Out of Context: Fairy Tail Magic Supplement

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This document can be used as a supplement in any Jump that would not otherwise have Fairy Tail Mages within its continuity.

By taking this Supplement you have chosen to be a Mage who utilizes this particular type of magic, a not necessarily human being who has access to an internal organ to collect and process a magical particle known as "Eternano" which can be found in the air of Earthland and some gems known as Lachryma Crystals and you will enter into the Continuity of the Jump you are going to as a Drop-In awakening after some manner of magical accident whisked you away.
While the power of bonds can be great, you will need this to prepare for what is to come:

+1000 Choice Points

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origin:

Light Guilder
You're part of a Light Guild, or were, these guilds are known around Fiore for their formidable mages and include gems like Fairy Tail, Lamia Scale, Blue Pegasus and Cait Shelter.

Dark Guilder
You're still a mage, but your guild has been declared unlawful. Ordered to disband your guild may have been arrested or it may not have been. Some Guilds of this type were never legal and can be truly terrifying such as Oracion Seis and Tartaros.

Beastly -100/200/300
Normally you'd be assumed to be human or human-adjacent in capability, this is for those who do not want that. You're superhuman as a rule of thumb but what you are may depend on your choices. For 100 CP you're Celestial Spirit, something on the level of Leo or Aeris, a Golden Key of the major constellations. Choose the powers of one Golden Key to take as your own.
For 200 CP you're human, but your body has been undergoing dragonfication and this renders you monstrous. Far superior to a human or even human Dragon Slayer, you may choose one element or substance to be your own, a larger concept such as Sky may also be eligible, but "Magic" is not allowed. However, you're stuck in-between forms.
For 300 CP you're not a mere Dragonfication victim, you're a true Dragon. Thousands of years of experience, you're not just a hatchling either. Choose one element as above, your power and mastery are more than 100 times higher than that of the last option. However, you are unable to experience the full width of human experiences and cannot take human form if you choose to enter as a dragon.

Origin:
Perks:
- General Perks:
- Light Guilder Perks:
- Dark Guilder Perks:
- Beastly Perks:

Items:
Companions
Scenarios
Drawbacks:
- Generic Drawbacks:

Notes
- Changelog

Perks:

General Perks:

Eternano Store - Free
The basic capability to store Eternano and process it, this is the basic requisite of casting magic with this system. If you have other stores of magic or ways to do it, you can use Eternano to augment those spells or vice-versa.

Eternano in the Air- Free
Eternano isn't an internal source of energy, it is in the air you breathe. With this Perk Eternano will become prevalent in the world you're on so as to ensure that you can't lose the ability to cast magic from simply not having any Eternano. If you have powers which would rely on an external source like this (The Force, Mana in Nasuverse, Nature Chakra) then Eternano may be used as a means to refill these stocks as well or to augment your stocks. By default Eternano will be twice as potent as the most potent outside source you have.

Calling your Attacks- Free
It would be kinda bad if you couldn't call out your spells and chants, as such you now have the skill to pronounce your spell name or incantation at the fastest possible pace you can manage, which at minimum will be 4x normal speaking speed. Nobody will find it odd if you shout "Tenryu no Hoko" every time you fire a tornado from your mouth.

I held Back- Free
At times it can be a lot better to pretend you're weak rather than walking around so carelessly that, if people don't rearrange the whole city, you can end up making a new highway down to your destination. With this Perk you gain a mental slider to adjust the power of your Perks all the way from 100% to 0% down. This comes in a global sliding scale where all your Perks and Items are affected, as well as sliding scales for individual Perks and Items.

Earthland Origin - Free (Cannot be taken with "That time I was Reincarnated as a Mage")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were using this Supplement.

Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Something Basic -100 CP
A basic spell indeed, choose one purely utility based spell family, something like Aero, you now know how to cast that. May be taken more than once.

Dragon Antibodies -100 CP
By default your magic cannot harm you and cannot express negative side effects beyond the mildest ones. With this Perk, you get rid of those and much more. This Perk will negate negative side-effect of any magic you possess as well as preventing harm from coming to you from any Perks or Items you have acquired or skills you learned which are connected to a Fiat Backed ability such as Harry Potter Magic, the Force or the Kaio-Ken and Ultra Instinct.

Second Origin -200 CP
No this doesn't mean you may take two Origins per Jump. Rather, this unlocks your Second Origin, a second Pseudo-Organ to store Eternano in. Everyone has it, but few can access it.
Share the Love Booster: Awakening Origin
You can awaken the Second Origin in others with this Perk too.

Share the Love -200 CP
Thought it was too bad that you can't share this? Well, now you can! You can grant others the ability to this type of magic as well, allowing you potentially to build your own Mage Guild.

Dragon Slayer Magic -400 CP (1 Free Beastly level 1&2)
Ah, Dragonslayer Magic, one of the most potent types of magic in Fairy Tail. Most of the well known characters have it. From MC Natsu and his Fire Dragon Slayer Magic, to little Wendy and her Sky Dragon Slayer Magic. Each purchase of this Perk grants you one elemental affinity in this style of magic, if it is custom you may elect to also trade raw power for thematic support spells, such as in the case of the Sky Dragon Slayer Magic. This still leaves you able to punch grown men through boulders as a 12 years old girl but still.
This Perk is free for Dragons and those transforming into Dragons. You also possess only skill on the level of Natsu at most with this type of magic.

Fairy Magic -600 CP
Ah, the most powerful spells of Fairy Tail. Fairy Law, Fairy Glitter, Fairy Sphere and Fairy Heart. Don't let the cutesy names fool you, these are among the most powerful spells in Fairy Tail. Fairy Law is basically a Magical Nuke, wounding only those who aren't seen as neutral or allies and everything that is seen as an enemy is basically fucked. It isn't deadly, as far as anyone knows, but damn does it do a lot of damage. Fairy Glitter is another offensive spell on roughly equal footing. A Orbital-looking laser beam shoots down on an enemy and was able to output so much energy that a device meant to measure magical power, which could withstand Thunder God Slayer Magic with little problem, in one shot. Thirdly, Fairy Sphere is the most powerful shield imaginable, powered by the bonds of your guildmates the Tenrou Island team was enough for it to defend the island from the Dragon's Breath of Acnologia, greatest and most powerful of all Dragons, and places those within in a temporal stasis and maintained this for seven years. Finally, Fairy Heart is the power of Mavis Vermillion, in essence a Perpetual Motion Machine of Eternano; this magical trait provides infinite magical energy. This doesn't come with Mavis in her stasis crystal, it is your own.
You may purchase this four times, taking a different magic each time.
Dragon Slayer Magic Booster: God Slayer Magic
Ah, the other elemental super magic, God Slayer. Basically the same as Dragon Slayer in abilities but far stronger with the element being black when used rather than a normal color. We've seen Fire, Sky and Thunder God Slayers. It is unknown how this Lost Magic is lost, though it appears not to be entirely lost as three mages of different Guilds were able to acquire it independently. Each purchase allows you to take one element for this magic.

Light Guilder Perks:

Beauty of Pegasus -100 CP (Free for Light Guilder)
You now possess an undeniable appeal to yourself, even if you're grotesque nobody will think worse of you for it and you will be welcome even among the sorts of circles that would shun someone with a face not even their own mother can love.

Defeat Means Friendship -100 CP (Free Light Guilder)
Oh boy, those Fairies tend to do this, don't they? Like any good Fairy Tail Mage, even if you're not one, you have the uncanny ability to kick ass and take Evil. Take it away that is. With this Perk if you beat the living daylights out of somebody they will be much more inclined to have a turn for Good. This effect stacks with how thoroughly you've kicked their ass, mind you.

Mundane made Awesome -200 CP (Discounted for Light Guilder)
The Bulk of Light guild members aren't big heavy hitters, most of them are Macaos and not Natsus or Gajeels. However, even these are not to be underestimated, making use of less powerful magics with the kind of skill that makes them a force to be reckoned with.
Like them, you now possess access to a magic style of middling power on its own, but also a skill in your magic styles that would make you twice as effective. Re-Quip Magic falls under this too, it is Erza's skill with the spell rather than the inherent power of the spells which makes it OP.

Bashing Buster -200 CP (Discounted for Light Guilder)
Mages are often said to rely on ranged magic and being very easily taken out by those who would close the distance. Well, you're not so easily beaten it seems. You have truly mastered a fighting style around your own magical style, allowing you to make full use of said magic and exploiting its power to physically overwhelm an enemy on your own. This also grants enhanced strength, speed, agility, durability and Endurance to go with it.

I fight for my Friends! -400 CP (Discounted for Light Guilder)
If Fairy Tail is known for anything, it is how they get additional winds time and time again, no matter how hard they're beaten down, if they fight for their comrades. Like them you too now possess the uncanny ability to shrug off the brush of defeat or even death as long as it means protecting your friends.
Second Origin Boost: My Bonds are my Strength!
Now your bonds not only make you able to withstand far more punishment for your comrades, Oh No, now you truly bring the "All for One" to "One for All" so to speak. The stronger the bond between you and your comrades along with your will to protect them is, the more powerful you grow. This is an exponential growth with no upper limit besides your bonds. The larger your comrade count is, the more powerful this becomes as well.

S-Class -600 CP (Discounted for Light Guilder)
Before you would've been likely to be among the stronger members of your guild, but now you stand shoulder to shoulder with the likes of Erza Scarlet, Mystogun and Gildartz Clive. Your power now reaches the heavens, making you 20 times stronger than average and granting you access to the highest tier Magic aside from that which has been offered before. This also grants you the kind of magical capacity that makes Second Origin on its own cry alone in a corner.
Fairy Magic Booster: Guild Master
You're not a mere member or elite, you're the Guild Master! Or at least, you could lay claim to it. Aside from doubling the boost of power and magical capacity given above, once for each purchase of Fairy Magic, you now have the ability to declare a Magical Guild's formation, able to lay claim to a patch of land for your guild-hall and creating the magical stamps which create the "Tattoo" which connects all members of your guild. With this Perk you additionally gain the ability to grant anyone who you can recruit up to 5 Perks from this Supplement as well as any 5 Perks relating to magic along with copies of magic-related Items you possess, as well as awakening their magic inside of them. This naturally comes with the skills necessary to lead a guild and will generate a steady stream of quests whose scope will grow as your

notoriety grows. Though nobody will find it objectionable that you do so even if there were a Statute of Secrecy and you advertised among non-magical folks.

Mundane made Awesome Booster: Your Magic is Giant?

Remember that relatively low-power Magic? The one whose application is kinda limited? Yeah, you're not gonna be looked down upon. While nobody would argue that the ability for a man the size of a garden gnome to grow to the size of Tenrou Island isn't scary as hell, your magic now has gained a wide scope of abilities offensive and supportive in nature. What's more, all magical skills you have now are at the utmost level of mastery, allowing you to essentially become a King among Mages who use that type of magic.

Dark Guilder Perks:

Above the Law -100 CP (Free for Dark Guilder)
The law is such an annoying thing, why should you care about what these losers want? You will now find it much easier to evade legal persecution and law enforcement will find itself much more reluctant to confront you.

Shinigami -100 CP (Free for Dark Guilder)
The law being afraid to confront you is one thing, but the common man may not. You can now spread notoriety for yourself far and wide. By default this will be notoriety for all the atrocities you committed or you could commit through the abilities you have. Naturally this may be a positive reputation too, if you so choose, it is up to you and it will scale to your actual abilities.

Magi-Tech -200 CP (Discounted for Dark Guild)
The secrets of Edolas and its mage-tech have been revealed to you. While the world parallel to Earthland lacks the abundance of Eternano in the air, and in fact, its inhabitants lack the capacity to use internalized Eternano, they have developed extraordinary pieces of technology, mimicking easily magic of Earthland although on a limited battery, namely how much Lachryma was stuffed into the thing. This only grants you knowledge on how to craft them, not the devices themselves.

Dark Turn -200 CP (Discounted for Dark Guilder)
Ah, the power to turn friend to foe, isn't it neat? You have an uncanny ability to talk people into doing your bidding, so long as there is something they want, and as long as you can convince them that you can help them acquire it. This will increase their power five fold.

Curse Magic -400 CP (Discounted for Dark Guilder)
Curse Magic is the unique Magic Style of the Demons of Zeref. Like them you now possess one of these curse spells for yourself though if they are Area of Effect Death Magic, then it will only work on one person at a time and need a medium to travel through. You may gain a Demon form similar to those of the Demons shown in the show.
Second Origin Boost: Demon Slayer Magic
Ah, Demon Slayer Magic. This is unrelated to special breathing exercises or demons which are more like Vampires with extra steps, and instead it is a Demon-based Slayer Magic, a Lost Magic of the same type as Dragon Slayer and God Slayer Magic. Like them, Demon Slayers are related to a specific element or concept, Fire, Water, Ice or Sound if you wish, and can consume that "Element" to replenish their magic. On other aspects, this Magic allows the user to see information on demons and other demon-adjacent forces and to have a greater resistance to other forms of magic along with resistance to Curse Magic and curses in general. A downside normally is "Demonization" where the user turns partially into a demonic being and which can erode one's mind. You won't suffer from this, obviously.

Living Magic -600 CP (Discounted for Dark Guilder)
The Dark Art pioneered by Zeref, the immortal Dark Mage. Like him you can use this craft to create "Life" from non-living objects, creating what is commonly called "Demons" which possess varying forms of offensive magic, most often Curse-based ones such as a Death Curse or a Frost Curse. To ensure you can use this, this Perk increases your magic capacity five times over and comes with the knowledge equivalent to reading one of Zeref's Grimoires from Cover to Cover.
Fairy Magic Booster: Grimoire Law
Fairy Law was, fundamentally, created as a deterrent spell. Grimoire Law was created as a counter to Fairy Law, an ultimate Deterrent to all Deterrent Spells. You now possess your own, a spell which has the power to counter other ultimate spells. It cannot be negated once cast and will cause untold destruction beyond even Fairy Law. This however only works against such ultimate attacks.
Dark Turn Booster: Exchange of Darkness
When offering someone to work with you, you may now offer them greater power, namely access to a high tier magic from this System of your choice up to your own limit in power. In exchange they will lose their memories but should they

be reminded they will also lose the abilities you granted them. They will, however, believe themselves to be your loyal follower.

Beastly Perks:

Super Senses -100 CP (Free for Beastly)
Your senses are now five times better than they would normally be. Don't worry, you will never suffer from sensory overload, your mind perfectly capable of handling these sensations with no risk.

Anti-Anti-Magic -100 CP (Free for Beastly)
Like the Exceed, the feline sapient race of Edolas which possesses the ability to cast their unique racial magic Aera even when in Edolas, you too possess the uncanny ability to ignore Anti-Magic conditions. If something in your environment would disrupt or prevent magic this Perk will guarantee that you won't have to worry about being unable to kick ass. Even should magic be lost entirely to your host reality due to an event destroying it, it won't affect you.

You're my Child -200 CP (Discounted for Beastly)
Dragons have been shown, on multiple occasions, to adopt human children and teach them Dragon Slayer Magic. Like them you now possess the ability to adopt somebody into your own family, granting them aspects of your own power, predominantly of whichever Alt-Form you adopted them in, as well as up to five Perks from this Supplement. You may buy this Perk multiple times, after the second purchase you may also grant them an Alt-Form based on the form you adopted them in, but in a juvenile version.

Open the Gate -200 CP (Discounted for Beastly)
There now exists a special key made from gold. Emblazoned with a personal symbol of your own, someone can perform Celestial Spirit Magic with your key to summon you to their side. While normally golden keys are unique, one of a kind artifacts, you can hand it out to people and will find another in your pocket next time you reach in. Users will also be guaranteed to know when you can help them if they were to summon you and not try to endanger another user who you were aiding at that point, though they still may do it if the danger to them is greater.

Consume and Grow -400 CP (Discounted for Beastly)
Dragons may consume other elemental beings, including their own kind, to gain elemental powers from them. Like the rest of your kind you can consume a primal form of an element or a beast associated with it to gain Magic related to that element. If you have Slayer Magic this will manifest in variations of said Magic based around that element.
Second Origin Boost: Alpha Predator
Now remember how I said that you can only gain this boost from elemental forces? Well, nope! You may now consume enemies to gain powers they may have held. Not all at once, that would be too broken, but the more unique ones will come first. Additionally if you have eaten a source of such powers more than once the potency of the power will grow, which includes if a Fire Dragon ate a Fire Elemental. Your flames would burn hotter, your scales would be more resistant to heat and your breath has more force. Same with Fire Dragons eating Fire Dragons, or fire breathing dragons anyway. No, non-elemental powers don't become Slayer Magic.

Ancient Being -600 CP (Discounted for Beastly)
You're probably pretty old, aren't you? Whether you're a Dragon, Celestial Spirit or a Dragon Slayer who wasn't immunized, you've been around at least for 400 years, using these powers am I right? Well, now you get the benefit of being REALLY old! With this Perk you get, at the start of each Jump, the experience of having trained in and learned all the ways of every Perk you have or obtained, equal to 1000 years of training. Yes, this is way more than 400 years, I don't care. This also affects systems such as GAMER and LitRPG systems. And yes, you're training your butt off for the whole 1000 years, so expect good results for Martial Arts settings where training near constantly means you can shatter mountains by flicking your pinkie at them from two miles away, looking at you Balls of Dragons.
Fairy Magic Booster: Emo McCalamity Dragon
Oh you're one of those? Or maybe not. Like Emo McCalamity Dragon, better known as Acnologia, you're a being of unprecedented destruction. Any spell you cast can erase pieces of land the size of Japan in one blow, your physical strikes are unstoppable forces, your skin or scales nigh impenetrable walls and you can be quite literally, a Immovable Object if you set your feet or try for real. This, in other words, multiplies your power, magic, strength and durability a thousand

fold, making even a mere Dragon Slayer into one capable of trading blows with Acnologia and a Dragon into a force closer to a God of Destruction than a living being.

You're my Child Booster: Dragon's Spirit, Dragon Force
The greatest threat to Dragon Slayers has always been Dragonfication and thus was devised a method of halting and preventing this eventuality. The Dragons of the Pro-Coexistence faction such as Igneel would perform a ritual, fusing their spirit to their adopted children and resting within them. This would grant them a steady supply of Antibodies to stave off Dragonfication and let their parents rest and recover from Acnologia's attack.
Like them you can do this and it will allow you to grant another access to all your powers and Perks without a need to enter an Alt-Form. You can, at will, exit your partner but will not be able to fuse again until the next jump or 10 years have passed, whichever comes first. Additionally both you and the one you entered, can use this Perk to enter a form of Dragon Force, a powerful transformation capable of elevating a Dragon Slayer to match real Dragons in power, which numerically means a x200 multiplier, as well as granting them access to a greater pool of energy. How this works for Dragons or non-Dragon Slayers is up to you, but other Slayer Magics will have similar forms with this Perk.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Infinity Closet - Free
People in Fairy Tail go through wardrobes like Shonen Protagonists go through All you Can Eat Buffets, meaning they destroy them five outfit sets per battle at times. This closet will always hold stylish outfits just the way you want them to be and will never run out. However they won't hold special effects but are extremely compatible with enchantments that make them better. You can also instantly summon the closet to your side from anywhere and it has enough internal space, even if it shouldn't, for you to enter and change outfits in privacy.
You cannot sell these clothes.

Lachryma - Free/100/200
This is a box containing 10 Lachryma Crystals. For free these are unenchanted base Lachryma, capable of powering a vehicle running on Eternano at normal speeds for five hours or roughly the energy reserves of Erza Scarlet. For 100 CP this box contains enchanted Lachryma which hold five times as much Eternano within them and can be implanted into people to grant them a specific spell you decide beforehand. The limit is medium tier magics, not high tier ones and Capstone named Magics are right out.
Finally for 200 CP this box is more of a crate, containing 10 Lachryma Crystals the size of a German Shepherd with 100 times more Eternano than the 100 CP version. Aside from this, what is special is that you can imbue within them Dragon Slayer Magic, Demon Slayer Magic or God Slayer Magic even if you don't have them, including variations you do not possess even if you have them. If you hand them to someone and they agree to it, the Lachryma will "Dissolve" into their body, granting them the equivalent of Second Generation Dragon Slayer Magic of that particular element.
The Lachryma, when spent or used while implanted, will replenish their internal stocks over time similar to Eternano Store and function as batteries when implanted.
All the above purchases will replenish after 5 years and you can buy this multiple times, obviously.

Jumper Tail Guild Hall -200 CP
Ah, it looks like your Guild Hall came along for the ride! This is a large building for which you have a snow globe on hand. If you place it in a plot of land you own you can make it grow into a large building, equal in size and accommodations to the original Fairy Tail Guild Hall. As a side effect people won't question where this building comes from and maybe you can set up your guild this way?
Comes with a bottomless pantry full of food, good drink and a Dormitory outside for members if they don't have somewhere to stay while working here. Companions will be part of this Guild automatically while new recruits will join as Followers but may be promoted to S-Class Mages (aka Companions) at will. They can also learn magic here from any kind of magic system you have access to and even invent or discover ones you do not have access to yourself.

Teaching Materials -200 CP
This is a comprehensive library of scrolls and books on how to teach somebody Earthland style magic. This includes any magics you yourself have learned as well as any other known magics except Ancient Magics. This will update in each future world and with any new magics you may discover or invent.
This Library can be accessed from the Warehouse or a Property you own, however one cannot move through it to the other, it is only possible to exit to the same door one has entered through.

Companions

My Friends, my Guild- Free
You can import any companions you got before this Jump or in this Jump, to take this Supplement. They gain half the CP you gained here from Drawbacks and can be either human, one of the Perk based races if they took the Perk, or an Exceed, a Feline race from Edolas.
In future Jumps you can use this option to let companions who didn't join you before taking this Supplement use it for themselves with the same stipulations as above.

Dragon Parent -200 CP (Free with Dragon Slayer Magic)
Ah, a Dragon Parent. This is basically a requirement for Dragon Slayers to have. Whether you took the Perk or not (let us be real, you did) you have memories of growing up under the care of this big, cuddly lizard, as weird as that sounds. They share one of your Magic Elements and see you as their genuine hatchling. If you're a Dragon you may choose to be their biological child for real, or if you have "You're My Child" and its upgraded form, they may have used that on you if you so choose, retaining the ability to assume your human form again. For the duration of this Jump they will be stuck inside your soul similar to Igneel and Grandeeney, but may join as a fully fledged companion later on. They will also have the full "Beastly" Perks line and "Fairy Magic" to boot along with the upgrade of "You're my Child" if you have it.

Feline Buddy- Free
This is an Exceed, a… I explained this already, haven't I? They hatched from an egg you found in the wilderness and possess a natural ability to use the spell "Aera", as well as having the "Eternano Store" and "Mundane Made Awesome" Perks. They can lift one living being without effort while flying and can train to get stronger as well as having access to the ability to learn how to shapeshift into a human form. Personality, sex and appearance are up to you within the limits of the species.

Scenarios

First Jump Supplement (Must be used on your First Jump)
The goal is quite simple: Finish the Jump with the following conditions:

1. You lose all Memories of the plot.
2. Your age can at most be set to 12 years old (same age as Wendy Marvell) and all Perks which would grant you more life experience are blocked.
3. Your skills and abilities have been reduced to the level of Wendy Marvell prior to joining Fairy Tail (Ancient Being is disabled for this)
4. You get basic knowledge of 1 Magic Style you purchased such as Dragon Slayer Magic, already learned. You must learn everything else.
5. You must survive at least 10 years in this setting.
6. May not take "Second Supplement" Toggle.
7. Any skills and abilities you would normally get but you have no way of learning them on your own may either be granted to one of your Companions from this Supplements, making them a Instructor for yourself although without learning them themselves without effort, or in the form of training manuals you will be able to summon to your person.

Reward:
Bodymodding Dream
As the title says, you are given a dream: Everything you purchased in this first Jump, Supplement and main Jump, becomes engraved into your Bodymod, forming part of your Base State. If you had a non-human form through this Supplement or the Jump, you may elect to make that your base form.
This doesn't replace the Bodymod Supplement, you may still use it.
Companions taken here will be able to import into each Jump with a 1000 CP base stipend for free with the highest value Companion stipend being added on top of it. These companions do not take up any Companion Slots.

I want More Bodymod (In case this isn't your First Jump, Incompatible with First Jump Supplement)
You want to get this all Bodymodded even when this isn't your first Jump? Very well, there is an option but it comes with conditions:

1. Everything here costs double CP.
2. You will be locked out of using any Perks or Items from prior Jumps, and also lose your Bodymod for the duration of this Jump.
3. You must have taken the "Random Setting" Drawback and rolled. The first setting with a Jump must be chosen from what you get.
4. If the setting isn't fantasy, action or adventure in nature, you must take "Draconic Invasion" three times or "Black Magic Man".
5. You cannot take the "Second Supplement" Toggle.

Reward:
Naturally, you get the Bodymod. However, this reward is limited to this Supplement's purchases, meaning no you do not get the contents of the supplemented jump Bodymodded as well. I mean, this stuff is still pretty extreme for a Bodymod, so don't complain. All Bodymodding related rules from "First Jump Supplement" apply here.

Heavy Punishment
To take this scenario you need to have taken at least 20 Drawbacks from this Supplement.

Reward:
Fairy Troubles
You may apply Drawbacks from this Supplement in future Jumps as if they were Drawbacks native to that Jump.

Drawbacks:

Character Adaptation +0 CP
Want to be an AU of an established Character from Earthland or Edolas? This is your Toggle. This will set your background from this Supplement as that person, with all of their childhood events up to when it diverges, but it also comes with their experience and hey, at least you know how you'll look, right?

Be the Adaptation +500 CP (Requires "Character Adaptation")
Normally, the character you turn into wouldn't affect you, now it will. You will come in as a personality mix of yourself and whoever you chose to turn into, heavily leaning into your new identity.

Skill Adaptation +500 CP (Requires "Character Adaptation")
No this doesn't give you the skills of your chosen identity, rather it will reduce all skills you would have to the same level as those of your chosen Identity, meaning you will be just as experienced as them and have as much knowledge of your powers as they do. Don't think that if you go in as some big shot with thousands of years of experience you will come out just as skilled and experienced, you can't come in more skilled or experienced than the Main Character of the world you're entering.

Second Supplement +0 CP
Quite simple, know another Out of Context Supplement you want to take? You may use this Toggle to add another Supplement onto this Jump alongside this Supplement.

Out-of-Context Fanfic Toggle +0 CP
A simple Toggle, you may now choose to enter this Jump in a Fanfic of your choice. You may also choose to use this Toggle to alter the setting, either to make a connection to Earthland, as in a full on Fairy Tail Crossover, or just to include tropes from fanfictions. If another Fanfic Toggle is used, you may mix and mash two fanfics.

That time I was Reincarnated as a Mage +100 CP (Cannot take "Earthland Origin")
You're no longer a Drop-In.
You were born in your Jump reality but you have memories and experiences of a past life in Earthland or Edolas, as well as the magic to match.

Newly Hatched +100 CP
You're not human, that is for sure. Whether you're an Exceed who just hatched after leaving the Reverse Anima, or a Dragon Hatchling of your Dragon Parent, you find yourself now as a newly born Baby in this reality. If you have a Dragon Parent they will already reside within your spirit. As a consolation prize, you have been gifted your knowledge and skill already though you won't benefit from "Ancient Being" thanks to this Perk, at least its primary effect. Its Boosted effects will also be scaled back until you reach adulthood.

Collateral Reputation +100 CP
Your Guild has had a rather well-known reputation for Collateral Damage and you are followed by this well-deserved reputation. Should your Collateral Damage habits be noticed, such as destroying a street to catch a thug or leveling a town while fighting some small-time human trafficker, Law Enforcement will investigate you. If you're that far above their payroll though they likely won't do much at first until the military comes in.

Undue Pride +100 CP
Like Laxus Dreyar you suffer from a terrible affliction, truly a blight worthy of being called the greatest of all sins. You're absolutely, unilaterally, an Egomaniac. You see others as below you, think you're the hottest thing since Solar Flares and believe only the strong should survive. You can be broken out of this, you have a tendency to underestimate others, but it'll be an uphill battle with what you can get here.

Motion Sickness +100/+200 CP
Ah, the curse of the Dragon Slayer. Or more accurately, Motion Sickness. You have it now. You're nearly completely incapacitated while on any sort of moving vehicle, though you must consider it a moving vehicle, and it excludes living beings. No you can't rationalize yourself out of thinking of the giant walking city as being a vehicle. If you have a magic which can deal with this, such as Sky Dragon Slayer Magic, you can use that to temporarily alleviate this effect. You can, theoretically, overcome this Drawback with effort. Not sure how though.
For an additional 100 CP, that vector of overcoming this Drawback will be lost. As will be the ability to overcome this drawback with effort.

Jumper Tail +200 CP
Oh the darkness swells indeed. A Guild formed from spite, Jumper Tail was formed by a former S-Class Mage of your old guild with the aim of destroying said guild. They have been launched into your new reality along with you and will start moving against you after six months or two years if you took "Newly Hatched". They will be overt at first but will do anything to ruin your reputation and each member is similar in power to Fairy Tail's best mages, or at least prior to the Grand Magic Games.

Heartfeelia +200
Only the most excessive for one of Mashima's works. You've been cursed to suffer from cover-girl levels of constant fanservice, in just about every situation you go into. It's more than just finding your clothes to get constantly damaged or torn off in fights, you'll also be coincidentally put into risque positions, outfits and events in your day to day life. Suddenly dragged by your friends into wet T-shirt competitions, days at the beach where only the skimpiest swimsuits are left to take, encountering enemies that just happen to have magic that leaves you in a compromising position with your crush. It'll never push you to anything X rated but humiliating, shameful and lewd things will be quite common!

Trauma Sealed +200
Something quite terrible happened in your past here, a serious trauma that relates directly to all your magical abilities. The failure to save a sister with your spells or going out of control with your magic and killing someone, these are the sort of things that result in what you have now; a mental block on the use of all but the weakest magical and supernatural abilities. Nothing above minor sleeping spells or cosmetic illusions. It's not impossible for you to get around this block, though forcible removal or alteration appears to fail. It'll just take the love of your friends, a few years of great therapy and maybe a desperate situation or two that needs you to have your magic back to be able to save the ones you care about.

Drip Drip Drip +200
A real S Class threat is what you've turned into! You've got very little conscious restraint over your magical abilities and they're influenced by your emotions in wild ways different from everyone else. While you can still use it normally, or not if it's been sealed like the above drawback, it'll also randomly activate without your permission to unpredictable effects. Accidentally blowing up things you touch is just the start, since any negative emotions you feel like sadness and loneliness will cause your magical energy to flood into the surrounding area. This flooding carries the effects of your magical abilities, well out of your control, such as a Water Mage causing constant flooding downpours wherever she goes, or a Fire Wizard igniting wildfires in his path. At least it seems like an efficient leak, since it won't be much of a drain on your energy. Maybe it can even become part of your aesthetic! Jumper the drippy one.

Fairy Sphere +200 CP
Well, bad luck buddy! You now have a problem because, within the year that the Drawbacks here become effective, you will find yourself jumping forward in time by seven years. This won't affect your Jump duration but you will be out of action for seven years. You cannot avoid this, so be prepared.

Fairy Tail +300 CP (Exclusive to Light Guilder)

You're not just some random mage! You're from Fairy Tail! No going around being one of those evil Dark Guild people! You have an ethics code which, while far from being pacifistic, is vehemently opposed to killing. Knocking people through half the town over disagreements on food? Sure. Ending a life? Nope.
This Drawback prohibits you from taking Origin discounted Perks outside of the Light Guilder and General Perk lines.

Grimoire Heart +300 CP (Exclusive to Dark Guilder)
You're of Grimoire Heart and have learned the truth: There is no need for you to hold back, you see magic for the unbridled potential it holds and how nonsensical the laws and regulations are.
This Drawback prohibits you from taking Origin discoutned Perks outside of the Dark Guilder and General Perk lines.

Fairy +300 CP (Exclusive to Beastly (Free))
Well, looks like you're the answer to that age old question, do Fairies exist? Yes, and you have a tail too. You're a fairy and while you can gain the benefits of the Perks you took, this means you don't get to be anything bigger.
This Drawback prohibits you from taking Origin discoutned Perks outside of the Beastly and General Perk lines.

Black Magic Man +300
It turns out that Ankhseram wasn't the one to curse Zeref for trying to bring his brother back from the dead. It was you! Or at least that's what Zeref thinks. All his rage against the world has redirected against you, though this hasn't stopped all the people that oppose Zeref from still doing so. One of the scariest wizards to ever exist, he and his massive empire have been transported to this world, meaning the Alvarez Empire is now somewhere in this world, with all of the resources they have. They won't act overtly from the start, but if Zeref learns of your whereabouts, you can be sure he will levy everything he got against you and anyone who stands in the way of his revenge. It would take a miracle to convince him you're not guilty.

White Witch World +300
Touka, the White Mage, has woken up much earlier in the timeline and found herself in the same world as you. A peer in power to Zeref she has one mission: Rid the world of all magic. Even if the world you went to has no magic, a hidden community will be found here, or the world itself relies on untapped magic to survive. As you can probably tell, this is bad either way if she gets her will. If she succeeds in her plans then it is lights out for you, you will have failed this Jump and thus your chain, no One-Ups apply here.

Brutal Parenting +300
Didn't you realize you had some long lost family here? It's not about to be an exciting reunion though, not with the nasty sort this person turns out to be. You'll find it turns out that you've a long lost parent here, one that abandoned you when you were just a child. But now they want you back and they have some very unpleasant plans in mind for when they get ahold of you. They live up to their position too, looking and having the powers of a much more experienced and developed version of you, along with quite a few tricks of their own. A comparison between Irene Belserion and Erza Scarlet wouldn't be inaccurate. But while their intentions may be foul, they're not impossible to redeem either. A proper victory might give you the chance to talk things out and solve whatever problem they had, perhaps revealing that they really did love you all along. It's just getting that chance that's the hard bit.

Draconic Invasion +600 CP (May be taken 10 times)
Oh dear, this is bad. By purchasing this Drawback you have ensured that at least 1 Dragon will be let loose on the world you enter after 2 years. Additional purchases will double this number up to the 10th purchase. You can purchase more, but 10 times is the limit to how many will grant you CP. Even at 10 instances though this Drawback produces 512 different Dragons to deal with.
These Dragons will be of various species and elements and will all have Ancient Being along with complete mastery of their equivalent of Dragon Slayer Magic.

Emo McDisasterdragon +1000/2000 CP

Oh this is bad. The super edgelord to end all Edgelords among dragons, the weirdly shaped, Genocidal weirdo in black, Acnologia is out there now. Within a year of your arrival Acnologia will appear within the world you have arrived in. He will be fully sapient, able to assume his human form, and will be just as powerful as he was at his peak with “Ancient Being” and “Fairy Magic” with all which this implies at his claw tips. If you’re a Dragon or Dragonfied Dragon Slayer, this Drawback will have double Value because he will have an outright hate-boner for you rather than just passively wanting to kill you. Which he will. He can’t be reasoned with, sorry.

Generic Drawbacks:

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

How do I keep falling into these situations +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Bounty +100 CP
It seems you pissed off the wrong guys as you have a notable bounty on your head. Not enough to get the big guys interested but enough to get the attention of random thugs.

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 CP
Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 CP
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the setting's universe and all its Continuity's.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 CP
You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP
You are honorbound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconveniences +100 CP
Small issues will constantly occur causing minor discomforts for you.

Behind your back +100 CP
People are always saying horrible and often hurtful things about you whenever they think you're out of earshot.

What's that Smell +100 CP
No matter where you go, no matter what you do, something will always smell slightly off. The smell will change when in different locations but it will always be a distracting scent.

As you know +100 CP

Everyone expects you to already know what's going on so don't expect to get any explanations.
Sickly +100 CP
You have a poor immune system making you more susceptible to sickness, as a result of this you will get ill at least once a month.

This is a holdup +100 CP
For some reason every two bit henchmen, sidekick, minor minion and comedy relief character thinks they can kick your ass and thanks to this drawback they are going to go out of their way to prove it! Expect to get mugged a lot.

Magnet for Misfortune +100 CP
You have terrible luck causing you to be near constantly hit by random, unpleasant, and painful bouts of misfortune.

What's his name +100 CP
No one seems to remember your name and you have been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

Two of a kind +100 CP
People keep making parallels between you and other people, these comparisons are not flattering.

They heard you +100 CP
You will forget you took this drawback.
Any time you say something mean about someone they will overhear you and probably get upset.

Simple minded +100 CP
You find it difficult to understand slightly complex things and have trouble remembering when holidays are.

Money Money Money +100 CP
You now have an excessive desire for money, and other symbols of wealth being willing to go to extreme lengths to get more.

No hard feelings +100 CP
There is one random person who constantly tries to outdo you and somehow they keep succeeding and then rubbing it in your face.

Black Cat +100 CP
You are constantly finding Ill omens pointing at you, mirrors break in your presence, individual magpies drop dead in front of you and many more. Let's hope these superstitions are just that.

Touch of Madness +100 CP
Things keep happening that make you think you're going crazy and maybe you are.

Hidden Knowledge +100 CP
People keep forgetting to tell you important things until it's just about to be relevant.

What's wrong with his face +100 CP
Your face has been messed up making you grotesquely ugly and near unrecognizable to everyone who knows you.

Awkward Affection +100 CP
You are really bad at expressing your affection with every attempt you make being extremely awkward and unpleasant for anyone who observes it.

Faulty Wires +100 CP
Whenever you attempt to use something you will believe that it is functioning as intended but you will not be able to find out until you actually need to use it.
Unnecessarily Slow +100 CP
Everything that happens here seems to take forever and move at a snail's pace so I hope you're a patient person.

Almost Entirely dark +100 CP
Has the sun gone out or something? Everywhere you go seems so dark that you could mistake midday for early night.

Pixelated Objects +100 CP
This level shows pixelation that would shame a NES, as everything in this level is in blocks!

Elites Everywhere +100 CP
Every Group of opponents that you face will have at least 1 extra Elite member.

Recurring Foe +100 CP
You have an enemy who you have no way to convince to leave you alone and each time they face you they learn more about you and how better to face you.

Language Barrier +100 CP
You do not speak the local language and no one here knows what you're saying until you learn.

Friend List +100 CP
You will constantly find a number of random people showing up who you do not have any memories of and claiming to be your friends, although some of them are, most will be trying to maliciously benefit from you.

They took my loot! +100 CP
Any time you leave any treasure unguarded, expect thieves to show up and steal it.

Crop Rotation +100 CP
The local farming industry is having a real issue thanks to pests and poor weather, so expect food to be far harder to come across and far more expensive.

In Another Castle +100 CP
You will forget this drawback and its past instances every time you start attempting a task or objective. Each time you attempt to complete a task or objective you will find that you have been tricked and will have to repeat the process over again.

Prove your worth +100 CP
Every time you try to do anything it seems that everyone will want to to complete an arbitrary task that somehow proves your worthiness. This won’t be hard but it will be happening all of the time for every little thing and may even cause you to get stuck in a worthiness spiral requiring you to prove your worth in order to get things needed to prove you worth on something else.

Artificial Flashbacks +100 CP
At random points during this Jump you will have horrific flashbacks to horrible events that affected you and your family, however these events never took place.

Accident Prone +100 CP
You are prone to minor accidents that tend to be inconvenient, painful, or embarrassing, but will not likely kill you. Expect bad luck to adversely affect any plans you might make.

Scripted Encounters +100 CP
You'll run into whatever threat you're dealing with more often. You will not automatically become a priority target, but sheer proximity is likely to put you at risk.

The Glitch +100 CP
Technology fails around you, usually when you need it most. The airlock is going to glitch when you are short on air, the powerpack is going to fall out of your blaster when the cyborg bounty hunter is taking aim on you, or your cybernetic arm is going to lock up when you need to lift the rubble off yourself. You might be able to jury-rig a quick repair, but you better act quickly. This will not be instantly fatal, but will make things more dangerous.

Culture Shock +100 CP
This world doesn't show the same standards culturally as the modern world, which is fine if you're quick to adapt. You however are not so lucky. With this drawback you'll constantly butt heads with cultural norms that are different than your own cultural norms. While you can slowly adapt to them they'll always rub you the wrong way, making your experience here much less enjoyable in the long run.

Hideous Haircut +100 CP
You have an ugly haircut that everyone finds disgusting and will make comments about and nothing you do will change it.

Where did I go wrong +100 CP
You can't tell the difference between confidence and arrogance.

Antagonistic Timing +100 CP
Your enemies keep showing up at inappropriate times.

This is a really good book +100 CP
Whenever you try to read a book you keep getting sucked into the narrative ignoring everything that happens around you.

Shy +100 CP
You find it incredibly difficult to talk with people you want to be friends with.

The Pollen +100 CP
You have hay fever and it's really really bad. A handful of flowers could cause your vision to blur and you to be sneezing for hours.

Silent Night +100 CP
Unfortunately not, every Christmas an annoying narrator will be rhyming in your inner ear the entire jump constantly reiterating insults and things that you already know.

Orphan +100 CP
Your in-universe parents are dead and you are an orphan.

I Spy +100 CP
Your enemies can easily spy on you without being detected.

Easily deceived +100 CP
You are too trusting and are willing to believe almost anything you are told and become confused when you are told conflicting things.

Didn’t read the instructions +100 CP
You don’t know how anything works and will never have anything explained. This means that using any type of equipment will require trial and error.

At least buy me dinner first +100 CP
Dangerous entities keep becoming romantically interested in you.
I must nap +100 CP
You need at least 7 hours of sleep per day regardless of perks and abilities or you will feel exhausted.

Never mind my head trauma +100 CP
People don't care when you are injured.

Unknown Rival +100 CP
It appears someone has taken a shine to you, but not in a good way. This Someone has a similar Ability or a similar area of expertise to you, and they’re not taking it well. They won’t do anything to harm you outright, but they will constantly try to one-up you or challenge you, and there’s not much you can do to get rid of them; if you beat them at their challenges, they’ll simply double down, and if you try to help them beat you to get them to leave you alone you’ll come out on top purely by accident, which will again spur them to double down.

Perfection +200 CP
You are now a perfectionist and will refuse to accept anything less than perfection.

Mirror Match +200 CP
It seems that you have a Clone out there causing chaos. They will have all the perks and race options you picked in this Jump but their minds are empty.

Lemming Friends +200 CP
All of your in universe allies gain an unfortunate lack of self preservation taking actions that are obviously stupid or will likely end very poorly for them.

Bigger Boss +200 CP
Any time you defeat an enemy their boss or superior will instantly find out that you have and how you did it.

Too soon +200 CP
Yes you did and every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Nightmares +200 CP
You will suffer terrible nightmares showing you the dark and twisted actions of your enemies.

Friends From Beyond Your Dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP

It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.
Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 CP
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front. It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Your a Joke +200 CP
It seems that no matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

Read people like a brick +200 CP
You can’t read people, you can not understand people's emotions and often misconstrued what they mean causing you to be oblivious to the intentions of others.

Instruction Tape +200 CP
Whenever you do something for the first time you will be forced to watch a long boring tape that doesn’t actually explain anything.

True to myself +200 CP
Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

An Accident +200 CP
You keep accidentally filling into compromising positions.

Stealthless +200
You are very bad at sneaking.

Discount Budget +200 CP
Anything you get your hands on is always the cheapest alternative option.

Looking for Help +200 CP
You have difficulty finding allies and will often find yourself alone without anyone to trust.

Betrayal +200 CP
You keep trusting people that you shouldn't and keep being betrayed.
Poor Underestimation +200 CP
You will forget that you have taken this drawback and whenever you underestimate an opponent they will gain a boost in power.

What the heart wants +200 CP
You have a massive crush on one of the main characters as appropriate for you, you will discover which one when the jump starts.

Pig +200 CP
You are always hungry with no amount of food truly satisfying your appetite.

Fighting myself +200 CP
At least once per week you will have to fight a fake copy of yourself.

Selective Amnesia +200 CP
Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Split-Personality +300 CP
It seems that you are not alone there. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you but they seek out what desires you refuse.

I've come to duel you! +300 CP
It seems that your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals or something stranger.

Living in Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

You’re a right git +300 CP

Everyone thinks you're an arsehole and a cheat, and nothing you can do will prove this wrong.

I saw you barely over a year ago +300 CP
Your sense of time is terrible you can't tell if a week has gone by or eight years and you couldn't tell the difference.

You get one more +300 CP
If you do something annoying more than twice you will get punished how, why by who well that will be situational.

Today's Kind of a bad day +300 CP
During this Jump you will have one really bad day as someone really strong will show up, beat you up and kidnap someone you care about and no matter what you do you will definitely die at least once so let's hope you have a 1-UP.

The Ghosts of Murder's past +300 CP
Anyone you kill in this Jump will haunt you in a very annoying way possible.

Outside Problems +300 CP
You keep getting stuck in situations outside of the regular continuity such as monsters, demons and extra planetary problems.

Crippled Limbs +300 CP
This can be taken up to four times with each time affecting a different limb for the duration of this Jump. You may select from either a left or right crippled arm with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons. You may select from either a left or right crippled leg with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved and with both legs crippled movement speed is reduced to one tenth.

Prepare for evasive actions +300 CP
Any time you are in a form of transportation it will be attacked.

Everything Is Fine Now +300 CP
There are consequences for your actions and it seems that after each battle you are going to need to help clean up the mess.

Local Scale +300 CP/+600 CP
For +300 CP your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For +600 CP your level of growth will be capped at 90% of the scale of growth of the local protagonist.

I'm going to take a walk +300 CP
You seem to be a walking magnet for issues as every time you go for a simple walk you will be pulled into the middle of some kind of event.

Lost or Found +400 CP
It seems that your possessions keep winding up in the hands of the worst person to have them, let's hope it's not world shattering.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Empty Handed +400 CP
For the duration of this Jump all out of Jump Items and Warehouse options other than body mods are blocked. You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Alone +400 CP
For the duration of this Jump you can not import any out of Jump companions or followers with the option of them being frozen in stasis for the duration of the Jump.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Powerless +400 CP
For the duration of this Jump all out of Jump perks, powers and abilities other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

I am bound by my word +400 CP
You are bound by any promises you willingly make.

Known Enemy +400 CP
Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there's just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and restraining them will buy you time but they'll find a way out.

Here comes the bad part +400
Whenever you get new information there will always be a bad part of it.

Where am I why am I here +400 CP
You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

That wasn't so difficult +400 CP
You will forget this drawback and any time you act overconfident for solving an issue, a more difficult issue will occur.

Butterfly Wings +400 CP
Your mere existence will cause massive butterfly effects, previously unknown gems will show up, canon events will not take place.

Deathbound +500 CP
For the duration of this Jump you will die at least once a year.

False Friends +500 CP
At least 12 times a year an imposter will appear replacing one of your friends or allies, they are almost identical to them but will have malicious intentions.

PS1 Game +500 CP/+1000 CP
It seems that there is something wrong with this jump and instead of it being the anime universe you are instead in a PS1 game.
For +500 CP this means that what you see of the world will be blocky with flat textures on the floors, walls and people who are now complex NPCs.
For +1000 CP the entire world will function as a PS1 video game of the World with events forced to stick to a linear plot with optional time sensitive subplots; you will not gain a lives system or any of the in-game power ups however there may be collectibles that do nothing.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Us humans are full of surprises +600 CP
It seems that the humans of this world are not necessarily the same as expected. It seems that there are mutants, meta humans or otherwise superpowered people.

So Weak +600 CP
At some point during this Jump you and all your allies will be defeated there is no way around this you will lose and you will all be captured.

Auto-Punishment +600 CP
Every time you make a mistake you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries which build up over time, these injuries heal at a "normal" human rate in spite of any healing abilities you might have.

Boss Rush +600 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

AU Continuity +1000 CP
You are not in the canonical story but an alternative universe randomly created from all the FanFictions and Fan Theories.

Random Setting +1000 CP
By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy

Notes

1. Please be mindful and fanwank appropriately with the generic purchases.
2. I'm not gonna put up a list of known Magic Styles or rank them, there are lists in other Fairy Tail Jumps.
3. Yes I know Ancient Being is BS and OP, what do you expect from Capstone of this type?

Changelog

1.0 Finished Jump
1.1 Added a clause to avoid making it impossible to learn the skills you bought here within the Jump you're visiting if you took the Scenario. Added Teaching Materials too.
1.2 Added the "I want more Bodymod" Scenario, cleaned up a few of the Drawbacks to fit more into the generic nature of this Supplement.
1.3 Updated the Generic Drawbacks from those added by Deverosphere
1.4 Additional Drawbacks added for "Character Adaptation" additions