone pretty powerful but not strong enough to be considered the strongest guild.

Contradiction (+400cp): You are inflicted by two problems. You cannot kill yourself. And you are now contradicted. Every thought, every movement is contradictory. If you love life you will take it. If you hate it you will let it be. You also cannot allow anybody to kill you without fighting to your fullest to live. Not immortal, just not able to die when you want to.

The War (+600cp): You are now trapped in a new Dragon Civil War. You see thousands of dragons will come out of hiding and they all will start to fight across the entire world. Acnologia may have hunted them down but he stuck to his hunting grounds of Ishgar. Thousands of dragons exist across vast continents across the world. And now they are all at war. Fire will reign from the skies. Dragons will kill other dragons and every guild is now faced with their greatest threat. Dragons are immune to most magic save Dragon Slayer magic and many new dragon slayers will be born from this war and now Acnologia will be a lot more active. You will be trapped in this war for years. Suffering the terrible hatred of a civil war of beings of such power.

Apocalypse Wrath (+600cp): Acnologia is a really powerful existence. The immunity to non dragon slayer magic and the immunity to physical strikes that are not infused with dragon slayer magic. Combined with his ability to devour all magic and the fact that he can destroy an entire island in one attack without even trying. And he also can reap souls. The fact that the only way to beat him was with plot armor is horrific. But no longer. He is after your head and he now is immune to the power of friendship and plot armor. He also is going to survive all the way up to his peak even if you try to kill him before he eats the bonds of time.

War of the Worlds (+600cp): They say that the past catches up to you sooner or later, don't they? Such as with the crossover of Edolas and Earthland, some persons from prior Jumps will cross over into this Jump. The only downside is that they will all be against you and try to stop

you and whatever you are planning for here. They might cap out at Acnologia levels of power but if they are weaker, they can learn some in-Jump magic to compensate for that. If you don't have any enemies from prior Jumps or prior Jumps, then this will simply power up Edolas not only to the peak of their prime and but even further to make them super-powered before the main cast even gets their first timeskip. (They now start out with some Dragon-level powerhouses and they grow quickly with every consumed person.)

Why so Serious? (+600cp): What was once a cheerful world full of possibilities has suddenly gotten a much darker view. Villains are no longer as obviously evil as they should be (and they actually understand the concepts of subtlety and pragmatism), any flaws and misdeeds of the 'heroes' are seen in a much harsher light and overall there will be a lot of trauma if someone dies or suffers a heavy loss. This is not a fantasy world any more, this is reality. No more power of friendship bullshit. No more WE CAN DO ANYTHING TOGETHER crap. You no longer have the option of letting the guild handle everything and stand on the sidelines because they may very well die. Not to mention that the world is chock full of far more evil than before. Because human greed knows no bounds. And in a realistic world the Guilds would have far more power than they should. I mean a bunch of powerful wizards with more power than the average Rune Knight all in one place with a couple of bad guildmasters and you have the makings of a really bad Gang.

Immortal Smoke (+600cp): The Immortality of Zeref is widely desired and many do questionable things to obtain it. You have stopped one such experiment somehow (if you are a Drop-In, this will happen soon after your arrival). While you have stopped said person from realizing the full potential of this magic, that once lackluster wizard has obtained a lot of power with it though luckily none of the associated skill. Said wizard has decided to kill you in the most brutal way possible. Your opponent has Dragon level reserves, Erza levels of Magic Skill as well as Alchemy, Purple Flare and Ankhseram Black Magic, the Tenchi Kaimei Curse and also holds the Archenemy Item.

Fairy Tail's Wrath (+600cp): You have the wrath of Fairy Tail upon you now. They are extremely angry. Maybe you attacked one of their own. Maybe you did something really bad. Who knows and who cares. The strongest guild in Ishgar is now hunting you down to try and beat you and probably even kill you.

Demon Reign (+800cp): You now have the demon world on your ass now. Not the etherious those paltry fakers. No, You have true demons coming after you. And I mean not just demons, an entire race wants you to die. Not even their demon king can stop them from hunting you down. There are millions of them in the demon realm and many are incredibly powerful. Some have even reached the realm of Acnologia. While their king won't hunt you down because he's a lazy bum you still have to deal with the strongest of their race. If taken with Red Haired HACK then you will gain him as a companion but he will be forbidden from interfering.

Dragon's Prey (+800cp) (Requires The War): You are now the focus of all dragons. Even though there is a Civil War going on every single dragon in existence will have you in their sights to hunt

and kill. No matter how far you run or how many you kill you will be forced into more battles. Every dragon including some as strong as Igneel. Even those with the title Dragon Gods are hunting you now. You are going to be forced into battle. Mayhaps you will survive and become a new Acnologia?

Between Black and White (+800cp): What have you done? Both the Black Mage Zeref and the White Mage from the 100 Year Quest are after you and want you dead. Keep in mind that both have amassed a nasty amount of power. Zeref has his entire Empire and his magic to back him up while the White Mage has the power to completely restrict the magic of anyone weaker than her. And she has the power to subjugate Dragon Gods. One of those would be bad enough but both…? R.I.P. Jumper, we knew thee well.

Power Wanked (+1000cp): Well now it seems you have a power wank here. The power of every character has been turned up all the way to 12 instead of 11. Natsu can bust planets. Acnologia can destroy them too. Erza can break a continent in half over her knee and Zeref is literally able to kill everybody no matter how strong they are because of his curse. The limits of everybody's strength have been absolutely wrecked and destroyed. This is the type of stuff you cringe at in a quora forum.

Notes

I'll be basing some of the powers and stuff off of fanfictions and also how you describe some of the magic and how celestial spirits work. Because not enough is known about them to truly give a good description.
Fanfictions I based some of this stuff off of as well as my personal favorites:
https://archiveofourown.org/series/1902976
https://www.wattpad.com/story/169289668-the-dragon-father
https://www.wattpad.com/story/130087087-dreams-of-dragons
https://www.wattpad.com/story/199333398-the-dragon-parents
https://www.wattpad.com/story/22078873-a-demon%27s-kid-fairy-tail-fanfic

Some things about the races:

Zodiacs: For me they will exist as long as their star exists. They are also way more powerful than any caster ever could make them. For instance if Leo tapped into his true strength he could slightly damage Acnologia in his dragon form. A feat no dragon slayer in the series has ever done alone although he would be immediately obliterated after doing a small bit of damage. This isn't the case for you as you can only be as strong as you pay for in the magic power section. But anyways that's the thing for Zodiacs. Something to note is that Zodiacs are all dependent on their type. Someone like Aries is a weaker spirit who focuses on support not attack. A pure attack spirit like Leo is the only person capable of such a feat. Someone like the Spirit King in his true form and power might be capable of fighting Acnologia equally but it's impossible for spirits to manifest in their true form without someone with a magic pool as great as their true form to summon them. Which is impossible. Spirits are as strong as their summoner and not

even the spirit king is immune to this law. You can choose a constellation you want to represent. You also get a magic that represents it. Create a constellation and magic if you wan't. Equal to Regulus and Dark Regulus.

Demons: There are other Demons around. Those of Galuna Island are low level Demons for instance. E.N.D. is strong enough to permanently Kill Zeref if it was to be released and he is a murderous monster that would also commit mass genocide and burn multiple countries and kingdoms down until it gained enough negative emotions that it's curse reached the realm of hurting Acnologia. Also he has Dragon Slayer magic...Zeref is a dick. Anyways demons are typically in the Demon Realm and can be summoned with a specific circle which has been banned by the Magic Council as of course Demons are bad. Although some weaker demons live in the human world and some even live amongst humans. Weaker ones don't have curses while stronger ones do. Both can also use magic. Think of Demons like Celestial Spirits in that they can be summoned but unlike Celestial Spirits many have no rules and are murderous monsters. Some are nice people. I mean look at Guy. Also their king is notorious for having run off to the human world and is also extremely overpowered…Who could that be…

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It's Guy. Guy is the Demon King. If you struggled to figure that out then I pray you are smarter than I think.

True Copy Magic: Since there are at least three users of various degrees of copy magic I decided that combining them was the best choice since the others don't have enough info. So I combined them. This will work on all magics including holder magic like Cana's cards creating phantom images. So you can copy Gildarts' attack which destroyed his prosthetic arm by creating a phantom prosthetic and destroying it. You can also copy things like Excalibur or Erza's armor which can be made into a male version if you want.

Companions based off of:

Happy Cat: Panther Lily.

SNACK: Jenny Realight.

Sweet Kid: Wendy.

Property Damage EX: Gildarts from Fairy Tail combined with Jellal so they cause the greatest amount of destruction.

Fox Man: Ban from Seven Deadly Sins.

Blue Exorcist: Rin Okumura from Blue Exorcist but female.

Black Knight: Based off of Magsarion from the Dies Irae series. Combined with Reinhard because he uses a spear.

JUMPER-SAMA!!!!!!! KYAAAAAAAA: Juvia. But turned up to 27.

Celestial Lionheart: Richard I from Fate. I gave him Slow Magic to emulate his incredible speed and gave him Regulus to combine with Sword Magic for sword blasts. Heavenly Body Magic to enhance his speed as well with Meteor as well as fitting in with the star theme of the Celestial Spirit King as he is a fragment of him.

GOD OF FESTIVALS: God Serena but the fanfic version of God Serena, who is actually a God Slayer and is incredibly hilarious and awesome and cool.

Lightning Dragon Princess: Female version of Natsu combined with Laxus.

Red Haired HACK: Guy Crimson from that time I got Reincarnated as a Slime. True copy magic is basically his Ultimate Skill.

Acnobologne: Acnologia. But the fanfiction version of him and also his worst nightmare because Stellar Magic + Dragon Slayer Magic = the worst nightmare of our Stellar Magic hating Dragon. I also had him wear clothes like the Dragon God Selene.

The Strongest Human of the Modern Age: Gojo Satoru. I made Sukuna in a different jump so it's his turn. I used Âge Seal to emulate his incredible reaction times, Territory to give him that teleportation and destructive power, World Alchemy to emulate Domain Expansion, Reflector for Infinity, Gravity for the repulsive and attractive red and blue, and Crash magic for the absolute destruction he can cause.