

Dragon-Devouring Mage

By Complex_Ad_5944

Russell Raymond, a freelance mage burdened by a Heavenly Punishment, struggling at the bottom of society.

“When heart and eye meet, another eye shall open, proving more than worthy to become the cornerstone of a new myth.”

The dragon’s heart he encountered in a museum guides him toward a new destiny—

“For the sake of that myth, I shall grant you another chance.”

A new chance, a life begun anew.

Thus begins the journey of a mage possessing the power of a dragon.

Within the next 10 years, you will be in this kind of world, so to start the jump, we give you +1000 CP, use them as you like.

Location and Time

Roll a D8 Dice or pay 50 CP and choose the location you want to go:

1- Magic Academy

The place where our protagonist's story begins. The academy teaches students from across the kingdom of Endymion the fundamentals of magic, the first step towards joining the various magic towers upon graduation. It's a place where meritocracy is measured not only by skill, but also by connections and economic power. However, there are also good teachers who help their students grow regardless of their status or circumstances.

2- Maldiva

A place renowned for its beaches and resorts. A popular tourist destination for visitors from around the world, but also a haven for pirates and slave traders who kidnap people to sell into slavery. Due to the prohibition of slavery in the kingdom of Endymion and its coastal location, this place offers a convenient maritime gateway for its criminal activities.

3- Capital - Camelot

The capital of the Kingdom of Endymion. With the classic, generic design of any medieval fantasy capital, this city is the most populous in the kingdom.

Featuring the royal palace, the main magic towers, and other things, this place has it all.

However, due to a conspiracy and coup that will occur later, I suggest you don't live near the royal palace.

4- The Grease Forest

A vast forest that, seen from above, resembles a green ocean due to the sheer number of trees. This place is inhabited by the elven race, a race deeply connected to nature and organized into clans.

The place is like a labyrinth if you lack knowledge of the area or a reliable guide to show you the way. It is also inhabited by powerful monsters, so be careful.

5- The Akain Commerce Empire

A neutral city, controlled by its most influential merchants, that advocates for free trade and autonomy from any kingdom. All that in theory; in reality, it's a city where sin reigns, filled with casinos, markets that would be considered illegal in other kingdoms, and even slavery is legal here.

If you have money and power, this place is a sinful paradise; if you are poor and weak, it will be a hell from which escape is difficult.

6- Underworld

The surface city lines the canyon walls like a mere facade, masking the true city hidden within. Without a guide, reaching this place is both difficult and perilous, as entry requires passing through a portal deep inside the canyon—a gateway guarded by lethal traps designed to eliminate unwanted visitors. Despite its subterranean location, the cavern is bathed in light from glowing mana stones. Thanks to the dwarves' sophisticated technology and wealth of precious resources, this location is far more of an advanced metropolis than a mere settlement.

7- Kulil Island

Country of Beastmen. Forged by a volcanic eruption, this land now rests upon an inactive giant. The territory is divided into an Outer Ring and an Inner Ring, the latter being inhabited by the powerful and the fiercely territorial—a place where tourists and the weak would be wise to avoid. However, there is a silver lining: if you prove your strength, you will earn their unwavering respect. They are honorable warriors who value clean, fair combat above all else. Unlike the Outer Ring, the dwellings here are far more humble and utilitarian; you will find no luxuries in this place, only the raw essence of a warrior culture.

8- Free Choice

Race

Human (Free)

With a larger population than other races, this one lacks the advantages other races possess, aside from its sheer numbers and the abundance of powerful and talented individuals that emerge from its ranks. Human life expectancy is limited, but this very limitation has driven them to overcome their limitations and advance as a race.

Elf (100 CP)

Beautiful and with lifespans that can exceed hundreds of years, they are among the longest-lived races, although far surpassed by dragons. These creatures live connected to nature, so their presence in cities or more urbanized areas is limited. Some of them can even communicate with the spirits of the forest.

Dwarves (100 CP)

The classic dwarves, skilled in crafts and with a taste for liquor, are the most adept at creating weapons and equipment. A technologically more advanced race than the others, their pursuit of knowledge is as excessive as that of mages. Due to their investigative nature and work ethic, they are rarely seen outside their cities.

Beastmen (100 CP)

A naturally warrior race, their motto is "the strongest rules." Their appearance is that of anthropomorphic animals, with a few exceptions who more closely resemble humans with animalistic features. Like any species, you'll find both honorable and treacherous individuals, but for the most part, they adhere to the warrior code and are honorable in their battles. Their physical capabilities are superior to those of other races, which often leads to arrogance in this regard.

Gender and Age

Choose the gender and age you want.

Origin

Fallen Noble (Free)

You are the last of a lineage that has lost its noble status. You have no power or status, so you will have to rebuild everything from scratch. This option is considered a Drop-In.

Commoner (+100 CP)

You come from the lowest class in this society, the commoners, below the nobles. Your humble origins may be a difficult start, but not a limiting one; you can climb the social ladder if you set your mind to it.

Noble (100 CP)

You are one of the fortunate few born with a silver spoon in your mouth. As a noble, you have access to all sorts of privileges unattainable for other classes, including securing a prominent position within the kingdom. You risk nothing, but that shouldn't deter your ambition to rise even further within the nobility.

Perks

All origins receive their 100 CP Perks for free. The rest of the perks of an origin are discounted.

General Perks

A Fictional Medieval World (Free)

Normally, any series that takes place in the medieval era would not be the best choice for living in. Anime and manga make them look neat, and the people who live there have the manga or anime filter, being beautiful compared to how they should look, uneven and dirty. With this option, the world where you are will be a very clean and neat place, free of bad smells and any dirt. Another effect is that the inhabitants of the place where you are, including you, will be very beautiful, not requiring any type of makeup to make them look beautiful. This includes the aging of people, like good wine, when embellished, they will not lose their attractiveness, but will give them a more mature appearance in a good way, even the oldest people will have a very attractive appearance.

Mage (Free)

Congratulations, jumper, you're a first-circle mage. Even though you're at the lowest level, you can become stronger with effort and dedication, with the sixth circle being the limit.

Elemental affinity (Free)

Each person has one or more elemental affinities. In your case, you have only one affinity, and you can choose one of these elements: Fire, Water, Ice, Wind, Earth, or Lightning. Having an affinity means that you can learn spells related to that element faster than an average person, that your attacks or magic of that element are 50% more powerful or effective, and that the mana cost is 50% lower. You can only choose one element.

Combat Mage (100 CP)

Mages don't just stay in the rear; some fight on the front lines. You're an expert in close-range magic, and your reflexes are on par with those of seasoned knights.

Aura (100 CP - Free to Commoner)

The aura is the energy used by knights and warriors, enhancing their physical attributes. In this case, you will begin at a level equivalent to that of a first-circle mage. With training and effort, you can reach superhuman levels, equivalent to the power of a seventh-circle mage.

A Bridge Between Races (100 CP)

You can unite people of different species, nations, ideologies, etc., under a single banner. Your oratory skills and charisma can inspire people to set aside their differences and work toward a common goal.

Blink (200 CP)

A very useful ability for both mages and warriors. This ability allows you to use Space Distortion Magic, enabling you to move from one point to another, as long as the distance does not exceed 100 meters. Think of it as teleportation, and you can use it constantly since its use consumes almost no mana or energy.

I Will Get My Revenge (200 CP)

Whether it's due to your luck or because your enemies underestimate you, it's common for them to let you escape unharmed in your first encounter. But with each subsequent encounter, this effect will weaken. Perhaps in the second round you'll only suffer minor injuries, but it's possible that in the third round your opponent will be out for your life.

Overheat (200 CP)

A technique that allows you to put all your power into a single attack, being a one-hit-kill, concentrating all your mana into a single attack, although you can also use this technique for other types of combat styles or uses of energy, not limiting it only to magic.

Two Hearts (400 CP)

You have two hearts: your normal heart and the heart of a magical beast like a dragon, chimera, hydra, etc. This second heart has its advantages, such as granting you a significant power boost, even allowing you to use abilities from your beast's heart, like temporarily transforming into a dragon.

Another advantage is that this second heart is a 1-Up, which you can use once per jump or every ten years, whichever comes first.

Dark Magician (400 CP)

Dark mages are a perverse version of ordinary mages. These amoral individuals, who seek power without regard for moral or legal limits, are capable of massacring hundreds of people to gain even a little power. Because of this, their spells and magic are more potent than those of ordinary mages within their circle. You possess extensive knowledge in various branches of dark magic, including necromancy and curses, giving you a wide repertoire of these spells. Having an affinity for this type of magic will make your spells more powerful than average, while also consuming less mana when casting them.

Arise (400 CP)

No, you're not the Shadow Monarch, but you do have the ability to control monsters weaker than yourself, easily commanding large armies of monsters and ordering them to destroy a city.

Another effect of this Perk is that you can increase the power of those monsters, at the cost of them entering a berserker state, where they will attack violently, and to stop them, they will have to be killed.

Divine Dragon King System (600 CP)

Congratulations, jumper! You have obtained a powerful ability, a system created by a god. The system is the classic one that displays your status window, giving you information such as your data, as well as your current power level. The system also gives you missions to complete, granting rewards according to your level. Among the missions, you can obtain useful or powerful items, become more powerful, gain an affinity for an element, and obtain

magic stones that, when consumed, increase your power. Another function the system grants is an unlimited inventory, so you can store your items and summon them whenever you want, and since time is stopped, the things inside will not deteriorate.

This system also includes a shop function, allowing you to purchase items or abilities, including those related to dragons. You can earn points each time you complete a mission to use in this shop.

As the name suggests, among dragons and their subspecies or descendants, you are considered their emperor, their highest authority. This will earn you their sympathy and absolute loyalty; even beings like dragon kings or higher will consider you their master, since you are at the top of their hierarchy. This effect includes anything created with dragon parts, both physical objects and their essence, as well as their magic stones, making it impossible to be harmed by these objects. A sword made with dragon parts will not harm you in the slightest.

You can choose the element that represents you, such as fire, water, electricity, earth, air, ice, etc. No space-time element or broken concepts like chaos.

As the Emperor of Dragons, you can transform into a dragon, fully or partially, gaining its abilities such as flight, breathing fire (or the element you select), great resistance to magical and non-physical attacks, with your skin acting as natural armor. You will also be immune to attacks of your element. While transformed, the power and effectiveness of your chosen attribute will increase drastically.

Another ability is that you can transform other people into dragons, giving them a portion of your power or the power of other dragons. Depending on the number of dragons, these can become Dragon Kings or dragons of lower levels than those previously mentioned. Of course, these beings can transform into dragons, either fully or partially, and gain their abilities and advantages. Their loyalty to you will be so unwavering that it will be impossible to control them or make them betray you.

If you purchased Transcended Being, your deity will be that of a dragon.

Post-Jump, all these advantages will adapt to the jump or world you are in; for instance, you can obtain items or abilities from other worlds through missions or the shop.

Transcended Being (600 CP)

This level is beyond the mortal realm, jumper. Normally, only someone who reaches the ninth circle of magic can reach this level, but we will make an exception for you, granting you the advantages from the start.

Transcendent beings have several advantages. The first is eternal youth; their bodies remain young, halting aging. This is accompanied by an eternal lifespan (death is possible, but not of old age). Another advantage is that your body is in peak condition, with your Mana Vein firmly established, the distribution of mana throughout your body very stable, and an unlimited capacity to store mana. Because of this, your mana is pure, making your spells more powerful than those of others of the same level. Even spells from a lower circle cast by you are more powerful than spells from a higher circle cast by another mage. Your control is excellent, allowing you to conjure several spells simultaneously, your only limitation being the amount of mana you possess. As a transcendent being, you don't need incantations to cast your magic, and the power, speed, and efficiency of your spells are ten times greater. Furthermore, the mana cost of your magic is five times lower. You even have an affinity with all elements, allowing you to use various types of magic perfectly and with ease.

But best of all, your body is compatible with the use of divine magic, a magic that transcends mortal magic. This magic not only affects the reality of the world but also conceptual and abstract things like time and space. Basically, you are a demigod.

Finally, you can consider this perk as an uncapper, meaning there's no limit to how strong you can become. As a divine being, you have no limits; neither your power nor your abilities are restricted by a ceiling that prevents them from developing and becoming stronger.

Apostle of the Evil God (600 CP)

You are the chosen one of beings of great power, their apostle, their champion. But these beings are not benevolent by nature; they are malevolent, amoral, or indifferent to our moral standards.

As their apostle, you can temporarily receive a portion of their power, with the limit for a normal human being being the power of a Ninth Circle Mage. This boost will initially last 15 minutes, but as you grow stronger, not only will the duration of your ability to use this borrowed power increase, but you will also be able to draw upon more power, up to a limit of 100% of the beings' power.

Another advantage is that you will receive blessings from these beings, which are permanent advantages such as an affinity for an element, an affinity for a magic class, increased strength or mana, longevity, and so on. Best of all, these blessings will be positive for you, so you don't have to worry about receiving a curse or a blessing that has more disadvantages than advantages.

In future jumps, you can choose gods or beings of an evil nature to be their champion and receive the benefits that this entails.

Fallen Noble

Favorite Student (100 CP)

You are highly favored by professors and those who act as your mentors or superiors. You will receive help and support from these individuals, making it easy for you to obtain privileges that would be very difficult for your peers to access.

Determination (100 CP)

Your determination is on par with Rossell's. You're not someone who gives up easily; in fact, your dedication and effort to improve or achieve what you want are admirable, and it's one of your greatest strengths.

Mercenary Life (100 CP)

You have all the knowledge of a veteran mercenary: survival skills, camping outdoors, identifying edible items, negotiating with clients, and so on. This knowledge is useful if you want to start in this profession.

Rising Star (200 CP)

You're someone who rises through the ranks easily; you can start as a baron and reach the rank of duke in three years. Of course, you need to earn your place to reach that rank, but

you'll face no opposition when you're promoted, and your contributions will be given more credit than they deserve, resulting in a reward greater than it should be.

Memories of My Past Self (200 CP)

Each time you enter a time jump, even this one, you will gain the memories of a version of yourself who spent 10 years in that jump. These memories will be so detailed that you will perfectly memorize the information you obtain, although you can delete anything that is not useful.

Remember that these are not absolute; after all, if you do something significant that could affect the future, that future can change.

Dragon Bloodline (200 CP)

Dragon blood flows in your veins, making you a descendant of these beings. Your advantages include the ability to communicate with spirits, easily wield spiritual magic, and form contracts with them, especially dragon spirits. Another advantage is a lifespan three times longer than the average for your race, and you age more slowly. Another advantage of this Perk is that every dragon race and its variants, or those that share part of that race, will have a good impression of you, being able to form bonds of equals no matter how powerful those dragons or beings are, but if you are stronger, they will be more obedient and loyal to you. Also, your physical and magical abilities are twice as powerful as those of your race or your base stats. Finally, this Perk is that it can be inherited by your descendants, allowing them to take full advantage of its benefits.

Genius (400 CP)

You're a genius, and that's not just because you're the smartest student. Your analytical, comprehension, and memorization skills surpass those of other geniuses your age. You can learn in a week what would take the average person years. Your creativity, ability to connect concepts and ideas, and out-of-the-box thinking make it natural for you to create groundbreaking or revolutionary ideas. Your deductive reasoning is so precise that just a few fragments of information are enough for you to instantly grasp a situation perfectly.

The Hero (400 CP)

Your heroic actions have a greater impact than you might expect, and in a positive way. Any act of kindness or heroism you perform will have a powerful effect on those you help. Even a simple hostage rescue will lead the kingdom or nation of the people you helped to see you as a reliable ally and treat you as a hero, despite your modest action.

Good deeds are rewarded, and they will be richly rewarded.

Spirit Realm Training (400 CP)

You can transport your consciousness to an isolated world, a world similar to the Spirit Realm. In this world, which you will feel as if you were in the real world, you can use all your abilities without limitation, and you can train them. This development and the fruits of your training will be reflected in your physical body. You can enter this world at will; simply meditating or closing your eyes will grant you access. If you wish, you can bring any being or person who is spiritually connected to you.

The best part is that you can go to this world while you are sleeping, taking advantage of your body's rest time to train. But be careful, your body will be defenseless until you return. Time passes more slowly here, so one day here is equivalent to one hour in the real world.

Fast Growth (600 CP)

You're not just anyone; you're the descendant of a hero from another world. Like all travelers from other worlds, this hero possessed a powerful ability: the ability to grow stronger quickly, or in game terms, a 100x experience boost. This works for learning spells, increasing your power, and more. If you already have similar perks, these will be enhanced by this one, creating a multiplier effect.

Post-Jump, you can choose to be the descendant of a hero from the past, gaining their abilities and powers, all of which will be Fiat-Backed.

MC's Luck (600 CP)

You possess one of the most valuable powers in any manga, manhwa, or franchise: the powerful ability of Plot Armor. Your luck is beyond divine, as fate conspires to ensure everything goes your way or grants you numerous advantages, making your path to greatness as smooth as possible. You might encounter powerful mages and make a good first impression, leading them to take you on as their disciple. You might quickly and by chance discover trap-free ruins brimming with treasures and powerful artifacts, ready to be claimed by your own pocket. A rescue mission might lead you to rescue a vital member of a nation or race, earning their favor and establishing you as a trusted ally.

Mind without Limits (600 CP)

Your path through the mystical arts is defined by a four-stage process: assimilation of natural phenomena, mental image, construction of formulas, and the manifestation of mana. You possess an extraordinary aptitude for studying and training the logical aspects of magic; in fact, the deeper your understanding of natural principles, the more colossal your overall power becomes. This mastery allows you to effortlessly combine different types of magic and structure entirely new formulas. Furthermore, you gain the Mental Projection ability—an internal cognitive interface that allows you to simulate and evaluate with absolute mathematical precision how effective your abilities are and understand exactly how they function before spending a single milligram of mana.

However, the true catalyst of your power is the mental image, a gift that cannot be perfected through mere hard work, but through pure courage. You possess the absolute freedom of imagination required to shatter the boundaries of what is possible, allowing you to visualize and manifest reality-altering miracles or create concepts that have never existed in this world. This supreme command over conceptualization grants you the ability to instantly cancel or modify spells mid-cast. Moving beyond traditional spellcasting, you can channel mana directly as a dense aura around your body, exponentially reinforcing your physical durability and imbuing your melee strikes with devastating magical properties.

Commoner

Useful (100 CP)

People aren't interested in your race, gender, or any unusual (but not dangerous) ideology or behavior you might have. So, the more useful you are, the more they'll overlook things like your eccentricities and quirks, as if they didn't care about your species or any other socially unacceptable characteristic.

Veteran Spy (100 CP)

You have the knowledge and experience of a veteran spy; you know all the tricks of infiltration, communication, sabotage, sending encrypted information, etc. You're not the best, but you have the knowledge to do the job well.

Effort has its rewards (100 CP)

It's common for nobles to reap the benefits of commoners' labor without the latter receiving any recognition or reward. Luckily for you, these efforts will be rewarded, and you'll receive a fair share of the profits.

Alchemist (200 CP)

You have a general knowledge of potion-making and alchemical products. Your knowledge is broad but not profound, placing you at the level of an experienced alchemist but not a master.

Your skills include creating potions for mana restoration, wound healing, disease cures, and more. You will be highly sought after among the magic towers.

The Best of Both Races (200 CP)

You're a hybrid, but that's not inherently bad, as you have the advantages of both species without their disadvantages. You can choose two deadly species and gain the benefits of both without their weaknesses. Choose a second race for free on this jump. On future jumps, you can apply this Perk to the species you chose and an Alt-Form from previous jumps, or choose two species (though you won't be exempt from paying the CP cost).

You can customize your appearance by blending characteristics from both species or keeping the characteristics of just one.

Money=Influence (200 CP)

This perk is very simple: the more money you have, the more influence you'll have to get out of situations or gain favors. Basically, you'll use money to get your way if you can afford it.

Weapon Master (400 CP)

You possess a remarkable talent for wielding a variety of weapons, mastering any bladed weapon, and unlocking its full potential. Your dexterity extends to both hands, making you an ambidextrous warrior.

Master Blacksmith (400 CP)

You possess smithing skills at the level of a master smith of the Dwarven race. These smiths not only create top-tier weapons but also weapons imbued with magical properties, granting them special abilities. Depending on the materials you have, you could create powerful weapons—not on the level of a Mythical Relic, but very useful nonetheless.

Archaeologist (400 CP)

You're the Indiana Jones of this world, an expert in exploring ruins, a history scholar with extensive knowledge of different cultures, and a polyglot fluent in several languages, even ancient ones. Exploring ruins is second nature to you, as you possess the experience and ingenuity of a true veteran.

Revolutionary Merchant (600 CP)

Commoners don't have much luck; after all, they have to earn their bread through their own hard work. But that doesn't mean being born into this class means you'll live humbly forever. You have options to rise to the top without being born with a silver spoon in your mouth, and one of them is becoming a skilled merchant.

You're a business genius, whether it's finding golden opportunities that will fill you with gold coins or knowing how to read the market to invest in a product or service and monopolize its sale. Even obtaining the patronage and protection of nobles or people in power is a piece of cake for you, thanks to your smooth talk, as well as your ability to know what people want, allowing you to steer negotiations in their favor so they align themselves with you.

Spatial Magic (600 CP)

A very rare ability, this skill allows you to open portals that absorb any magic or attack and release it through another portal, the location of which you choose, allowing you to reflect the attack back at it. Another function is the ability to open portals to travel to specific destinations, such as moving from point A to point B by connecting two portals. You can use this to connect two portals and use them creatively, like opening a portal at the bottom of the ocean to release all that water at a specific point, generating a massive flood.

Regardless of whether you are a mage or not, you can use this skill without spending mana or any other type of energy. Despite being a "broken" skill, it has its limitations. The first is that you don't have complete spatial control, so to teleport to other places, you must have visited that location previously. Another limitation is that you will have to be close to one of the portals you open, with the maximum distance being about ten meters, so if you open portal A and portal B, one of the portals must be within the mentioned distance.

Sword Master (600 CP)

You are an expert swordsman, not quite at the level of a master, but your mastery is superior. Without unnecessary movements and with pinpoint precision, your swordsmanship skills are magnificent.

You may not be superhuman, but your sword technique is on par with one. Even learning new styles and making them more powerful (by removing flaws or unnecessary movements) comes easily to you. The best part is that you can create entirely new styles using various styles as a base, generating something with all the advantages of the aforementioned styles without their weaknesses. You can even create variations of that definitive style, weaker versions that focus on a single factor, such as strength, speed, defense, etc. Your knowledge and creativity are the only limits.

As a bonus, each sword is an extension of yourself, so using them is as natural as breathing, at least in your case.

If swords aren't your thing, you can choose another weapon.

Noble

Incognito (100 CP)

You're good at blending in and mingling with the crowd without being noticed, as long as you don't do anything to draw attention to yourself. Even if you're a well-known figure in the community, covering your face with a hood is enough to remain undetected and avoid attracting the attention of passersby.

Nepotism (100 CP)

No matter how useless you are, you'll always be selected for high-level, but not key, positions. Whether it's the head of an area or department, the mayor of a city, or the vice dean of an academy, you're someone who, because of your last name and family connections, can occupy those positions.

Bet Maker (100 CP)

As long as you offer something of value, you can make a bet with another person, who will honor their word regardless of whether the bet is written or verbal. Both parties will respect the terms of the bet and will fulfill their part of the bargain if they lose honestly.

Double Casting (200 CP)

Mages who can use dual incantations are rare, being geniuses. Like them, you can invoke two spells or magics at once. The speed and power of the spells will not be diminished, even if you invoke two powerful spells simultaneously.

If your calling is not to be a magician, but a warrior, you are ambidextrous, having excellent control in both hands.

The Successor (200 CP)

You're the first person they think of when they need to delegate a position or title. Whether it's being the heir to a noble house or the royal family, or the successor to a master of a magic tower, etc., you're the person they think is the right person to inherit that position. But this Perk won't give you the skills to perform that role, so you'll have to work hard.

Get Away with Murder (200 CP)

As long as your crime isn't too serious (meaning your victim isn't someone of a higher rank or someone connected to people of that rank), you'll be pardoned, or the punishment will be very light compared to what you deserve.

But be careful, if you commit these crimes repeatedly, this protection won't be as effective.

Spiritualist (400 CP)

Unlike conventional mages, who rely entirely on the study and training of formulas, you were born with the exceedingly rare and exclusive gift required to communicate and interact with the spirit world. Your soul possesses a perfect and absolute affinity with all four primordial elements (fire, water, earth, and air), allowing you to freely summon the entities that govern them and channel their immense elemental power through yourself to unleash devastating destruction or shape nature to your whim; a mystical bond so deep that, in dire straits, it grants you the ultimate capacity to invoke the very avatar of a Spirit King, manifesting a colossal entity of near-divine power to fight alongside you on the battlefield.

Military Strategist (400 CP)

Like any seasoned general, you possess a remarkable military mind. You are equally adept at managing armies and planning large-scale battle strategies, yet you also adapt well to smaller-scale engagements. Whether it's logistics, planning, leadership, administration, or soldier training, you are the ideal person for the job.

Mage Above Mages (400 CP)

Like the prodigy of the Tower of Lance, you are a genius who learns faster than your peers, mastering and perfecting magic more quickly than others, and advancing rapidly through more advanced circles. A talent like yours, combined with training, will take you to the Eighth Circle of Magic in less than two decades.

Royal (600 CP)

Congratulations, jumper! You're now part of the royal family of the kingdom you're in.

Regardless of nation or species, you're royalty. Unfortunately, you won't be next in line to the throne, but if you play your cards right, you could become the next ruler.

The value of this perk is that, as part of the nobility, you can reap all its benefits. And if you don't get involved in the power struggle, you won't have to worry about personal attacks or responsibilities imposed by your status.

Post-jump, you can choose to belong to any royal family, as long as they are mortal. You will inherit the race or species, as well as any unique abilities of that lineage, but these will not be Fiat-Backed.

But the best part of this Perk is that your charisma will be boosted; you have an aura of authority that makes those weaker than your own will submit to you. In all other cases, you will be seen as majestic and dignified, as every king should be. For aesthetic purposes, you can have this aura be purple or any color you choose.

Enlightened (600 CP)

You are not just any mage; you are one of the few who have reached the level of a Tower Master. The Sixth Circle is a goal few mages achieve, already considered powerful weapons by their respective kingdoms. As a Sixth Circle mage, you have overcome a barrier that many cannot pass, but you were able to overcome that obstacle. Post-Jump, you will be at that level in any world you are in. To give an example, this is the rank a Shichibukai would have in One Piece or an S-Rank Hunter in Solo Leveling.

Political Games (600 CP)

A nobleman's most powerful weapon isn't magic or the sword, but rather his ability to read the political landscape in which he's embroiled. Like all those cunning nobles, you know how to play the political game, but beyond that, you know how to gain an advantage by using the same rules. Manipulating people to climb the ranks or obtain benefits, crafting long-term plans to seize the throne of a kingdom—these are the kinds of things that come naturally to you. Even your enemies will see you as a formidable opponent, as you're several steps ahead. As a bonus, you're good at seeing people's true intentions. No matter how well they act or how perfect their mask is, discerning their true nature is simple enough for you; you can deduce it with a single glance.

Items

All items are discounted to the appropriate origin. Discounted 100 CP items are free instead. You can connect all your properties and facilities to your Warehouse if you want. You can import your items from previous jumps and add effects to them from the ones you purchased in this section, for free.

General

Dragon-Devouring Mage (Free)

The complete series of this Manhwa. You can choose the format you want.

Welcome Package (Free)

Everything you'd need to get started in a new world. Comfortable clothes to blend in with the crowd, citizenship papers, a week's supply of rations and drinking water, and finally, the equivalent of \$10,000 to survive. Consider it a gift from me.

Fake Card (Free)

Forged documents are useful if you want to infiltrate a kingdom or city incognito. Despite being forged, their appearance of authenticity is guaranteed, making it very difficult to prove they are fake.

Magic Stones (100 CP)

A large quantity of magic stones, one hundred to be precise. 40% will be Lowest Grade, 30% Low Grade, 15% Intermediate Grade, 10% Advanced Grade, and 5% Highest Grade. The mana in the magic stones is so pure that it would be more accurate to call it condensed mana in crystalline form. It has a reddish color like a ruby. These are restocked every year.

Tower Robe (100 CP)

Congratulations, jumper! You are now a member of a magic tower of your choice. This uniform certifies your membership, granting you the benefits and obligations of any mage belonging to a magic tower.

In future jumps, you can choose to join any group you wish.

In either case, you will start at the bottom, so if you want to reach the top, you'll have to work your way up.

Gold (100 CP)

A small fortune that allows you to live a lavish life for a whole year. If you're frugal with your spending, it can last you twenty years.

Title (200 CP - Free to Noble)

A noble title, but it won't grant you land; you'll be just another landless noble. You'll start as a baron, but you can climb to higher ranks if you strive.

In future jumps, you can hold positions equal to or equivalent to that of a baron, depending on your location.

Magic Scroll (200 CP)

One hundred Magic Scrolls, each with a different magic. 25% will be first circle magic, 20% second circle magic, 15% intermediate third circle magic, 10% fourth circle magic, 10% fifth circle magic, 5% sixth circle magic, 4% seventh circle magic, and 1% eighth circle magic. Each Magic Scroll can be activated and used once; after use, the Scroll is lost. These are restocked every year.

Golem Squad (200 CP)

A group of twenty-four golems, each possessing the power of a Third Circle mage and specializing in a single magical element, their composition reflecting that element. The golems follow only simple instructions, such as attack and defend; expect nothing more. Each has a special magic stone embedded within it, granting them unlimited mana for their operation, though this is its sole function, rendering it useless for anything else.

Magic Tower (400 CP)

Magic towers are places where skilled mages gather to share their knowledge and deepen their magical understanding. You own a magic tower—your very own. In the "Magic Tower" section, you can purchase options to customize it to your liking.

The area of your magic tower will cover 50 square kilometers, providing ample space to accommodate the options offered in each section. The tower itself will have 100 floors, which you can arrange as you wish, covering an area of 10 square kilometers. To travel between floors, you can use artifacts within the tower similar to Warp Gates, allowing you to move between floors simply by crossing the portal. You can also use a kind of magic elevator or the classic stairs.

You can arrange the floors and offices of your tower to your liking. All members, staff, etc., of your tower will be considered followers.

Warp Gate (400 CP)

These portals are a kind of archway imbued with magic, allowing you to travel any distance simply by passing through one arch and exiting through another archway in a different location, as long as both are connected. It's more like crossing a portal from point A to point B than teleportation. You'll receive two portals to place at two points in the world of your choosing. But if you do own one, you can install as many portals as you want, but they must be connected to another portal to function, so a single portal can only take you to one point at a time.

Dragon King Fragment (400 CP)

A fragment of a dragon king, be it its horn, scales, heart, etc. This powerful object possesses the properties of the dragon element from which it originates. By absorbing this object, you will gain mastery over the element corresponding to the fragment of this dragon part. Another advantage is that by absorbing this fragment, you will also gain the ability to temporarily transform into a dragon, absorbing its essence and having dragon blood in your veins, becoming part dragon.

You will receive 9 fragments of the element of your choice. The available elements are fire, water, lightning, earth, ice, darkness, light, and wind. Each fragment will be replaced after use on the next jump; fragments of the same element cannot be accumulated.

My Land (600 CP)

A vast territory with an area of 20,000,000 square kilometers, without any infrastructure or buildings, but with a wealth of natural resources.

These virgin lands have different areas where you can fully exploit their resources. Vast fertile farmland, suitable for all types of crops and grazing, as well as forests with a large number of trees and vegetation composed of various useful plants, and large lakes with drinking water.

It also has mountains filled with various mineral resources and metals such as iron, gold, silver, platinum, coal, and precious stones (rubies, sapphires, emeralds), as well as magical metals such as mithril and orichalcum.

Finally, it has a coastline with access to the sea, making it a strategic location for establishing a port and obtaining maritime resources.

The resources extracted here will be unlimited, so you can extract as many as you can. Any construction you make in this territory will gain Fiat Backing, and any citizen you register will be considered a follower.

Promise with the 4 Spirits Kings (600 CP)

An accessory shaped like a flower with rainbow colors. The function of this object is that you can call upon the avatars of the four spirit kings, who represent the four elements. Their individual power rivals that of an eighth-circle mage, capable of destroying entire armies in a matter of seconds. You can summon these beings once a year.

Mythical Relic (600 CP)

A relic from the mythological era, even the weakest ones are on par with a seventh-circle mage. These relics have diverse effects, such as being able to pierce any magical defense or unleash an attack so powerful it could rival the destructive power of an eighth-circle mage. What makes these objects so powerful is that they are imbued with divine power, which is superior to mana. To be clearer, an attack made with divine power will be more powerful than an attack made with mana. Therefore, divine power would be the energy of the gods, surpassing mana and aura. The divine power in the relic is not unlimited, but it will regenerate completely after 24 hours.

Fallen Noble

Compass (100 CP)

This compass has the ability to detect treasures, be they jewels, precious stones, artifacts, magical relics, or objects of great power such as the essences of dragon kings. Very useful for those who venture out in search of treasure.

Map (100 CP)

A detailed world map, at first glance appearing to be an ordinary piece of paper, has specific locations marked. These locations are hidden temples, lost ruins, and all those places concealed from public view. The likelihood that they are filled with treasures and powerful magical artifacts is assured, but whether these are free of traps is beyond the scope of this object.

Pair of Eros and Psyche's Rings (100 CP)

A pair of beautifully adorned rings, each with a different colored stone (red and blue). Anyone possessing the ring can teleport to the other wearer's side, regardless of location or distance. This ability can be used an unlimited number of times.

Books of Over Vein and Wizard Body (200 CP)

Two ancient books offer the answer to a problem that remains unsolved: Mana Vein Narrowing. The first book, "Over Vein", explains how to train the physical body and expand the mana vein. The second book, "Wizard Body", explains how to replace muscle tissue with a portion of the mana vein. In other words, the stronger you make your body, the stronger your mana vein will become. This method is 100% effective regardless of age or species.

Cloudy Ring.(200 CP)

A powerful ring with the lightning attribute. The ring can transform into a cloud that unleashes a powerful beam capable of damaging a 7-circle target. It doesn't use mana but can be used once per day.

Ring from Mother (200 CP)

It's an ordinary ring, easily mistaken for a trinket. But this ring has a very useful function: the classic 1-Up. You can use it once per jump or every ten years, whichever comes first.

Personal Villa (400 CP)

A luxurious mansion, complete with gardens, training grounds, and everything a duke's mansion could be desired to hold. The estate covers 1,000,000 square meters.

The residence boasts every amenity a nobleman could wish for, furnished and adorned with luxuries typically found only in the royal palace of a powerful nation.

The residence can accommodate a thousand guests in spacious rooms, not counting your own room and those of your family and close associates, which will be even larger and more luxurious. It also has residences for staff and guards, offering a choice of shared or private rooms.

Finally, it is protected by a magical barrier that maintains the mansion, ensuring its upkeep and repairs, keeping it looking brand new at all times.

Anyone formally residing in the mansion will be considered a follower. The facilities will be adapted to the technological level of the world where you are located; if you wish, you can choose the most advanced one you have been in, even if it is a leap from the medieval era.

Special Dragon Wings (400 CP)

A mage's cloak in the color of your choice. This cloak, besides granting you great magical protection against your chosen element, can transform into dragon wings that allow you to fly at speeds equivalent to Mach 1 (approximately 1,235 km/h), protecting you from injury while flying at such high speeds.

But the best part is that its true form is that of a dragon spirit of your chosen element. This spirit can transform into its full dragon form, becoming as powerful as a 5th circle mage.

The dragon spirit will be treated as a follower.

Gift from Dark Dragon (400 CP)

All the treasure amassed by the Dark Dragon King, an immense amount worth a trillion dollars, it's filled with gold coins, jewels, and precious stones. There are also ancient eighth-level magic scrolls, a total of twelve: two each for fire, water, ice, lightning, earth, and wind magic. The instructions are so clear and precise that anyone could understand and learn how to use these.

Transcender Dreams Book (600 CP)

This book contains the most powerful magic, a magic that allows the manipulation of reality beyond logic. This magic allows the user to use their mana to manipulate reality, a level of manipulation far more complex than that of traditional mages, capable of incredible feats such as temporarily transforming the user into a natural disaster like a giant wave that can completely flood a kingdom. The magic can convert matter, transforming the user's body into a magical element like fire, making their body intangible, or even transforming them into a powerful attack. It can even create life, but this type of magic consumes a great deal of mana and is more complex.

Unlike the canonical book, the instructions in this book also provide safeguards to avoid any risks when using this magic, such as transforming your body into fire and being unable to revert to your original form.

Brahmastra (600 CP)

A powerful weapon crafted with the aid of the gods and elemental kings. It is the most powerful divine weapon, yet difficult to wield. This weapon takes the form of a spear made of fire, its heat far exceeding that of the sun, but it does not harm the user when wielded.

This weapon can destroy any being, regardless of its defenses or whether it is a conceptual being or of a universal or higher scale. It can even pierce and destroy abstract concepts such as time and space. When launched at your target, this attack will have 100% accuracy, its destructive power being so immense that it will annihilate the target on the first attempt, making it impossible to defend against or resist.

Being bound to you, you can summon it at will, but using it will result in a one-day cooldown.

Crown of Solomon (600 CP)

An object shaped like a small crown, though you can change its appearance into a more wearable diadem or crown, or even a ring. The crown is indestructible and spiritually linked to you, allowing you to summon it at will. It is impossible to steal or destroy.

The crown has several abilities. The first allows you to boost the user's power by 5; if you have the "Divine Dragon King System," this increases tenfold. Another function is to enhance parallel thinking and increase calculation speed, allowing you to create spell formulas and attack with greater precision and speed, while expending minimal mana (making you more efficient in the use of spells and magic). It also accelerates thought processes, allowing you to perceive the flow of time more slowly and granting superhuman reflexes. Think of it as having a powerful AI assisting you (like the "Rafael" ability from Slime Tensei, but without speech or ego). The third advantage is that it also makes you immune to all kinds of curses and madness effects, keeping your mind calm and sane. It also grants resistance to mind control magic and illusions.

Commoner

A House (100 CP)

A comfortable house equipped with everything necessary for a person to live comfortably. Tax-free and with all paperwork up to date.

Hot Spring (100 CP)

Thermal baths, large enough for four people at a time. They don't have magical properties, but they are relaxing and help relieve fatigue. The water is automatically maintained, so all you have to do is relax and enjoy.

Liquor made with the Water of Spirits (100 CP)

A special liqueur, so exquisite that kings and emperors would offer fortunes for a bottle. It has no special properties, except for its flavor and all those characteristics that a wine expert could explain. You will receive 12 bottles each jump.

Weapon Collections (200 CP)

A large collection of different weapons, including a wide variety of swords, maces, shields, spears, etc. The quality of the weapons is average, but the quantity exceeds two thousand.

Altar (200 CP)

An altar crafted and decorated with such detail that it could be mistaken for the work of a dwarf. This statue possesses no magical properties, but placing it in a city will have a positive effect on the inhabitants, reducing their stress and anxiety levels.

Books on The Art of Weapons (200 CP)

A collection of books with instructions for learning to use different types of weapons. The books contain various techniques, from the most basic to those used by warriors as powerful as a fifth-circle mage.

The number of books will vary depending on the different weapons available in the world you are in.

Workshop (400 CP)

A workshop equipped with everything a blacksmith, or artisan of any profession you choose, could wish for. The workshop boasts an abundance of materials (both common and rare), as well as ample physical space, making it more like a large guild or factory, comfortably accommodating up to one hundred people. Technologically, all its equipment is top-of-the-line, ensuring all your creations are innovative, inexpensive, and of high quality.

Mithril Armor (400 CP)

A powerful mithril armor that can tank and withstand attacks from a sixth-circle mage or lower. The only way you can be harmed is by an attack from an eighth-circle mage or higher, or someone of equivalent power.

The armor fits your body and, due to its magical properties, requires no maintenance.

Tartanos Keystones (400 CP)

Powerful chains that can seal a mage's power up to the eighth circle, but are ineffective against mages of the ninth circle or higher. Restricted by the chains, the mage will be as weak as a normal human, losing all their magical abilities.

This item also works on other powerful beings who do not use magic, but rather other forms of energy. You will receive two chains.

Business (600 CP)

Your own nationwide business. You can choose the industry you like best, adapting the infrastructure to your chosen business. This business will generate annual profits equivalent to billions of dollars. You'll also have branches spread throughout the kingdom or nation where you are located, choosing the location of the headquarters. Along with the buildings, you'll also have all the equipment and personnel necessary to run your business, all top-of-the-line, so that your product or service stands out from the competition for its quality. In future jumps, the business will be updated to adapt to the world you're in.

Corrupted Sword (600 CP)

A powerful sword forged from dragon bones and the sacrificed lives of ten sixth-circle mages, this is the most powerful anti-mage weapon, dealing triple damage to magic users. The sword can pierce any magical defense and is indestructible, impossible to destroy or damage. It will always be in optimal condition, requiring no maintenance.

The weapon can only be used by you or those you authorize. If you wish, you can change the weapon; you can choose an axe, bow, etc.

Resistant Armor (600 CP)

This powerful and resilient armor is the ultimate armor. To begin with, it can withstand and tank attacks from an eighth-circle mage or their equivalent without issue. It can even endure some attacks from a ninth-circle mage using powerful and destructive magic, although consecutive attacks could destroy the armor, which is unlikely since few mortals possess that power. The armor is also resistant to various types of magic, including curses and status effects such as illusions.

The armor fits your body and, due to its magical properties, requires no maintenance.

Noble

Communication Crystal (100 CP)

Two circular, transparent crystals, each about the size of a basketball, are communication crystals that you can use to communicate with the person who has the other crystal, regardless of distance. The communication is like a video call. You don't need magic to activate these crystals.

Hair Accessory (100 CP)

An elegant hair accessory, which, apart from having a beautiful design, has the property of making its wearer immune to any type of poison.

Ring of Disguise (100 CP)

A magic ring that allows you to transform your appearance, as well as conceal your scent and change your voice. This ring is perfect for going incognito. You don't need mana to activate the ring; it activates as soon as you put it on. You can only choose one transformation option.

Pills of Mana -Enchancing Drug (200 CP)

A special mana pill that will allow you to temporarily ascend to a similar circle or level. The drawback is that its duration will be, at most, 2 minutes.

You will receive 12 of these pills per year.

Military Merit Medal (200 CP)

A decorative medal, this badge will make you look like a valiant warrior who has contributed to your kingdom—something to be proud of. Whenever you wear this medal openly, people's respect for you will increase, seeing you as a national hero.

Spirit Pass (200 CP)

A flower-shaped jewel imbued with the power of the four spirit kings (fire, water, earth, and air), which allows you to freely enter and exit the spirit world, a realm inhabited by spirits of different elements, and especially the four spirit kings, though it's more accurate to call them avatars, as they are more concepts than beings.

Royal Pardon (400 CP)

A royal pardon that will forgive you for any crime you've committed, be it treason, regicide, or assassination. This pardon can only be used 10 times per jump, and it's a true pardon that will free you from any legal consequences. But don't think you'll be socially protected; you'll be judged in noble circles as the criminal you are, so you won't escape social condemnation.

Treasure Vault (400 CP)

An immense vault or storeroom, with a surface area of 10,000 square meters. This place is protected by various magics and spells, making it impossible to force open, even for someone who has reached the ninth circle of magic.

This vault can only be opened by you and those you authorize. You can divide the space into sections, each to be assigned to a different type or classification of treasure you will store.

You can choose to have this vault connected to your warehouse, located within one of your properties, or in a separate, hidden location—it's up to you.

Moon Crystal (400 CP)

Beastmen are a race of beasts with the ability to use Beastification, a skill that doubles their base power. They also possess another ability, Moon Beastification, which triples their normal Beastification power, but only during a full moon. However, in both transformations, they cannot surpass the power of a ninth-circle mage.

This crystal allows the use of Moon Beastification at any time, lasting up to one hour. The area of effect covers one square kilometer.

Arondight (600 CP)

A sacred sword that is the perfect counter to dragons, its attack being highly effective against this race and slowing their regeneration. This legendary sword also has the effect of

healing wounds and restoring stamina to those considered allies by the user. Unlike the original, you won't have to use your stamina to share it with others, as it is a sword with healing magic properties, capable of even rapidly regenerating amputated limbs. The weapon can only be used by you or those you authorize. If you wish, you can change the weapon; you can choose an axe, bow, etc. The weapon is indestructible, requiring no maintenance as it is always in optimal condition.

Sewing Things of Arachne (600 CP)

A relic from the mythological era, unique and incredibly powerful. It consists of a dagger that cuts through space and a needle connected by a chain. If you imbue it with mana, it can stitch that space together.

Essentially, it can open portals to other places by cutting through space and connecting it. Useful for surprise attacks, escapes, or defense. The mana required to activate its ability is minimal, allowing you to use it as many times as you want.

Castle (600 CP)

A grand castle, fit for royalty. It covers an area of 1,000,000 square meters and has various facilities such as meeting rooms, a grand throne room, barracks, training grounds, and more. Both the architecture and interior design are among the most elegant, equipped with high-quality and elegant furniture, artwork, and other items.

The castle is protected by a powerful barrier that can repel attacks from Eighth Circle Mages, as well as resist a few higher-level attacks from those mentioned above.

It also has a barrier to detect intruders or people with malicious intent. It has several maintenance and repair spells, giving it a new or newly built appearance.

Magic Tower Section

In this section, you can customize your magic tower to your liking, offering a wide variety of options that may interest you.

Have 1500 TP (Tower Points). You can convert CP to TP at a 1:2 ratio, but not vice versa.

Name and Emblem (Free)

You can choose the name and symbol of your magic tower, and even the design of its uniform. You receive an unlimited number of uniforms, but they can only be given to you and your members. You can customize the uniforms or clothing according to each member's rank.

Papers in order (Free)

Your tower is exempt from any taxes or obligations to the country where it is located (unless that country is on your property). You are not accountable to anyone, nor are you obligated to follow orders from the nobles or authorities of the country or nation where you are located; even your members enjoy this benefit. However, this does not make you immune from the law for criminal offenses such as theft, murder, etc.

Field (Free)

You can choose a discipline in which your tower excels, be it combat, alchemy, spell research, etc. Choose the area you like best.

Magic Type (Free)

As mages, you'll always have a variety of spells or elements of your affinity for, but in each tower, you'll also see that a majority of mages wield a particular element. You can choose for all your mages to have an affinity for the fire element, or for most of them to have an affinity for this element.

As a bonus, any magic of that element will be 30% more powerful and effective, with lower mana consumption. This applies to both you and your party members.

Facilities (Free)

Magic towers bring together many mages, so it's essential that they have the necessary facilities to nurture their knowledge and provide a suitable working environment. Your tower boasts numerous amenities, including individual rooms for members, common meeting areas, alchemy laboratories, libraries, offices for high-ranking members, cafeterias, living quarters, research rooms, and more. Your tower has everything a mage needs, but it's at an average level, so don't expect anything extraordinary.

Reputation (100 TP)

Your tower's reputation is impeccable. Both you and your members enjoy an excellent public image. Perhaps your tower isn't the most powerful, but most mages would consider it their first choice when deciding which magical tower to join. Even clients or sponsors would prefer your tower over others, unless another tower excels in a particular field that is crucial to that sponsorship or job.

Your tower has no enemies or organizations that harbor hostility toward you or your members. At worst, the relationship will be neutral, but it can always be improved.

Without Conflict (100 TP)

There are no internal conflicts or power struggles between you and your team members. Hierarchy is respected, and there are no power struggles or harassment of subordinates by superiors. They aren't a family, but the work environment in the tower is ideal, prioritizing professionalism over pointless fights fueled by ego or greed.

Security and Surveillance System (100 TP)

Your tower has an impenetrable security system that can detect any intruder, as well as any potentially harmful element that might enter your tower, such as a cursed object. The magic protecting your tower is 100% effective, with surveillance systems recording at all times. Basically, your tower is the safest place in the world.

Magic Academies (100 TP)

Your tower has affiliated academies, under your control, that recruit and nurture promising young talents to become mages within your tower. The school has everything students need to study without difficulty: equipment, facilities, and teachers. Also, everything will be at a very good level, so the expected results are the same as those of a first-rate academy. The best part is that loyalty to your tower will be subtly instilled in your students, as all academy staff are either mages or individuals affiliated with and loyal to your tower. Therefore, in the worst-case scenario, 80% of graduates will join your academy, indicating that other towers recruited the graduates, even though the best will choose your tower.

Residences (100 TP)

Your tower has residential facilities for each member. Individual rooms, more like apartments, with a bedroom, bathroom, and a sort of personal study. Each room will be assigned to a member, who will be considered a follower. There will also be a room for you and your companions, larger and with more rooms to use as you wish.

Luxurious (200 TP)

Everything about your tower—the building, facilities, equipment, furniture, and so on—is extremely luxurious, even envied by the wealthiest kings on the continent. Its design is a masterpiece, a blend of opulence and exquisite, meticulously detailed craftsmanship.

Various Specializations Field (200 TP)

Your tower doesn't specialize in just one field, but in all of them. Whether it's research, alchemy, combat, etc., your tower is at the top in every area, making it the most multifaceted and versatile tower, and still excelling in all fields.

The members of your tower specialize in one or more of these areas and are distributed to perform those tasks.

Top-Level (200 TP)

The staff of your tower and its members, whether they work in the tower itself or in affiliated locations or branches, are top-tier professionals in their respective fields. This includes every role they hold, be they researchers, guards, combat mages, etc.; all will be experts in their area, capable of reaching high positions with their talents if they were in other towers.

Basically, you have the best of the best, with most of your novice mages being fifth-circle mages, the veterans sixth-circle mages, and the executives seventh-circle mages (this level being considered superhuman).

Top Quality (200 TP)

The quality of your facilities, equipment, etc., is top-notch. Even your mages members' uniforms have enchantments that protect them from magical damage.

If your magical tower were a computer scientist with their computer, the computer would be state-of-the-art, equivalent to a supercomputer.

Loyal Members (200 TP)

The members of your tower are completely loyal to you and your magic tower. They see you as a great leader and the magic tower as their home; they even see each other as family. No matter how horrific the interrogation, they will not give up any information. And even if offered fortunes in exchange for their loyalty or betrayal, they will remain loyal to you and the tower.

Resources (400 TP)

Your magic tower boasts an abundance of resources, so many that they seem endless.

Whether it's food for your members, equipment, magical artifacts, potion ingredients, research materials, and more, it's as if you have endless warehouses that never run dry. The variety is so vast that no matter how rare a material is, you'll find it—as much as you need at any given time.

Learning Enhancement (400 TP)

Mages are beings with an insatiable hunger for knowledge, obsessed with learning and acquiring wisdom. Within your tower, all members, including you, will have a 100x learning multiplier, meaning their ability to learn and understand anything will be one hundred times faster when studying within your tower or at an affiliated location or branch. This advantage will apply whether they are studying or researching a specific topic.

Great Library (400 TP)

The libraries of the magic towers boast a vast collection of books, including many contributed by past and present generations of tower members, and even contain public information or information shared with other towers. But your tower's library goes beyond that, holding all existing knowledge in the world, be it about magic, auras, sciences, and more. In future jumps, you can change the format of the books, adapting them to the world you're in or whatever suits you best.

Training Rooms (400 TP)

Your tower has training rooms for your tower members and for you. These training rooms will have various modes with the corresponding equipment, perfectly tailored to each individual, providing meticulously detailed, personalized training for each mage.

There are several training rooms (approximately 1,000), which can be used individually or in groups of up to 10 people, offering ample space for free movement. These can also be used as combat arenas between mages, as their walls are incredibly resistant, capable of withstanding even the destructive power of a ninth-circle mage.

In future jumps, the training rooms can be used to surpass levels beyond the ninth circle; even beings of universal power will be able to train there to become stronger.

Guardian Beasts (400 TP)

Your tower is protected by a monster or being as powerful as a dragon, at a level equivalent to an eighth-circle mage. This being, which you can choose as you wish, will protect the tower from any enemy or invader. This being will only follow your orders, being completely loyal to you. You can even send it to protect your members who are outside the tower, as if it were a guardian, although this would leave your tower without its guardian. This guardian can be considered a follower.

Economic Power (600 TP)

Your tower is an economic powerhouse, holding numerous contracts with kingdoms and nations, and has amassed a fortune in gold that surpasses even the treasury of a nation as powerful as the Kingdom of Endymion. It also possesses a wealth of treasures, including jewels, rare and powerful magical artifacts, and various relics from the mythological era.

All Magic Types (600 TP)

All members of your tower, including yourself, have an affinity for all elements, including elemental ones like lightning and ice, among others. This affinity extends beyond the elements themselves to various types of magic and their derivatives, such as alchemy, attack magic, defense magic, summoning, and more.

This affinity will not only allow your mages to learn these types of magic faster, but their effectiveness, control, and power will also be 100% greater than that of a normal mage. Mana consumption will also be lower, making them completely efficient by using only the minimum necessary, without wasting mana.

Protective Shield (600 TP)

Your magic tower is protected by a magic shield that protects against any type of attack, even those beyond the attack of a ninth-level mage. It is impossible to penetrate this barrier.

Branches (600 TP)

Your tower has several branches, as well as properties to be used as strategic points, such as a place to gather information, among other things. It will have enough branches and properties to have a presence throughout the world (or multiple worlds if the scale of the jump you're in is universal). Each branch will benefit from all the options you purchase in this section.

Strengthening (600 TP)

All your members will receive a power boost of one circle above their current level, and you will also benefit from this. For example, if a member is a fourth-circle mage, their power will be increased to that of a fifth-circle mage, granting them better control over it. This will work both inside and outside your tower, regardless of how far you or your members are from it. In future jumps, this power boost will be a tenfold increase, making you ten times more powerful. Using stats as an indicator, all the stats of your tower members and your own will be multiplied by 10.

Companions

Import (Free/100 CP per)

You can import up to 8 people for free, but by paying 100 CP for each, they will receive 300 CP to spend on this document.

Canon Companions (Free/100 CP per)

If you manage to convince them, you can recruit any character from the series as a partner. If you pay about 100 CP, you will have a favorable first meeting, which in a short time will turn into a friendship.

Minion (100 CP)

A loyal lackey who will obey and follow you everywhere. This person isn't much to look at; at most, they're a first-circle mage or a knight's apprentice. But their loyalty makes up for their lack of skill. You can customize their appearance and personality to your liking.

A Nameless Mercenary (100 CP)

A low-level mercenary who will be your bodyguard. He's not strong; at best, he's on par with a first-circle mage. He's a man of few words and only knows how to follow orders. Don't expect much from this person, except that he'll be willing to die for you and will protect you with all his might. You can customize their appearance and personality to your liking.

My Friend (100 CP)

A friend who will be there for you through thick and thin. While its loyalty, it will stem primarily from friendship, creating a relationship of equals. Someone you can have fun with, talk to, and spend time with. You can customize their appearance and personality to your liking.

Dragon Spirit (200 CP - Free "Dragon Bloodline")

A spirit of fire (or any element you choose) in the form of a small dragon. This being is at most as strong as a second-circle mage, but with effort can become as strong as a fifth-circle mage.

The dragon can only be seen by those you allow it to reveal itself to, or by people with an affinity for spirit magic. You can customize their appearance and personality to your liking.

Black Mage (200 CP)

A dark wizard who has reached the fourth circle. Possessing great knowledge of curses and necromancy (for someone of his level). Despite being a somewhat twisted being, he has sworn his loyalty to you and will therefore obey you blindly, to the point of fanaticism. You can customize their appearance and personality to your liking.

Senior (200 CP)

A senior mage or warrior of the fifth circle or equivalent level. This type is the classic, reliable senior who protects their junior, and will therefore have a loyal, comradely bond with you. They will also be a great help to your growth, accompanying you on all your missions and providing you with support. You can customize their appearance and personality to your liking.

Noble Friend (400 CP)

A nobleman at the rank of Marquis. This person will be your patron, your provider, and your advocate in noble or political circles. Essentially, your backer.

This individual will not possess territory per se, but will have the title and resources expected of a nobleman of this rank. In worlds without a noble system, these individuals will hold equivalent power or hierarchy. You can customize their appearance and personality to your liking.

Dragon King Second Generation (400 CP - Discount if you purchased "Divine Dragon King System").

A person (Human, Beastman, or Elf) with dragon blood. This person is a candidate to become a second-generation Dragon King, not a pure dragon, but someone with the potential to be as strong as a Dragon King (reaching the eighth circle, even being at the pinnacle of this level).

Like all Dragon Kings, they will specialize in an element and will be able to transform fully or partially into a dragon. At a minimum, their power at the beginning will be at the level of a sixth-circle Mage.

Their loyalty to you will be absolute, so despite their rank as King, they will see you as their master. You can customize their appearance and personality to your liking.

Master (400 CP)

A seventh-circle master or warrior of equivalent level. This superhuman will be your teacher, guide, and protector, and you will be their favored disciple. As someone with such power, few will dare to cross you, and they can get you out of many tight spots, being considered VIP superhumans everywhere.

Although not your subordinate, this person will be someone you can trust completely, just as Daria was to Russell, so they will help you in any way they can and protect you with their life. You can customize their appearance and personality to your liking.

Dragon King (600 CP - Discount if you purchased "Divine Dragon King System")

A powerful Dragon King representing a particular element (Fire, Water, Ice, Wind, Earth, Lightning, etc.). This powerful dragon resides at the apex of the eighth circle, making him a formidable ally capable of easily destroying a country.

The dragon is completely loyal to you, obeying no orders other than yours, even those of the Dragon Emperor. He can take human form, dragon form, or transform partially. You can customize their appearance and personality to your liking.

My Prince/Princess (600 CP)

One of the greatest political allies you can acquire in this section. This person is part of the royal family of your chosen country (whether the Empire, the Kingdom of Endilion, or other locations). This person will at most possess the power of a sixth-circle mage or its equivalent if they are a swordsman or warrior, but they have other advantages. They possess the "Royal" and "Political Games" perks, so the 600 CP is not an unreasonable price. Besides being loyal to you, you can choose the type of relationship you two will have: friendship, love, family, etc. You can customize their appearance and personality to your liking.

Hecatoncheires (600 CP)

A giant monster stronger than a titan; his power is so immense that he can destroy a kingdom on his own. He also emits a miasma that drives anyone weaker than the 5th Circle into a state of madness. Even worse, this is no ordinary attack—it is the work of Vanguard General Briaros, a powerhouse of his race, who was considered dangerous even by the gods.

This colossal being will be under your command, a living weapon that you can use to eliminate your enemies or to put anyone who wants to mess with you in check.

DRAWBACKS

You may take any number of drawbacks you like.

Crossover (+0 CP)

Are there any manga, anime, games, or novels that you are interested in and want to add to this jump?

You can add other series to this world, as long as they are medieval fantasy. You can add as many series as you want. In case they have different power systems, they will adapt to the magic and class system of this world.

If you are only interested in some characters and not the plot, you can bring only those characters. As for powerful items that exist in those plots, such as magic or very broken powers, these cannot be incorporated.

Supplement (+0 CP)

If you are not in the mood to spend 10 years on this jump for a Perk or Item, you can use this jump as a supplement and buy whatever you want. But you will not have the benefits of discounts. If you wish, you can combine this jump with another one you are doing, being able to take Drawbacks from this jump, but without discounts.

Extended Time (+100 CP)

If you want, you can spend an additional 10 years in this jump. It can be taken multiple times, up to ten times.

Bullies (+100 CP)

You're an easy target for gangs and criminals. It's not that you're weak, but when those kinds of people see you, they think you're a pushover they can beat up. You'll have a lot of fights with this kind of scum during your jump.

Prove your Worth (+100 CP)

Regardless of your reputation, people will challenge you before acknowledging you or seeing you as an equal. If you want that senior in the magic tower to see you as an equal, you'll have to pass one of his tests, for example. Even if you're the most powerful mage, there will be voices that doubt your power and demand proof.

Coveted Target (+100 CP)

This can be a blessing or a curse, but you're a magnet for women (or men, if that's your preference) who see you as a potential spouse. The worst part is that you can't use this to build a harem or have fun; their intentions are serious, and if you make any move, it will be interpreted as you choosing the person as your future wife/husband.

If you do choose someone, they may be considered a follower to accompany you on your future Jumps.

The first Choice (+100 CP)

This isn't a good thing; on the contrary, for any mission that seems dangerous or any task considered complicated, you'll be the first choice to complete it or solve the problem. It won't

be something beyond your capabilities, but rest assured that all the difficult and complicated work will fall on your shoulders.

Arrogant (+100 CP)

Your arrogance is very obvious; you're the kind of person who underestimates others and thinks they're better because of their higher status or abilities. You're not a bad person, just a conceited jerk, but that doesn't mean you can't be a good person who just makes a bad first impression.

Extra Work (+100 CP)

If you thought this move would be a vacation, I'm afraid you're wrong. There will always be something to do, with your annual break lasting at most a week, requiring you to work or be active for at least 12 hours a day, 6 days a week.

Scorts Missions (+200 CP)

If you hate escort missions, this is for you. At least once a month, you'll have to do an escort mission or job. And the worst part is that it won't be your typical routine or formal job; you'll have to protect them from professional assassins or kidnappers.

The good news is that these missions won't be long, lasting at most three days. The enemies won't be higher than the level of a 3 or 4 circle mage, or their equivalent.

A Ghost (+200 CP)

You're a tool that only works behind the scenes. There's no honor or merit in your deeds, just a shadow doing its job. Don't expect any recognition or prominence; you're just an NPC or an extra doing the dirty work.

Lust of Battle (+200 CP)

You're a fight maniac; you love battling strong opponents and need at least one fight a day to quell your instincts. This will lead you to get involved in dangerous situations, as you seek out strong opponents, even those stronger than you.

Easy Target (+200 CP)

Whether they're enemies or just a local thug, they'll see you as weak. Many of your opponents will underestimate you when you fight, and in the worst-case scenario, they'll try to kill you first (a common strategy for getting rid of weaklings). Even thugs and criminals will see you as a walking piggy bank to steal from or a punching bag to relieve stress, or just have fun hitting you.

Son of a Traitor (+200 CP)

You are considered the son of a traitor. This will be a stigma that will haunt you throughout this jump, causing you to be discriminated against by people within the kingdom or place where you live, especially those in higher positions.

Slavers (+200 CP)

Slavery is illegal in many kingdoms, but that hasn't stopped slavers from operating in illegal markets. Unfortunately, you're unlucky to run into this scum, having to deal with them at least once a month. No matter how many you eliminate, there will always be another group that wants to kidnap and sell you.

Monster Invasion (+400 CP)

No matter where you are, that place will be invaded by a large number of monsters, and worst of all, you will be forced to participate in the defense and elimination of these monsters. You will have to fight on the front lines and protect the kingdom or place with all your strength.

These invasions will happen once a year, but surviving an invasion will not be easy if you are weak.

You Kill my Disciple (+400 CP)

This is bad news. A superhuman (a seventh-circle mage, swordsman, or warrior of that level) believes you are responsible for the death of their disciple or close relative. And worst of all, they will be consumed by vengeance and will hunt you down. Good luck surviving the constant attacks of someone who can easily destroy a city. Your only options are: kill your enemy or prove your innocence.

Trapped in the Temple of Mirrors (+400 CP)

Mount Calvin is a frigid realm that conceals ancient ruins filled with hidden treasures. The landscape is a vast white expanse, perpetually covered in snow and dotted with frozen lakes. The ruins themselves are crafted entirely from magical crystals, with walls so clear they act as perfect mirrors. Due to these unique properties, the site is known as the Temple of Mirrors. It is a place that reflects your deepest fears and traumas; to escape, you must confront them head-on. However, this is no simple feat, as the trial can last a week, several months, or even many years.

Corrupted (+400 CP)

You were infected by the corrupted mana of a dark mage, and your being is bound to it. These (symbolic) chains will tie you to the will of that dark mage, forcing you to follow their orders without question.

The good news is that you have a certain degree of autonomy, allowing you to act freely, albeit within limits. During these moments, when you are away from your master, you can have a third party break these chains and free you from the corrupted mana.

Attack of the Living Dead (+400 CP)

A strange miasma has affected a barony or city near your location. It claimed the lives of all its inhabitants, but also resurrected them as zombies that attack any living thing.

At some point during your jump, you will have to deal with this, doing everything possible to eliminate the zombies, since any living being they kill will rise as a zombie and join their army.

Mana Vein Narrowing (+400 CP)

You were born with a very rare and undesirable condition: your mana veins are too narrow, limiting your use of magic. Even at your best, you can only ever reach the level of a second-circle mage.

Demon Attack (+600 CP)

Demons are beings from another plane who antagonize the gods, with the sole desire to destroy the material plane, along with all the beings that inhabit it. Although their numbers

are as small as those of the gods, their transcendent power places them in a league of their own, possessing the power of a ninth-circle mage. Unfortunately, the gods failed to eliminate all the demons, leaving one survivor who swore to destroy everything as revenge for the annihilation of his race.

The good news is that it is a latent threat, currently in a state of hibernation. The bad news is that this state will only last for half the time you are in this jump, at which point it will be released and threaten the existence of the material world halfway through your jump.

You do not have the help of the gods, so you will have to use only the resources and allies of this mortal plane to stop or eliminate this threat.

Vlad Draculea Target (+600 CP)

Vlad Draculea is a powerful dark mage at the pinnacle of the eighth circle. A genius with extensive knowledge of all types of magic and years of combat experience, he is a master manipulator and a ruthless being who will eliminate any obstacle in his path.

For some reason, he knows of your origins as a jumper and therefore sees you as a threat that must be eliminated. Fortunately, he won't use his pawns; instead, he'll pursue you personally, as if it were a job only he can do. That sounds reassuring, but keep in mind that this man can easily defeat the two most powerful wizards in the kingdom of Endymion, veteran mages of the eighth circle.

Conspiracy (+600 CP)

Endymion isn't the powerful, united kingdom everyone thinks it is; it's a political battleground where different factions fight for power. The most prominent factions are the Royalists and the Aristocrats. Each has its trump cards, which could lead to internal destruction if they fight with full force.

You're caught in this power struggle, a target for various powerful nobles who will try to use or eliminate you depending on your alignment. The good news is that you can choose which faction to join (but keep in mind that the Aristocratic faction is linked to the Dark Mages, so if you choose an option in this section that involves them, you'll have to choose the Royalists). If you know how to network and use your opportunities wisely, you can ensure your allies don't see you as a mere tool, but they'll still ask you to perform dangerous tasks for the good of the faction.

The Attack of the Cultists (+600 CP)

The cultists are a dangerous group, or rather organization, of mages who use forbidden magic such as curses, necromancy, and so on. This group is composed of amoral beings who have no qualms about sacrificing millions of innocent lives to summon their evil god to this world.

Unfortunately, this group knows of your origins as a jumper, so you will be their target. We're talking about powerful, lunatic types who would kill thousands to complete a task or assignment.

Your stay will be difficult, as they will be after you with the goal of kidnapping you and using you in their insane experiments. So your task is simple: eliminate or neutralize them all.

War Against the Empire (+600 CP)

The Empire is one of the most powerful nations in the world, an economic and military powerhouse that rivals the Kingdom of Endymion. They consider you a national threat, and their primary objective is to eliminate you.

The Empire boasts several superhumans who are seventh-circle mages and warriors of that caliber, as well as an eighth-circle mage. If that weren't enough, being a nation, they possess vast resources, which they could use to deal with you.

Your only option is to confront them and subdue them by force. You can use the power of allies and other nations to accomplish this, but peace negotiations will be a futile effort.

Power Loss (+600 CP)

Lose the Perks, Powers, and Items from previous jumps, and can not import any companion or access your Warehouse, at least you still have your Body Mod.

Scenarios

This section presents the different scenarios you can choose to make your jump more interesting. These are not mandatory, but if you manage to complete them, you will receive Choice Points (CP) as rewards to use in this jump.

Low-Difficulty

Help Russell (+300 CP)

Russell is the last living member of the Raymond family, a fallen noble family that lost their status due to a conspiracy within the kingdom. Our protagonist has only one goal: to restore his family's honor and return to their former noble status, a monumental task without the "Divine Dragon King System."

Unfortunately, you won't appear in this time jump when Russell traveled back in time with the system, but rather in his first life before he went back in time and obtained it. Your task is to help him regain his family's honor, as well as cure his Mana Vein Narrowing condition.

Therefore, you will have to cure him of his condition and help him become a Seventh Circle mage, performing various feats to gain the king's recognition and earn noble titles until he reaches the level of count.

To be a Tower Master (+300 CP)

Tower masters are powerful and renowned mages, not only within their kingdom but worldwide. One of them can easily destroy a city. To reach this rank, you must achieve several accomplishments, recognized by the high authorities of the tower you occupy and influential nobles.

Your task is to join a magic tower and climb the ranks to become a master, earning the support of your peers and superiors. The minimum requirement is that you must become a Sixth Circle mage.

To make this challenge less difficult, you don't need to join the major magic towers. You can join a simpler one or even create a small, narratively invented magic tower and become its master. If you purchased the "Magic Tower" option, it will be locked until you complete this objective or abandon it.

To Restore Family Honor (+300 CP)

Regardless of whether you chose the "Noble" origin or the Perks you purchased or already possess, you'll start at the very bottom, as a Baron. Your goal is simple: accumulate achievements and feats to be recognized as a pillar of the kingdom and attain the title of Marquis.

This title is nearly impossible for a first-generation noble to achieve, but if it's you, I have faith in you.

Intermediate-Difficulty

The Best Magic Tower (+500 CP)

This is a difficult but not impossible task. Your goal is to transform the magic tower you are master of, or are a member of, into the best magic tower of all, surpassing even the Flame Magic Tower and the Spear Magic Tower, both comprised of powerful mages whose elite ranks at the level of Sixth Circle mages, as well as Masters who have reached the Eighth Circle.

You don't need to possess the power of these mages yourself, but rather recruit and cultivate powerful mages and excel at administration so that your tower becomes the most important in the world, recognized by all as number one.

If you purchased the "Magic Tower" option, you can use it to complete this scenario.

Gather All the Dragon Essences (+500 CP)

Like Russell, you'll have to gather all the essences of the Dragon Kings, specifically the six Dragon Kings: the Fire King, the Lightning King, the Ice King, the Dark King, the Wind King, and the Earth King.

Each one will be located in different places around the world, hidden in hard-to-reach locations. And if that's not enough, you'll have to pass the trials they left behind to prove your worth.

As a reward, by absorbing these essences, you'll gain mastery over the magic of each element, as well as resistance to them.

To avoid creating chaos in the canon, these essences won't be the same ones Russell needs to obtain to become the Dragon Emperor.

Defeat All the Superhumans (+500 CP)

The objective of this scenario is simple: defeat all superhumans worldwide. This includes eighth-circle mages, as well as all seventh-circle mages and warriors at that level (swordsmen, weapons masters, etc.).

To ease the difficulty, you only need to defeat those who are world-renowned, so there's no need to defeat dark mages or Russell, who is growing stronger as he awakens his full power.

High-Difficulty

Evil God Attack (+1000 CP)

The most powerful being in this universe is preparing to be summoned. This evil god is no ordinary god; it is a being that even Russell and all the gods had to unite to defeat, being more powerful than a ninth-circle mage.

This god is worshipped by all dark mages, who are so loyal that, behind the scenes, they made all the preparations to bring it to the mortal plane so that it could corrupt the world and destroy all the beings that inhabit it.

Your objective is to eliminate this being, preventing it from destroying the world and its inhabitants. To make your task even more titanic, and to justify the 1000 CP, you will not have the help of Russell or the gods, having to deal with this being on your own.

To give you some predictability, this being will arrive on the mortal plane halfway through your stay in this jump. So make the necessary preparations to complete this scenario.

Choices

Go Home
Stay
Continue

Notes

Special thanks to L “Blackscorp98”, Ethan Vincent and everyone for fixing my grammar and helping me make this jump.

Others

The mana vein is the pathway through which mana flows. Mana is absorbed through breath, circulates through the veins, and is collected towards the heart. The stronger the mana vein, the more mana it will collect, the faster it will travel, and the more quickly it can be released (to cast a spell).

Some Types of Dragons

- Fire dragon
- Wind Dragon
- Lightning Dragon
- Earth Dragon
- Cloud Dragon
- Black Dragon
- Ice Dragon
- Corrupted Dragon

Advanced Circles Levels

6th Circle - Master Tower Level

7th Circle - You are considered a superhuman

8th Circle - Realm of the Semi-Transcendent - Can damage the Soul

Ultimate Magic

Crystallize all power into one powerful attack.

Changelog

-1.1:

Improvements

Perks:

- Divine Dragon King System
- Dragon Bloodline

Items:

- Magic Tower