

Fairy Tail Jumpchain

Welcome to the land of Fiore, a kingdom with 17 million people! While there are many other countries in Earth Land, and all contain human Wizards, Fiore is home to the largest population of Wizards in Earth Land! These Wizards often gather together in groups called Guilds, based upon common interests. These Guilds are overseen by the Magic Council, which gives official orders to the Guild Masters and appoints Wizard Saints to watch over all matters arcane. You arrive in the year X781 – and three years later, in X784, a young Celestial Spirit Wizard by the name of Lucy Heartfilia will arrive in the town of Hargeon. So, then, Jumper... what will you do in the land of Fiore?

To aid you, you have a budget of...

+1000 CP

Section 1: Identity

Roll 1d8+12 for age, or pay 100 CP to choose your own age and gender.

Drop-In [Free]

You simply appear in your starting town just as you are. You do not gain any extra memories or friends, but your decisions are entirely your own.

Guild Member [100 CP]

You've joined one of the great Wizard Guilds of Fiore – perhaps even the illustrious Fairy Tail! With the guild's emblem tattooed on your arm, chest, or back, you're ready to take on Jobs and earn some Jewel. Your Companions, if you have any, are also members of the Guild. Yes, this includes the Dark Guilds (except for Oracion Seis and Tartarus), so have fun if that's the way you go with this.

Citizen [100 CP]

Just a normal citizen, no Guild here, no siree! You have, however, taken to traveling recently.

Starting Guildmaster [200 CP] – You, being the young but strong mage that you are, decided you'd start your own guild! Having gotten yourself a guild hall (with matching deed), and all the paperwork making your Guild and title official, you're ready to start

recruiting! Any Companions you have will serve as co-founders. You don't have any grand artifacts or spells starting out, though – you'll need a lot more than ten years to make THAT sort of thing.

Section 2: Location

Roll 1d8 for Location or pay 100 CP to choose.

1 – Magnolia – This merchant town has been prosperous in the magical arts for centuries, and serves as the home of Fiore's strongest Guild – Fairy Tail!

2 - Crocus – This city serves as the capital of Fiore, and is home to the Domus Flau, the arena for the Grand Magic Games!

3 – Balsam Village – This town just west of Magnolia is home to a jumping nightlife and the grandest spa resort in Fiore!

4 – Onibus Town – Known for its theater, this rail-enabled town is a frequent stopping point for Wizards hoping to enjoy a good play or two.

5 - Hargeon Town – A town more suited to fishing than magic, this old port has a beauty to it. Of course, given what's going to happen to the marina soon...

6 – Oshibana Town – A town known mostly for its central rail station. There are rumors that a Dark Guild operates here...

7 – Acalypha Town – Sitting about a day away from Magnolia, this town is home to a

Guild not of Wizards, but of merchants, going by the name Love & Lucky.

8 – Free Pick – Lucky you! You can start out anywhere in Fiore!

Section 3: Magic

What would a Wizard be without their powers? You gain one C-Class Magic for free. If you trade it in for a higher tier, you get a 100 CP discount on said spell, and if you roll the indicated die on for the table, this discount applies to the lower price indicated next to the table. You can also purchase as many additional Magics as you can afford, operating under the same pricing rules for rolling or choosing.

C-Class [300 if bought, 200 if rolled (1d17)]

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

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

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

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

B-Class [400 CP if bought, 300 if rolled (1d19)]

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

1 – Solid Script	The user can cast spells by writing words corresponding to the effect – for instance, writing the word “FIRE” in the air would create an image of the word “FIRE” made out of fire that could be launched at opponents. This cannot be used to create creatures, nor can it be used to bring about any spell more powerful than the caster could use otherwise.
2 – Card Magic	The user throws magic cards to produce a variety of effects, depending on what is depicted on the card. Cards bearing the

	images of specific people can be used to locate or contact them.
3 – Muscle Speak	The user uses their magic in conjunction with their body's muscle mass in order to increase the muscle mass of allies to a level nearing their own. Only humans can use this, it seems, and they must exercise regularly to retain this magic's effectiveness.
4 – Guitar Magic	The user plays a magical guitar to produce one of two effects – loud music will distract, disorient, or even immobilize enemies, depending on whether they can resist it well or not. At higher levels, certain songs can place a single other individual under the user's control, if the target does not dodge or guard properly. This roughens their personality and renders their appearance more rock-themed. However, if the user falls unconscious, the control immediately breaks.
5 – High Speed	Allows the user to go fast. Very fast. Somewhere around “jet airplane” fast, even. Of course, this does not allow them to fly.
6 – Requip	This magic allows the user to summon equipment they own from a pocket dimension (in your case, the CosmicWarehouse) while in battle, and stronger users can switch equipment many times during a battle.
7 – Sand Magic	The user can manipulate and create sand, which can then be launched at enemies or formed into walls.
8 – Take Over: Animal Soul	Arguably the weakest variant of Take Over Magic, this allows the user to take on the strengths (and weaknesses) of regular wild animals by transforming part or all of their bodies.

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

	smashing boulders, among other effects.
17 – Sword Magic	The user gains the ability to channel magic power through swords to reflect various effects, as well as telekinetic control of numerous swords at a time. The number of swords starts at four or so, but will grow with time, practice, and storage space.
18 – Mirror Magic	The user gains the ability to summon a large number of mirrors. These mirrors can even be overlapped to form a three-dimensional shape. In addition to providing a surprisingly durable wall, the mirrors can reflect physical attacks aimed at them through each other. Useful for getting your enemies to beat each other to death unwittingly – if they don't figure out what you're up to.
19 – Sound Magic	Ranging from throwing the user's voice at a whisper to producing powerful enough sound waves to badly damage large buildings, destroy smaller ones, and deafen or even kill enemies, this Magic allows the user to create and project any sort of sound from any part of their bodies.

A-Class [700 CP if bought, 600 if rolled (1d19)]

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

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

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

	need to wield its abilities. This works retroactively – if you beat it in a fair fight in another world, you'll be able to use it here.
9 – Human Possession	Not exactly fitting the spell's name, this magic actually allows the user to store wandering souls inside of inanimate objects, then control them. In addition, the user can see human souls, allowing them to tell if someone is or is not human.
10 – Titan	The caster can grow to a gargantuan size – large enough to grapple with a Dragon. This comes with immensely increased strength and durability. However, this takes a great deal of magic power, and can easily leave an unprepared user utterly drained.
11 – Fire Magic	The caster creates and manipulates flame, possibly even becoming fire briefly. The color of the flames can also reveal something about the user's techniques or personality, and each color will taste differently to those who consume fire.
12 – Wind Magic	The caster creates, manipulates, or possibly even becomes wind. This allows for high-speed movement and precision cutting strikes as well as wide-ranged destruction.
13 – Organic Link	The caster links life forces to objects in various ways – either by enchanting objects to reflect damage back at those that destroy them or by using their own Magic Power to fuel highly powerful enchanted objects.
14 – Darkness Magic	The caster creates and manipulates darkness itself, and this can be formed into blasts, shields, or even used to increase the strength of physical attacks.
15 – Pict Magic	Allows the user to create magic constructs

	by painting them. The more powerful the construct, however, the better the painting has to be for it to even work. Furthermore, a canvas (this can also be the caster's body) must be present.
16 – Polygon Magic	Allows the user to disassemble themselves into blocks and manipulate said blocks in numerous ways – using them as a form of rapid transport, reassembling themselves into various shapes (such as rifles or swords) to act as such, or even reform into a sphere-like assemblage of blocks to trap opponents.
17 – Maguilty Sense	Allows the user to link their own senses with those of another in eyeshot, or for whom they possess strong personal feelings – whether of love or of hatred. Should the user feel pain, that same pain will be felt by those linked, for example. For necessary reasons, keeping the links open is somewhat difficult. A seal appears on the wrists of those linked, resembling a heart. In addition, this magic can create a small number of remotely-controlled swords that, rather than wounding the opponent physically, directly attack the opponent's sense of pain. In this way, even incorporeal beings can be harmed, so long as they are still capable of experiencing pain.
18 – Dark Ecriture	A form of Writing Magic and Solid Script that focuses on runes. These runes can be written on any surface, or even midair, to form traps and barriers, wings and weapons, or even allow the user to teleport short distances, inflict pain and fear on opponents, and transform themselves, gaining enhanced strength and durability temporarily – which, of course, normally means until they run out of Magic Power

	or are rendered unconscious.
19 – Heavenly Body Magic	This magic focuses on the emulation of astronomical objects to fight. The user can use their own magic power to form small meteorites or bursts of starlight to attack, or hurl man-sized spheres of powerful gravity at their opponents, reminiscent of a black hole.

S-Class [900 CP if rolled (1d10), 1000 if chosen]

1 – Dragon Slayer	Whether taught by a Dragon or implanted with a Dragon Lacrima, you have the power of Dragons within you. Choose a single magical element – you are now immune to all mundane sources of that element and any magical sources of it weaker than that of an actual Dragon. In addition, you may consume this element to recharge from fatigue caused by using this. This magic lives up to its name, and while highly destructive against anything, shows its true potential when in combat against anything that could truthfully call itself a Dragon. Take the “Motion Sickness” Drawback for no extra points, but not counting toward your Drawback limit.
2 – Crash	This magic is a mighty instrument, by which the user may literally crush all before them. To reduce a building to rubble with a single punch. To soften a fall by crushing the ground. To block other spells by simply shattering them into so much nothing. This is the power of Crash, with which mighty fortresses may be turned to dust.
3 – God Slayer	A lost magic wielded by the followers of Zeref long ago now rests in your hands. Like Devil Slayer and Dragon Slayer, it is

	meant to combat its namesake using the natural elements. Curiously, like all of the Slayer magics and their targets, it is more effective when used against a God of the same element as the wielder. With that said, this gives you the means to fight gods – winning is another matter, for just as many Dragon Slayers have floundered against Dragons in the past, you may not be as strong as you think.
4 – Devil Slayer	Invented to kill the powerful demons of the world, this magic adapts the element-consuming techniques of Dragon Slayers for its purpose. Like Dragon Slayers, Devil Slayers utilize, consume, and are immune to a single magical element.
5 – Take Over: Satan Soul	The most powerful variant of Take Over magic, this form is achieved by absorbing the power of demons, usually after defeating them. Unlike other Take Over types, however, the user is required to have demon particles within them – these can be found in demons.
6 – Take Over: Machina Soul	By touching machinery, you can incorporate its properties and abilities into yourself, allowing you to change into an armored outfit with these utilities installed in it – however, you'll need to be in uninterrupted contact with it for about a minute to gain these attributes.
7 – Gravity Magic	The user can control and manipulate gravity in a variety of ways – it is useful for pinning multiple opponents to the ground, increase or decrease the gravity of anything in line of sight that they are aware of, crush weaker magics, or even suspend people and rain in midair.
8 – Territory	The user summons a strange sort of matter up to 5 meters cubed in volume, allowing them to manipulate the the space within at

	will – producing energy blasts from it, appreciably but not entirely altering the laws of reality within it, and other such things. Really, it's about being creative with this. This can also be used to trap opponents and sap their magic from them, possibly killing them.
9 – Rules of the Area	The user produces a field almost the size of a large city around themselves, preventing the use of Spatial magic within. Magics such as Requip, Teleportation, and even Celestial Spirit Magic have been proven to fail utterly under the influence of this power. The manipulation of space, in short, is rendered impossible within the area designated.
10 – Disassembly	Forming a net-like pattern and firing it forward from their hands, the user of this magic can break down any inorganic item into small cubes of its component material. Used on living things, they will be split into many small, doll-like versions of themselves, effectively being rendered harmless until it wears off on them.

Section 4: Skills and Abilities

Some abilities are more common in the world than others, and thus do not serve as a Wizard's signature abilities. Also, some people have physical or mental skills. Yes, it's true.

Agility [100 CP] – You are nimbler, now, capable of somersaulting, cartwheeling, handstanding, and jumping from rooftop to rooftop.

Strength [100 CP] - Even without magic, you seem able to lift more and hit harder than those around you – your muscles are at the pinnacle of humanity!

Charisma [100 CP] – You seem to have the gift of gab – people are about a third more likely to listen to you.

Resilience [100 CP] – You know, Wizards in this world have a strange tendency to shrug off blows that would kill a normal person with just a few bruises, and blows that can level small houses with only a bit of dramatic blood loss. It'd be a *shame* if you were to lack this same property, no?

Leadership [200 CP, Discount Starting Guildmaster] – You seem more suited to taking charge of situations than others – in fact, you're about one-fourth better at this than you

were before.

Haggling [200 CP, Discount Citizen] – You are more apt at spotting the quality of goods, and thus their optimal price. This decreases the amount you pay for things by about ten percent.

Resourcefulness [200 CP, Discount Guild Member] – You are capable of making do with what you have in almost any given situation – at the very least, you're never without some way to survive in a hostile environment.

Read The Atmosphere [200 CP, Discount Drop-In] – Your knowledge of dialogue scripting gives you a better sense of how tense a situation is – making it easier to respond accordingly.

Fighting Spirit [300 CP, Discount Guild Member and Starting Guildmaster] – No matter how strong your opponent, you just keep getting up when knocked down. So long as you have the will to stand and fight (and aren't, you know, dead), your body has no choice but to obey.

Pragmatism [300 CP, Discount Citizen and Drop-In] – There's standing your ground honorably, and that's all fine and well, but you always seem to know when it's time to

just get out while the getting is good.

Thought Projection [400 CP, Discount Guild Member] – You know a spell to send a sort of hologram of yourself to speak with friends (or taunt enemies) remotely.

Enchanting [400 CP, Discount Citizen] – You're in the business of making magic items! Even the most powerful of these, however, are simple light-up items or rings that keep you cool on a hot day, for example. Most such items are, as such, sold in stores as utility pieces. Of course, knowing the basics could lead you to greater feats – and you could easily make quite the pile of Jewel mass-producing the basic magic items.

Instruction [600 CP, Discount Starting Guildmaster] – You specialize in, among other things, teaching those with magical potential how to use their abilities! This obviously comes with a greater capacity for understanding what the magic of others is capable of.

Because I Have My Friends [300 CP] – With this, all of your traveling partners (if you have any) gain one free C-Class Magic, as well as 400 CP worth of Magic, Skills, or Items to purchase. They gain a Discount on anything that you already have, as well.

And I've Made So Many New Friends [600 CP, discount for guildmates] – There is a certain benefit to joining a Guild. As it stands, should you manage to convince one of the

many wonderful Wizards of this world to join you on your journey, you may take them with you as a Companion. This will obviously be a bit easier if they consider you an ally already – and so, this option is discounted for characters who belong to the same Guild you do.* There are some caveats – these are detailed in the Notes section.

Magic Identification [100 CP] – Rather than an insight into what an opponent's magic does in effect, this is more of a talent for identifying the *type* of magic being used against you, regardless of its effects. You'd be surprised how useful it is to know whether the opponent you can't seem to hit is teleporting, moving at high speed, slowing your movements, or stopping time.

Magazine Material [100 CP] – The reporters at Sorcerer Magazine seem *very* interested in getting ahold of your picture! Why? Well, considering you seem to be attractive enough now that your picture alone would sell thousands of copies, one does have to wonder.

Wily Wizard [200 CP] – Having powerful Magic is all fine and good, but if you don't know how to use it cleverly, you're going to get your face pushed in by someone who does. Don't worry – that's what this is for. With this, you gain a greater understanding and finer control of your magic, allowing you to adjust its power and direction as fitting or necessary. This doesn't mean your magic *becomes* any more directly powerful, but

you do know how and when to hold back or let lose, which is *more* than can be said for *some* Wizards. Not naming any names here, but you'll spot their trails of destruction a mile away.

We Don't Take Assassination Missions [300 CP] – Ah, such is the creed of the Legal Guilds. Of course, throwing around all that powerful magic means someone could *easily* get hurt, and badly! Luckily for you, you've managed to figure out a means of tamping down the power of your spells, so as to *merely* leave your enemies unconscious. This doesn't make them hurt any less, though, or make them any less destructive, and it only works on abilities that count as, well, magic. Got to take the bad with the good, one must imagine. Granted, that may not be how it actually works around here, but since when were you *not* cheating?

Lacrima Creator [800 CP] – Oh, pardon me! Didn't see this one before. As it turns out, you are supposedly gifted in the creation of Lacrima. So, what exactly *are* Lacrima? Well, as it turns out, they're essentially crystals of solidified Magic Power. Their purposes are myriad – they can be charged full of a specific type of magic to store its effects for later, packed full of raw Ethernano in order to act as a power source, used to communicate over long distances... or for more profound purposes. The more potent the spell or battery intended, the larger the Lacrima will need to be – so a world-shattering doomsday spell's Lacrima will be /incredibly/ noticeable. Not something you wanna just

leave lying around where anyone can get ahold of it. Perhaps the most legendary of all, however, are the Dragon Lacrimas – the implants by which the Second Generation Dragon Slayers were created. Of course, you could theoretically learn to do this in your time here, but *this gift* ensures that you may form Lacrima from the magical energies of other worlds – and should you so choose, even the mighty Dragon Lacrima, made from the Magic Power of Dragons themselves. The process presumably requires the dragon in question to, you know, be *dead* at the end, though. I don't need to tell you that using Dragons from other worlds to create Second-Generation Dragon Slayers among their inhabitants is a risky proposition. Implanting more than one in a given person is also usually considered to be a Bad Idea. I mean, there *is* that one man who survived having *eight* implanted in him, but such individuals are few and far between. It's better to just stick with one for safety's sake.

Section 5: Items and Gear

You could also spend CP on a number of these here useful items!

ColorS Magic [50 CP] – This popular device allows you to change the color of your current clothing at will.

Small Lacrima [50 CP] – A tiny Lacrima. This crystal made of solidified magic can power magic items.

Light Pen [50 CP] – A small pen that uses light magic to let you write in the air.

Magic Headphones [50 CP] – A pair of headphones that can play any song stored in its magical database.

Magic Training Dummy [50 CP] – A rubber training dummy enchanted to be nigh-indestructable.

18x Gale Force Reading Glasses [100 CP] – As the name might suggest, these glasses allow you to read texts 18 times as quickly! This can be bought multiple times.

Shock Whip [100 CP] – It's a sturdy, well-crafted whip. The enchantment on it, however,

gives it a bit of extra sting – it's crackling with electricity!

Easy-Use Sword [100 CP] – It's a steel sword. All craftsmanship is of the highest quality. It menaces by swinging faster and weighing less than it has any right to while still hitting with your full force. Also comes with a manual for those who do not know how to use swords.

Magic Shoes [100 CP] A pair of Lacrima-powered shoes that increase your running speed to that of a cheetah.

700,000 Jewel [100 CP] – A hefty amount of the local currency, good for ten months' rent on a good apartment.

Electrum Sword [200 CP] – A sword made of a gold/silver alloy. Its specialty is that it is highly receptive to enchantments, able to hold more than usual and slightly boosting the power of each one.

Sealed Flame Blade [200 CP] – A device powered by a small Lacrima, this allows the user to project a flame blade from the hilt of the device. If misused, however, it will discharge all of its power in one go.

Air Shatter Cannon [200 CP] – A device powered by a small Lacrima, this lets the user release gusts of wind. If misused, however, it will discharge all of its power in one go.

Magic Car [300 CP] – An SE-plug (Self Energy Plug) enabled vehicle that runs on your magic power. It can go at speeds of up to 100 kilometers per hour, but anything above 50 will cost more magic power – enough, perhaps, to seriously fatigue the user.

Exceed Partner [150 CP] – A friendly Exceed (that's a talking cat-like being with mastery of Aera magic) has decided to join your adventure! This Exceed is of a gender and fur color of your choice!

Charm Ring [500 CP] – Enables you to use Charm Magic, which infatuates those of the opposite sex, leaving them susceptible to your commands. However, the spell immediately breaks if the target knows it's being used, and it is *highly illegal*.

Blank Silver Key [500 CP] – A blank Celestial Spirit Key. When you find a constellation (that is not one of the 12 Zodiac constellations) and stand beneath its light, you may put that ONE constellation's symbol upon this key by chanting its name aloud. In doing so, you create a new Celestial Spirit with a form of your choice and a power related to the item or creature the constellation represents.

Book of Zeref [1200 CP] – While it'll take you a good 40-60 years to decipher the most basic secrets within, you can obtain the secret of the Black Art of Living Magic from it. With this, you may breathe life and personalities into inanimate objects. While these can be placed under your control, to give them free will instead is to grant another possibility – taking them on as a partner in your journeys. You're nowhere near as good at this as Zeref is yet, not even when you actually figure it out – maybe you can perform the ritual once every twenty years? Don't worry, Zeref's had centuries to work on this – if you had that kind of time, imagine what you could do...

Section 5.5: Celestial Spirit Keys

Here, you'll find various Silver Keys containing some of the “lesser” Celestial Spirits.

Silver Key: Corvus [50 CP] – A Celestial Spirit Key that summons Corvus, a raven who annoys opponents by stealing their shiny things (but doesn't hand them over to you) and taunting them in a strange accent, but can only be summoned at dawn during a prolonged conflict (anything longer than a single fight, mind you).

Silver Key: Rangifer [50 CP] – A Celestial Spirit Key that summons Rangifer, a reindeer with a glowy red nose. This nose grants you clear sight to the horizon at all times, even in deep darkness or thick mist.

Silver Key: Lepus [50 CP] – A Celestial Spirit Key that summons Lepus, a rabbit-man who can run very quickly and produce carrots on command.

Silver Key: Pictor [50 CP] – A Celestial Spirit Key that summons Pictor, an artist carrying an easel that can paint a perfect portrait of anyone you describe to her in detail.

Silver Key: Columba [50 CP] – A Celestial Spirit Key that summons Columba, a surprisingly charming dove capable of reducing tension in a room by simply sapping the will to commit violence from those within.

Silver Key: Canis Minor [50 CP] – A Celestial Spirit Key that summons Nikora/Canis Minor – a little snowman-lookin' thing. It's adorable, and is a popular pet for lower-level mages.

Silver Key: Scutum [50 CP] – A Celestial Spirit Key that summons Scutum, a shield-bearing knight that can block anything short of boulder-crushing force, but can only be summoned once every three months.

Silver Key: Cygnus [50 CP] – A Celestial Spirit Key that summons Cygnus, a swan that can shoot animated tickling feathers at opponents.

Silver Key: Delphinus [50 CP] – A Celestial Spirit Key that summons Delphinus, a dolphin that can trap animals in bubble nets.

Silver Key: Equuleus [50 CP] – A Celestial Spirit Key that summons Equuleus, a fast, sturdy pony with a symbol of your choice branded on its hindquarters.

Silver Key: Lyra [100 CP] – A Celestial Spirit Key that summons Lyra – a lyre-wielder capable of singing very well.

Silver Key: Testudo [100 CP] – A Celestial Spirit Key that summons Testudo – a tortoise-person capable of blocking attacks with their shell and carrying many heavy things inside of it.

Silver Key: Lacerta [100 CP] – A Celestial Spirit Key that summons Lacerta – a lizard that can dig through the ground with ease, transporting up to five people with it.

Silver Key: Apes [100 CP] – A Celestial Spirit Key that summons Apes – no, not apes. A swarm of hundreds of bees!

Silver Key: Telescopium [100 CP] – A Celestial Spirit Key that summons Telescopium – a telescope-golem girl who can see items clearly at up to 70 kilometers away.

Silver Key: Noctua [150 CP] – A Celestial Spirit Key that summons Noctua – an owl capable of using low-power Wind Magic.

Silver Key: Pegasus [150 CP] – A Celestial Spirit Key that summons Pegasus, a winged horse that can transport a person through the air and knows a combat style involving spinning tops, for some reason.

Silver Key: Aquila [150 CP] – A Celestial Spirit Key that summons Aquila – an eagle harpy that can carry one person through the air and fights with her talons.

Silver Key: Monoceros [200 CP] – A Celestial Spirit Key that summons Monoceros, a unicorn that can heal wounds with a touch of its horn and can teleport seemingly at will, but is incredibly paranoid.

Silver Key: Argo Navis [250 CP] – A Celestial Spirit Key that summons the Argo Navis – a self-propelled trireme capable of travelling across water at about 30 knots.

Silver Key: Scarabeus [300 CP] – A Celestial Spirit Key that summons Scarabeus – a rhinoceros beetle who is incredibly strong, capable of crushing boulders.

Section 6: Drawbacks and Final Choice

If you want a bit of extra CP, you could always take up to +600 CP worth of these drawbacks...

Oh Boy, Here We Go [+0 CP] – Rather than ending right after the X791 Grand Magic Games conclude, your stay will continue on. How long, you ask? Oh, just until the very end of the manga's timeline. Want some hints as to what that means? Well, okay – demons. Lots and lots of demons. Someone you didn't think was a demon was actually a demon. Also a major empire shows up out of nowhere, capable of overrunning all of Fiore if given the chance. And *then* a certain dragon gets involved. Are you absolutely sure you want to put yourself through this?

Fairy Tail X ??? [+0 CP] – Who's this kid with the white hair and the sword? Where'd that pig come from? *WHY IS LUCY'S RIGHT HAND TALKING TO HER!?* If you choose this option, all of the Fairy Tail crossover omake are now canon, and will take place at some point. Surprisingly little will change about the world, though. Wonder why?

Fanservice [+100 CP] – Your clothes seem to disappear at the most inopportune times. If you're male, you gain the sudden and uncontrollable urge to remove everything but your underwear at least three times a day, usually during combat. This will cause facefaults. If

you're female, you'll suffer clothing damage almost every time you enter some form of competition (either through combat or sabotage), necessitating a new (and likely skimpier) outfit every month or so.

Motion Sickness [+100 CP] – You just cannot seem to keep your bearings while sitting in or on anything with wheels. Even a bicycle will leave you wanting to puke. Don't think you're safe on the water, either – seasickness is a constant problem for you.

Ill-Adjusted [+100 CP] – No matter what weirdness you've seen (or become) before, you never do quite become used to this magical world. Shock and confusion are your constant companion – even your own powers weird you out!

Obsession [+100 CP] – You've fallen madly in love with someone from this world! They will haunt your every thought and dream, and unless their life is threatened, you will go so far as to fantasize about them during combat! Yes, you can choose who this is.

Evil Twin [+200 CP] – Your Edolas twin is here in Earth Land, yay! ...oh wait. They're evil. And they have an evil twin of one of your Companions, to boot. To clarify, they seem to have magical items capable of replicating or matching the abilities you have gained here. They don't *know* about your other powers, if any – but do take care not to reveal your hand too rashly.

Unstable Magic [+200 CP] – For some reason, one out of every ten spells you cast somehow fizzles and does nothing. Moreover, once a month, your magic will start firing off without you meaning to do so. This is, needless to say, a Bad Thing.

Broken Spirit [+200 CP] – It seems no matter how hard you try, you just can't work up enough fighting spirit to shrug off pain and do the impossible. This may be a bit worse than it would seem at first.

Open! Gate Of The Jumper! [+300 CP] – Something seems to have gone wrong, unfortunately. For the duration of your stay, you'll appear as a Celestial Spirit – and not even part of the main Zodiac, either! Jeez! This also means most of your powers are gone, and you probably look like a vaguely anthropomorphic representation of a single non-zodiac constellation. Still, your Silver Key ended up in *someone's* hands, and it's not those of a Companion. Roll 1d6 below to see whose hands you ended up! Also, you'll probably end up changing hands at least once.

1. Lucy Heartfilia
2. Yukino Agria
3. Duke Everlue
4. Karen Lilica

5. Hisui E. Fiore

6. Jean-Luc Neville

Bounty [+300 CP] – Someone's hired a Dark Guild to get rid of you! They're going to send their best assassins on the job, so you'd better be ready. While this lot is numerous, their rank-and-file are easily beaten. It's the commanders you need to worry about. I mean, unless the Dark Guild in question is Grimoire Heart or Tartarus or something. That's when *everyone* would be someone to be worried about.

Outlaw [+300 CP] – The Magic Council has branded you an outlaw, just like the Dark Guilds, and they're sending some of their best after you. This is gonna suck. Should their agents be incapable of ending you, well? They have the magic weapon Etherion for a *reason*.

Fairy Law [+300 CP] – *What did you do!?* How did you get all of Fairy Tail so angry at you that they are willing to use *this* spell if they find you!? *What in the world have you done!?*

King of Dragons [+600 CP] – Acnologia, the Dragon King, hates you. As in, you specifically. Considering this *thing* is capable of taking on *all* of Fairy Tail's most powerful Wizards at the same time, *winning without so much as a scratch*, and **forcing**

their founder's ghost to intervene just so they won't all die, you may want to reconsider taking this.

Rain of Lacrima [+600 CP] – You *idiot*. You just let Lacrima of all your abilities rain from the sky? I mean, that's *really* careless. Each Lacrima only contains one of said abilities, mind you, but it seems that the more powerful these abilities are, the more likely they are to fall into the hands of those who would be your enemies. Oh, no, don't worry – *you* still have *your* powers. It's just that copies of them are everywhere now, waiting to be implanted into madmen and tyrants – or heroes, if you're *that* sort of traveler. You can take this alongside King of Dragons to instead gain +800 CP, but the dragon in question, well... will have an implanted Lacrima of *all* of these. In addition to the ones scattered throughout the world. *Are you sure you want to do this?*

As always, there are three options at the end of every Jump. As with every other Jump, your drawbacks disappear at the end of the ten years.

Go Home – You've had enough of Jumping around, you know. You keep everything you've earned on your Jumps so far, and time resumes on Earth at the moment you left.

Stay Here – Somehow, this world has grown on you. Whatever the reason, you've

chosen to stay. You disappear back on Earth, as if you had died, and spend the rest of your days in this dimension.

Onward – You've not had enough inter-dimensional travel yet! You move on to the next Jump.

Section 7: Notes

1. 'And I've Made So Many New Friends' is discounted for characters in the same Guild as you. This, however, may prove problematic for Starting Guildmasters, Drop-Ins, or Civilians. Therefore, below a number of alternative options are presented below:
 - Drop-Ins get a discount for the perk for characters from Edolas – who will 'drop in' from Edolas upon the completion of your stay, or meet you should you find yourself there. This cannot be used to make a Companion out of the Edolas Twin you gain from the Drawback. Nice try, buddy. Should you have *other* means of acquiring their companionship, those are not disabled.
 - Civilians get a discount for any member of a Merchant Guild, or any member of the Zentopian Legion Corps. Should said character happen to be *dead* before you arrive, they will be somehow resurrected by the end of your stay.
 - Starting Guildmasters get a discount for any *one* member of an existing Legal Guild, any canon Exceed besides Queen Shagotte or those bound to a Dragon Slayer, or any *one* non-Guildmaster member of a Dark Guild – presumably those last ones decided to turn over a new leaf by joining you, or at least *pretend* to do so. This includes those who would later leave their guilds or perish.
 - “Hey, can this be used to purchase Zeref Dragneel, Mavis Vermillion, or Acnologia?” **HAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHA!** But more seriously, no. Just... just no. This is something I'm not budging on. No, not even

then. No, not even if you pull *that* off.

- Demons and Dragons are excluded from this option – however, Exceed and whatever-Gutman-Kubrick-is are not.
2. While you could learn to make Lacrima during your stay here, Lacrima Creator serves as a guarantee that you will be able to produce Lacrima using sources of magic other than Ethernano, as well as craft Dragon Lacrima from the Dragons of other worlds. As an example for the sorts of Second-Generation Dragon Slayers this would create, using a Gold Dragon or Red Dragon from D&D would produce what is effectively a Fire Dragon Slayer. More esoteric Dragons might produce... *stranger* effects, but if it all goes horribly wrong that's your problem, buddy.
 3. If you're a Dragon Slayer, you won't have to worry about Dragonization. Chances are you were either given antibodies by your Dragon mentor, or you're a Second-Generation Dragon Slayer in which case the artificial nature of the lacrima wouldn't lead to it anyway.
 4. Yes, Dragon King Mode is accessible to Dragon Slayers.
 5. Yes, being a Celestial Spirit does come with all the rules that entails. Sorry, buddy.
 6. Any other questions? Ask me!