

Bounty Board

General Bounties

Chuunibyou Series #1: Chuuni Thinking Pose!!!

Task: Challenge someone to a 'Logic Game' such as Chess, Checkers, Go, etc. Use the AND SAY "Chuuni Thinking Pose" on every turn. Win said game.

Reward: Chuuni Thinking Pose!!!. By placing your hand in front for your chest or face and extending you index and middle finger, with the thumb holding down the pinky and ring fingers, you may activate The Chuunibyou Buff. This ability increases your Intelligence by 10% while using this pose...probably, maybe it's just a placebo? You FEEL smarter at least.

Reminder: (On Royal Road you can include Text Boxes that are different colors. For the Chuunibyou series can you make them black or gray boxes and for the Magical Girl Series can you make them pink? Assuming you want to use the text boxes feature of course)

Chuunibyou Series #2: Chuuni Bathing Technique!

Task: Sample several Bathing Techniques to combine into the ULTRA CHUUNI BATHING TECHNIQUE!!

Must use all of the below Bathing Techniques: Hot Shower Cold Shower Hot Bath Ice Bath Bubble Bath Sponge bath Onsen or Steam Room Bath

Reward: The Ultimate Chuuni Bathing Technique!!!

By chanting the phrase "Bathe me in Heaven's Purifying Light!!!" you are briefly surrounded in a golden Aura of light that cleans and sanitizes you as if you had just taken a very thorough bath. This ability can also be used on others by changing 'me' to the recipient's name while touching them. The louder and more enthusiastic the chant the farther from your skin this light will cleanse. Whispering won't even affect your clothes. SHOUTING TO THE HEAVENS will clean everything you are holding and up to 3 ft away.

Chuunibyou Series #3: I've Analysed Your Attack Patterns!!!

Task: Watch 10 unique fights that each last at least 30 seconds (unique meaning no duplicate combatants). Correctly predict a combatants next move 10 times (Jumper need not be the one fighting them).

Reward: I've Analysed Your Attack Patterns!!! By watching someone fight for 1 minute, or fighting them for 30 seconds, you are able to better predict an opponents actions. Only applies for actions you have already seen them perform. 10% increase in ability to predict next action or 20% if you say "I've analyzed your Attack Patterns" to your opponent (preferably smugly).

Chuunibyou Series #4: "I see."

Task:

1. Take the Require Glasses Drawback. Your vision is reduced by just enough that you now need to wear glasses.
2. Find a pair of glasses that match your prescription. (They will be upgraded the next day as explained below)

Reward:

1. A really good pair of glasses.

Now, with an auto adjusting, size, prescription, and tinting feature. This feature will not protect against sudden flashes but will quickly adjust to changes in light levels. These glasses will never fall off, never fog up, will heal any damage within minutes, and they will always at least match your durability. If these glasses are ever lost, stolen, or broken, they can be found in your pocket after 1 hour. The frame can also shapeshift to a minor degree. They can look like cheap sunglasses, wire frames, and even missing lenses, this will not affect the functionality in any way.

2. "I See"

By adjusting your glasses with your index and middle fingers, you may cause your glasses to flash an opaque white. No one will think this flash is unusual, but it will still ruin any stealth if someone sees it.

When this happens, you can essentially make an Insight Check similar to DnD (i.e., see how truthful someone is, learn a person's motivations, perhaps even tell what someone is thinking).

This Perk functions based on Sherlock Holmes Deductive Reasoning instead of a truly supernatural ability so it can be fooled and it scales off of your own Intelligence/Knowledge.

CHUUNI UPGRADE QUESTS:

The Upgrade Quests are Hidden Quests. Unlocked upon completing the appropriate 'Base' Quest.

Chuunibyou Series #1: Chuuni Thinking Pose!!! UPGRADE QUEST

Task: Use the strength of your mind to defeat an enemy. You must remove a serious threat without personally entering combat with them. (No. Just letting canon play out doesn't count. It has to be a direct result of your actions.) [Author can decide what counts as a "Serious Threat"]

Reward: *Chuuni Thinking Pose of the Nerdy Heavens: Maximum Intellect!!!*

By standing with your feet together, one hand making the Chuuni Thinking Pose, the other behind your back, AND your eyes closed, you receive the Chuuni Thinking: Maximum Intellect Buff which temporarily increases your Intelligence by 100%.

This Buff also applies to any Intelligence based skills you may have such as: Magic Control, Investigation skills, Reaction Time, Thinking Speed, Memory Retention, Memory Recall, Learning Speed etc.

Chuunibyou Series #2: Chuuni Bathing Technique! UPGRADE QUEST

Task: You have learned to cleanse the outside of your body of impurities, now it's time for the inside. Sample several Internal Impurities and be Cleansed of them.

Must partake of at least one example of each:

A Curse, Poison from a plant, poison from an inorganic thing (Like lead or mercury),
Venom from an animal, a Disease, a Mind Altering Magic of some kind.

Reward: *The Ultimate Chuuni Cleansing Technique: Peerless Performance of Perfect Purging Purification!!!*

By performing a 1 minute long Tai Chi -esque dance and finishing with the phrase "Surround and suffice me [or my target] with the Perfect Purifying Light of Heaven", you are sufficed with a Heavenly light which purifies you of any of the afflictions described above.

This ability can EXPAND. By personally taking in other impurities and afflictions, and then completely recovering from them, you can add that ability to the list of things that this can purify. Some examples includes things like, Corruption, Genjutsu, Death Magic, Dark Magic, Divine Curses, etc.

This does have a caveat: You can only instantly cleanse an affliction that is as strong or weaker than whatever you have previously taken. If a Curse is in a Divine Tier and you have only imbibed a minor Curse then this may only remove some of the symptoms of the Divine Curse. If used on a particularly virulent poison it make take many castings to essentially negate the symptoms while the patient works it out of their system.

Chuunibyous Series #3: I've Analysed Your Attack Patterns!!! UPGRADE QUEST

Task: Correctly predict the future:

1. Acquire some sort of Danger Sense skill or ability.
2. Accurately Predict the weather 14 days in a row: Rainy, Cloudy, or Sunny, and Hot, Medium, or Cold.
3. Record your dreams 14 days in a row.

Reward: Straight up Precognition.

Passive: You can always "See" .5 seconds into the future. This will never be disorienting or affect your ability to interact with the present. You do not need to be paying attention

or even conscious. If you are dead asleep and are about to be blown up, you will know at least .5 seconds in the future.

Active: If you Actively focus you can see 3 seconds into the future with very good accuracy. This can be fooled if there are too many variables acting quickly for your brain to process. This accuracy decreases the more "random" those variables are. The accuracy increases based on your Intelligence.

The Sight. Allows for Divination Magic, and strengthens any existing Divination Abilities. You will receive vague Portents in Dreams. The farther into the future and the less impact they will have on either you or the world, the more vague the dreams are.

Chuunibyoutou Series #4: "I see." UPGRADE QUEST

Task: Meet over 250 unique and named characters from the source material. ie that were named in the manga, anime, or movies. (There are over 400 in Fairy Tail alone. Yes, I counted.)

Reward: Observe - The Genuine Observation Skill from the Gamer.

The Passive ability will display the Names, Titles, and approximate "Level" of any sapient being within 60ft of you as a small, see-through blue text box. Even if you are otherwise unaware of their presence.

When used Actively, this ability will give the approximate stat, description, and short summary of the target. This ability references the Akashic Records of the local multiverse to gather information. This means that as long as the information is recorded SOMEWHERE in the local multiverse this ability can technically reference it. You may gain minor secrets with this ability but nothing ground breaking. Crushes or relatively obvious motivations? Sure! The crippling weakness of a major villain? Doubtful.

Magical Girl Series #1: *Magical Girl Transformation Sequence*

Task: Let 3 separate, and legitimate, enemies complete a Power Up or Transformation Sequence during a battle. Stopping your allies from interfering if necessary. Attain at least 1 Transformation or Power Up that changes your appearance in some way.

Reward: *Magical Girl Transformation Sequence* - By saying the phrase "Magical Girl Transformation Sequence", you are able to perform or use any Transformation or

Power Up that changes your appearance in some way, regardless of the time it takes to perform (within reason, say a few minutes at max). During this process, time will effectively stop but everyone (including yourself) will see a naked version of you (with the private parts hidden by a convenient lens flare) performing your Transformation. There WILL be flashing lights and sound effect involved. No one will question this unless it is deliberately pointed out to them.

Magical Girl Series #2: *Power of Friendship Pt 1*

Task: Obtain 3 friends. You must genuinely think of them as friends and they must genuinely think you are their friend as well. Any Mind Control or similar Abilities do not count towards this number.

Reward: *Friendship* - Haven't you ever wondered who your real friends are? With this ability, you will always know if someone genuinely thinks of you as a friend, and would continue to think so even if you didn't have any Charisma or Mind Bending Perks. A "friend" for this Perk means "an entity with a relatively deep, personal, positive relationship with you". Even if someone could be more accurately described as a Parent, Lover, Sibling, even Rival, so long as they could also be classified as a Friend, you will know.

*****HIDDEN QUEST*****

Magical Girl Series #2: *Power of Friendship*

Task: Obtain 7 friends. You must genuinely think of them as friends and they must genuinely think you are their friend as well. Any Mind Control or similar Abilities do not count towards this number.

Reward: *Power of Friendship* - By saying the phrase, "With the Power of Friendship" ANY self-targeted beneficial (or neutral) perk, skill, ability, spell, item effect, or even partial effects of curses (vampiric regeneration without the weakness to sunlight), or similar can be shared with ANYONE you are touching ONLY while you are touching them. For example, if you have Deadpool levels of regeneration, you can make anyone functionally immortal while you touch them. This will never have a permanent, negative effect. Healing that uses stamina will never drain enough to kill for example. If this ability is used to grant a standard human magic or a Force Connection, they will lose it when no longer in contact if just using this Perk (even if this shouldn't make sense in the case of Biological, Biotic, or Cybernetic enhancements)

Notes/Clarifications:

Theoretically you COULD grant an enemy a Spell effect that drains magic power to maintain a barrier that they don't need, but you would also have to be under this effect as well.

For the Force example, this could be used as a training tool to get someone used to the feeling of connecting to a power source. However, any innate ability they have would be reduced to its original level when this effect ends.

Also yes, this COULD be used to give someone a "10 years of Knowledge and Skill in X Field" Perk. They will have the memories of the memories you gave them so using this on someone with eidetic memory would in fact give them the Memories of that knowledge but none of the muscle memory or skill in applying that knowledge. For anyone without an eidetic memory they might remember a bit afterwards.

Magical Girl Series #3: *Protect the Innocent* (Also leave this one as #3, #2 is a Hidden Quest but I want to give a subtle hint that there are Hidden Quests)

Task: Help the Innocent:

1. Help an old lady (or man) cross a street
2. Help a lost child safely get to their destination
3. Rescue a cat (or similar animal) from a high place (preferably a tree but not required)
4. GIVE candy TO a baby. (Or at least a young child)

Note: All of these tasks must be organic, you cannot place a cat on a skyscraper and then just take them back down again.

Reward: *Protect the Innocent*: Attacks by you or anyone currently engaged in combat with you (allies or enemies) will almost never hit bystanders with splash damage. This does not protect nonliving things. This Perk has a reduced but not insignificant effect on allies during combat. Additionally, this serves as a minor deterrent for villains to target, or at least permanently harm, random civilians.

As an example: if you were to shoot a DnD Fireball at an enemy with an Ally and a bystander in the fireball's AoE, an Ally would get advantage on the Dex saving throw (taking half as much damage on a pass) while a bystander would not take any damage unless they were at within 5 ft of the target.

Magical Girl Series #4: *Magical Girl Mascot*

Every good Magical Girl Team needs a mascot!

Task:

1. Choose a type of animal, you must personally consider this type of animal to be "cute". Examples include but are not limited to: cats, dogs, birds, snakes, even things like spiders or larger animals like cows. However, you must personally consider the normal/mundane variant of that animal to be "cute". In Pokémon, "dog" would include any dog or possibly fox-like Pokémon. Fire-type or Normal-type would not work.
2. Adopt at least one of this type of animal. Take care of this animal for at least one month.
3. Meet, interact with, and learn the names of, at least 10 animals of that group. If they do not have a name, you will know and may give them one for the purposes of this Bounty.

Reward:

1. The ability to Understand and be Understood by this type of animal. Any speech or body language would carry over regardless of language used. Animals do not need to make sounds if that is not how they would normally communicate.
2. A minor Intelligence boost to this type of animal, specifically relating to language, whenever you initiate conversation with one. This is a temporary Buff that primarily acts to improve the communication of complex ideas.
3. A permanent intelligence and all-around Stat boost to any "pets" you may acquire. Up to a maximum of 7 pets. Each pet will now get 1% of your stats added onto theirs. This does not automatically give the Communication Ability. You may "Swap Out" which pet this Buff applies to with a 10 minute "removal" of the old pet's buff and a separate "application" of the new pet's buff.
4. All pets, regardless of number and type, also age at the same rate you do (unless they age slower). Should any of them be killed they will be reborn within one week as a chibi/baby version of themselves, spontaneously appearing in your vicinity. They will grow into their previous age and size during the next month.
5. All pets also gain the ability to turn into Chibi or Baby versions of themselves. Regardless of the normal size a baby version of that animal, all Chibi forms are the approximate size of a normal teddy bear. Yes, this means The World Serpent could be used as a scarf AND BE ABSOLUTELY ADORABLE DOING IT!!

A New Name for a New You

1. Choose a new name for yourself [50CP]

Bountiful!

2. Complete any Bounty [50CP]


Jumper's First Purchase

3. Spend CP. [Gain up to half of spent CP or 200 CP. Whichever is less. Bounty may be submitted at any time.]

Bounty kill or befriended a protagonist like natsu and ash like

Reward 1 so you befriended one I see you get their power or luck be because a part of your bodymod but it will start at level one though since you were a good person also got 200 CP

Reward 1 so you kill one at the start 200 CP and you get their most powerful power at will start at the level the protagonist has at

The next level of the bounty is  right now

Gr33d's Gluttonous Gadgets and Gizmos: Chain Quest!

This will be a series of Bounty Quests that have simple prices for simple rewards. For the purposes of these quests, Jumper must Literally Eat thing X to get a permanent Reward X. As long as the object works when the eating process started, it does not matter how small bites you take or how long it takes to complete. Jumper must physically Eat the whole thing to get them Sweet Sweet Rewards though. Once the bites reach the stomach they will poof away so don't worry about all that metal and uuuh, "stuff"

The Guidance messages should only appear After the quest is completed.

Note that without the Guidance Messages, Jumper should not know what the Rewards do ahead of time.

Jumper must Complete these Chain Quests in Order. Later quests are Hidden until the previous Quest is Completed. #1 is visible by default.

1 COMP@ZZ:

Task: Eat a literal compass. Reward: A less literal compass.

Gr33d's Gratuitous Guidance: Oh man! You actually did that?? Gnarly bro. Well, now you always know which way is Magnetic North. Assuming you are in a place that HAS a Magnetic North...

2 Clock

Task: Eat a Literal Clock Reward: You can tell time!

Gr33d's Gratuitous Guidance: You now always instinctively know the local time. You can also measure subjective time perfectly. If say, time got all wibbly wobbly, at least you would know about it.

3 Key Ring

Task: Eat a Key Ring Reward: You get a Key Ring. It's a Ring, that's holds your keys.

Gr33d's Gratuitous Guidance: Yooo, honestly not even sure why you would want this one but I'm pretty entertained sooo. Hmm? Oh yeah, The Actual Abilities: You may instantly put any keys or key-like objects you have onto this ring. If it looks like a key or acts like a key, it's probably a key. So badges and stuff count too obviously. You may Summon and Dismiss this Key Ring at will, wherever it may be. No one can forcefully remove a key from this ring. No one can copy a key from this ring. You will always grab the desired key first try. Oh, and obviously, any key placed on the Key Ring they will regenerate to at least as pristine as the day it was first added, unless the key is "Restored" or "Improved in some way. This becomes the new "base" of that key.

4 Barrel

Task: Eat a barrel. Hey at least this one's organic... mostly. Oh and eat a mug too.
Reward: Barrel and... Barrel Mug?

Gr33d's Gratuitous Guidance: Congrats Bro! You can... uh... hold water and beer now? I mean I guess that's neat. Anyway, you can now summon that mug at anytime. Any liquid poured into the mug can be transported to that Barrel you ate, and brought back... maybe don't store multiple liquids at once? Or do, I ain't yo daddy.

5 Notebook

Task: Eat a blank notebook, and preferred writing utensil. You can eat as many writing utensils as you want after the first. Reward: A blank notebook. And a writing utensil.

Gr33d's Gratuitous Guidance: It's a notebook, ya write in it. What more do you- OK Fine! It's a Maaaagical Notebook that never runs out of paaaages. Aren't you special. You can either physically summon the book, the pen, or both. You can read and write in the book without Summoning them. You can always interact with these items whenever you want, regardless of distance, this includes dismissing or writing. You must summon them either in your hands or at your feet if your hands are unavailable. You may also add more writing utensils to your repertoire by, you guessed it, eating them. Although only 1 can be summoned at a time, you can switch "Inks" and pin size at will. Impress your friends by Highlighting with a quill, painting with chalk Etc etc.

6 I'm the Map, I'm the Map, You're the MAP!

Task: You guessed it, eat a map. Reward: Map.

Gr33d's Gratuitous Guidance: Say hi to Dora for me, you little Explorer you. You now have access to a Map feature, this has 2 options, Regional and Local maps. The Regional Map shows the broad strokes of a very large area. This might include a few notable locations such as major cities or similar. The Local Map will automatically catalogue a much more detailed map of any areas you have personally seen. You may make notes on either map to mark locations or for clarifications. You may use any writing utensil from The Notebook.

Anime Hair +50CP Your hair is now Anime Protagonist Worthy. You may choose the style, form, and color of your Protagonist Hair. Be warned, if the hair isn't Anime enough, it will become at least twice as Anime as required. Say goodbye to stealth.

Danger Magnet +50 Do you smell particularly tasty? Or flaunt your wealth just a bit too much? Or maybe you just look like you will "give a good fight." Whenever an enemy needs to decide who to target, this will definitely draw their eye, if not their ire. This

magnetism isn't too powerful, but unless there is a good reason to target someone else you will almost always catch an enemy's attention. Maybe it's the hair?

May your life be Eventful +100/200CP Things just... happen around you. They aren't skewed towards either Good or Bad. Just lots of both. Not just events, but Luck too. Everyone around you, including yourself. Are now Lucky. The Good is now Great and the bad is BAD. For 100CP this is almost never fatal and basically ignores Combat. For 200CP, there are no restrictions on when or where this Luck will strike. Beware Butterfly effects.

"Can't complete any of the GG&G Questline for 1 year" for 50CP.

Power Mastery Series bounties:

- Speechless: Win a difficult battle using a supernatural power without using chants (or other vocal components) of its power system. Can be repeated with new power systems.

Reward: [Silent Casting] This power system can be used by you without needing to use vocal components while retaining any benefits of doing so, such as better visualization or mental triggers.

FT Magic

- Stillness: Win a difficult battle using a supernatural power without using katas (or other physical movement components) of its power system. Can be repeated with new power systems.

Reward: [Direct Casting] This power system can be used by you without needing to use physical movement components while retaining any benefits of doing so, such as Bending an element (Avatar) without relying on Martial Arts.

- Costless: Win a difficult battle using a supernatural power without using sacrifices (or other material requirements) of its power system. Can be repeated with new power systems.

Reward: [Energy Casting] This power system can be used by you without needing to fulfill material requirements while retaining

any benefits of doing so, such as Blood Magic without spending any blood, or rituals without needing to prepare materials, by spending more energy than originally required in exchange. Costs increase with potency of substituted materials, but not rarity (e.g. More energy needed to replace mana/energy-rich blood, but crafting an antidote that required the venom of the exact creature that poisoned the victim costs very little, unless that venom is itself highly magical. Mundane human/virgin sacrifices can be replaced very cheaply.)

- Useless: Win a difficult battle using a supernatural power without being noticed of doing so by anyone other than yourself. Even your enemy must not have noticed anything, so no strength enhancement unless you screamed loud enough to convince them that you were just getting more serious. Can be repeated with new power systems.

Reward: [Faith Casting] Any supernatural actions you did with this power system without being noticed (same condition as the bounty) will have its supernatural energy expenditure instantly refunded to you in full after the effect has resolved. This won't distract you in anyway and if the resultant energy sum is greater than what you can hold normally, the returned energy will be delayed until there'll be space in your energy pool.

(Note for author: my reasoning behind the last name was that the spell/action took the belief of the enemy that the Jumper being able to do so as payment, so the excess energy was returned. 2 alternative names for it, should you not like the name, would be Miracle Casting or Muscle Casting (inspired by Mashle's Muscle Magic). Still, you can change any of the Perks' name if you find them unsatisfactory.)

Slap King

Slap a Hundred people, be it friends, foes, family, or just people looking at you funny down the street. Give em all a taste of the smack squad

-Mission: Slap a Hundred people in the face within the course of a week: **Anime Slap Power(Turns situation into comedy where you can knock someone out if its funny), 50 Cp**

-Bonus: Slap a Hundred people within the course of a day: Super Slap, a slap that lets you do major damage, even in a serious situation. Even Acnologia might be affected by it.(We do not recommend testing it out)

“Glitch Hunting”

Gain a companion from a series without a jump.

Reward: Bounty Share, companions will gain a certain amount of CP per the amount they helped in a bounty, up to 50% of the original bounty.

“The Masked Singer”

Start a version of The Masked Singer and get a plot relevant character to participate and air it.

Reward: Monster Mask, a mask of a rock lobster when wearing it, people will have a harder time recognizing you. It is of course fiat backed. (Or 150 CP)

“Rock Lobsters!”

Gather 15 Rock Lobsters, and get 15 random strangers to each take one.

Reward: 50 CP

Fairy Tail

Find and Successfully Implant a Dragon Slayer Lacrima into your body/Reward: 300 Cp/Bonus: 50 Cp for every Slayer Lacrima you find after the first

Join a Guild: 50 Cp -Bonus: Join a guild higher than most(I.e Grimoire Heart for Dark Guilds or Sabertooth for Light) 100 Cp

Kill a Main Character: 200 cp

Learn a Lost Magic: 300 cp -Bonus: Learn a non-slayer variant of Lost Magic 200 Cp

Bounty for Fairy tail make your own guild

Reward 1 if you just make it and have like five people in it 100 cp

Reward 2 the guild is in the top ten 300 CP

Reward 3 if you somehow made your guild be number one it 400 CP and a perk the ability to know which person can be recruit into your faction and know if there is a traitor is part of your guild and anything similar to it

-Kill Acnologia: 1200 cp

-Kill the 5(6) Dragon Gods: 700 Cp per Dragon

-Slay ALL REMAINING DRAGON(This includes dragons like Irene, Atlas Flames spirit, and any movie villains.): 1800 Cp

-Bonus, turn the slayed dragons corpses into Lacrima: 300 cp per Lacrima converted from each dead dragon

Kill Zeref: 800 Cp

- Gain the allegiance of Silver Key Spirits (50cp per purely decorative/pet-like Spirits, 100cp per useful Spirits) 3x - Nikora, Orion, and Enif
- Gain the allegiance of Gold Key Spirits (200cp per Spirit)
- Gain the allegiance of the Spirit King (1000cp)
- Bonus: Get crowned the Spirit King position willingly by the Gold Key Spirits and the Spirit King (Gain the Spirit World as a Warehouse/Personal Reality attachment, or your own Warehouse/PR if you don't have one yet)
- Note: Allegiance can be strong friendship, become lovers/subordinates of the Jumpers, etc. Become a Celestial Spirit Mage is not necessary, but can also fulfill the quests, so:
- Hidden Quest: Doing so as a Celestial Spirit Mage (all Spirits you have made a meaningful relationship with can be imported as Companions in future Jumps, optionally only taking 1 Companion slot but in that case, any purchased Perks/Items/etc. must be distributed among them (e.g. each got an equally weakened Perk, a copy of a weaker Item, or it's split among a few Spirits/all given to one with the rest receiving nothing)

The Scarlet Queen

Irene Belserion had a shit life, her father figure was murdered by a mad man, her husband tortured her for 9 months straight, and then she lost all of her humanity. The closest thing to a good thing in her life was having her daughter in peace, but even she couldn't enjoy that due to the state of her new body giving her the dangerous urge to possess her too feel again.

-Fix Irene's Body to the point she can touch, taste and feel like any other human being:
400 Cp

-Bonus: Have her reunite with her daughter and gain an amicable at minimum relationship with her: **200 Cp, she might also teach you Dragon Magic or Enchantment Magic**

The Ugly Fairy's Salvation

The only one who could have had a worse life than Irene without a happy ending is the Black Wizard himself, Zeref lost his parents and little brother in an accident, and a cruel God cursed him in retribution for trying to revive his sibling. He spent 400 years wandering the world alone, unable to die, and a hazard to anyone around him. The only one who could ever understand him soon killed by that very same curse. Unaware of his own son who became his right hand man. But you have a chance, save the most miserable man in the world and bring joy back to his life.

-Destroy Ankhserams curse on Zeref, and make sure no similar curse can ever be placed on him again: **600 Cp**

-Bonus: Kill Ankhseram and destroy any trace of the evil God: **300 Cp**

-Bonus: Teach Zeref to enjoy his new life again, be it the simple joys of talking, reunite him with Mavis and reveal the identity of his son, or some other method: **200 Cp**

-Bonus: Help Natsu Dragneel regain the memories of his former life, and help you free his brother from his curse: **200 Cp and the eternal friendship of Natsu Dragneel**

/Alternative: The Ugly Fairy's E.N.D

Or if your feeling less like sparing him, you can instead put the poor guy out of his misery, just the way he planned. By his brothers hand...

- Awaken the Demon Seed that sleeps inside Natsu, and have him finally end his Brothers Eternal Existence: **450 Cp**

-Bonus: Awaken the Dragon Seed Alongside the Demon seed, in such a way that neither power will reject Natsu, and instead power him up into a stronger form: **300 Cp**

-Bonus: Awaken the powers without causing Natsu to go berserk or through a massive change in personality: **200 Cp**

-Note:(For the Record, the reason why Ugly Fairy's E.N.D has less Cp than Ugly Fairy is because your not killing Zeref or ending his curse, Natsu is the one doing it, your just basically swelling him up for the task)

A Fairy's Light

There are many villains in Earthland, many cruel people just simply born evil, or even many victims forced too walk a path to escape their pain. Many enslaved, thought abandoned, or even brainwashed into the act. Such a sad display, how many of these poor folk could have escaped their awful end by simply having someone willing to lend a hand to a poor soul in need? Well good thing your hear then.

-Redeem a Villain in Fairy Tail, either by helping them through their pain, undoing any dark magic or brainwashing, or simply helping them reform in other ways. Show them there is another way: **300 Cp, and a friend for life**

-Bonus: Redeem a Villain, who was NOT Redeemed in Canon like Meredy, Jellal or Ultear were. Examples would include Zancrow or even Acnologia. Do what Canon could not and make a world where they are kind: **250 Cp**

-Bonus: Redeem a villain, who was quite literally born evil, like the Etherious of Tartarus, or the Eclipse Spirits of the Celestial World. Someone how make these villains into heroic figures: **300 Cp**

/Alternative: A Fairy's Darkness

Do the opposite of this show, turn a kind soul into a cruel monster that will not hesitate too harm whoever they see. Take such a gentle light and reform it into a darkness that will devour all.

-Turn a good canon character that had a decent following of screentime into an evil soul(Examples are the Trimen of Blue Pegasus, Yukino of Sabertooth, or anyone who you can classify as a 'secondary' character.): **300 Cp, and an 'ally'**

-Bonus: Turn a prominent character into a villain(Examples would be Laxus, Mirajane, Lisanna, Juvia, Gajeel or even Droy): **250 Cp**

-Bonus: Break. a main. character. Turn one of the main 5 Protagonists into a cruel monster. Be it Erza, Gray, Lucy, Natsu or Wendy, utterly annihilate their kind personality and make them into a monster to do your bidding: **400**

Fairy Fic

Same plot, same story, Lucy meets Natsu at Hargeon, joins the guild, they go on adventures, eventually they fight Phantom Lor-BORING!!!! Who wants too see the same crap over and over again? Why don't we have something more original than that shit

-Change the plot in a meaningful way, maybe have a character die, maybe have some character who would have died live, maybe they skip this arc, who cares, as long as its something that could be said to not have been originally done: **200 Cp**

-Fairy Tide: Ok, this is a bit of a doozy, you change the plot in a large way. Maybe one of the main cast dies, or the Big Bad is killed off and replaced by a new one. Something that would definitely be a twist. Like Zeref absorbing Acnologia and becoming a God. Make a change: **400 Cp**

-Fairy What?: Ohhhh shit! You have completely trampled over the plot of the source material, something has caused the entire original manga/anime to be changed in every way. Maybe the 5 Dragon Gods banded together and waged war against Acnologia. Maybe other dimensions like Edolas began invading and started a multiversal scale war. Maybe the Demons of Tartarus began a mass conversion of humans to Etherius and an entire war is happening. This is so different it might as well be a complete au, an utter overhaul of the series, well done here: **800 Cp**

Note: /alternative means it is mutually exclusive to the above, you cannot just pick one and do the other later. Its either this one or that one. If you turn someone into a villain, you have no right to try and redeem someone, and if Natsu kills Zeref, you can't remove his curse not that he's up in the afterlife. You simply have to decide wheter to be a hero or villain.

Siegfried

The tale as old as time goes about the ballad of Siegfried, the beast hunter who slayed the evil Dragon Fafnir and bathed in his blood. Becoming invincible too all but a leaf shaped mark on his body. This can be seen represented many times in Fairy Tail, the Dragon Slayers who killed all evil Dragons. But who represents Siegfried the most of all these slayers? Is it Acnologia, the Evil Dragon Slayer who drove the Dragons to near extinction? Or perhaps the members of Diablos, who devour dragons for Flesh? Nay, it is you. You shall be the one to inherit Siegfried's legacy. Learn all forms of Dragon Slayer Magic and take your place as the true Slayer. (Note. All missions can be done individually for Cp, no order needed)

-Become a First Generation Dragon Slayer, learn the art of Dragon Slayer Magic and gain a dragons body: **300 Cp**

-Become a Second Generation Dragon Slayer, find or create a Dragon Slayer Lacrima and implant it inside of yourself: 200 Cp

-Become a Third Generation by combining a Lacrima with First Generation Magic: **150 Cp**

-As Fourth Generation Slayers are automatons empowered by Lacrima, here is a different way to achieve 4th Gen. Use Takeover Magic to absorb the Soul of a Dragon and gain their form and power, not like a certain Strauss does with Demons: **400 Cp**

*-Much like your Guildmates, become a Fifth Generation Slayer by devouring Dragon Flesh too empower yourself: **350 Cp***

-Bonus: Become the first Sixth Generation Dragon Slayer, take the fangs, scales and claws of your defeated prey and make them into armour and weapons too be used against them: **250 Cp, plus some sweet Dragon Gear**

-Bonus: Conquer the bane of all Slayers, motion sickness, find a permanent way to rid yourself of the weakness of every Dragon Slayer: **200 Cp, no Motion Sickness**

Hybrid Theory, Mark II

One the revelation of Future Rouge using two separate Dragon Slayer magic types by stealing the White Dragon Slayer Lacrima from his former friend Sting Eucliffe, it was a common fan theory that their was a limit to how much dragon slayer types one Slayer could contain through Lacrima's. A theory proven false with the revelation of God Serena and his Eight Slayer Lacrima's. With the power of all his types, he managed to easily

defeat his former allies, the remaining Gods of Ishgar and Jura Neekis of the Wizard Saints. If not for Acnologia, its likely he would have not been defeated at all. Now its your turn to step up the plate and become like the No.1 Wizard of Ishgar.

-Find/Create and Implant 8 Dragon Slayer Lacrima's into your body successfully, giving you access to the power of the Dragons: **100 Cp per Lacrima implanted**

-Bonus: Implant Lacrima's that are complementary too one another for you(I.e Ash with Fire or Wind, or Poison with Acid): **200 Cp per stacked boost**

-Bonus: Go beyond the limit and implant Nine or more Lacrima's into yourself: **250 Cp for each Lacrima after Eight you implant.**

Harvest

~~*Many of your missions in this land will be revolving around Slayer Lacrima's, by either finding or creating them from a Dragon Slayer's corpse, yet you have joined Diablos. A guild that devours dragon flesh till nothing remains. See the problem? I don't.*~~

~~-Find a way to create Dragon Slayer Lacrima's from Dragon corpses without compromising on the Dragon's Flesh. Have your cake and eat it: 300 Cp and method of extraction for Lacrima's.(Also, your Guild won't get pissed at you)-Vetoed as the only canon example of a Dragon Slayer lacrima being made was from a dragon corpse without compromising its flesh.~~

Fairy Tail's Ace

Gildarts Clive, the (temporary) 4th Guildmaster of Fairy Tail and its undoubtedly strongest member. Their has only one person known to canonically defeat him, and even then, the Crash Mage did what most could not do against Acnologia, survive. While Makarov might be the Guilds Master, it is clear without a doubt who is its strongest fighter. Even God Serena, who was considered the Strongest Mage in Ishgar, was defeated by him in combat. All this has earned him his title as the Ace of Fairy Tail.

-Become the Strongest in Diablos and force even Georg to acknowledge your superiority too him(This is not just being 'slightly' stronger than him, you have to be a whole tier of power above him, like Laxus whenever he fought Natsu in the battle of Fairy Tail arc):
500 Cp

-Be given the offer to become Guildmaster of Diablos(You do not have to accept this, just be given the offer like Gildarts was): **200 cp**

Piece for Fairy Tail's Ace I should have added

-Mission: Defeat every one of your Guildmates in single Combat, no Spirits, no Sword Fuckery, just you and your magic against them and theirs: **50 Cp for every member you defeat. x5**

Celestial Eclipse

During a very enjoyable filler arc, the destruction of the Eclipse Gate led to the Zodiac Spirits being turned into complete opposites of themselves. The perverted yet kind Leo becoming a cold careless leader, only concerned with achieving his goals of being free from his perceived shackles. This affected not only the main 12, but also the 13th Zodiac Opiochus and even the Celestial Spirit King. Now is a chance for you too free them of their 'bindings'.

-Figure out a way to free the Eclipse Spirits from other halves, either by keeping them as permanent alter ego's, killing their original personalities, or separating them into different spirits: **600 Cp and the Eternal Loyalty and Gratitude of the 12 Zodiacs**

-Free the 13th Spirit Opiochus and the Celestial Spirit King/Beast: **250 Cp and two more powerful Spirits**

-Gain the Eclipse Spirits without killing the originals: **200 Cp, Lucy and Yukino will not hate your guts, and you won't feel like a piece of shit.**

The Lion, the Witch and the World of Spirits

Leo the Lion was a brave and Noble Soul, one who defied his own master, Karen Lilica, to protect his friend Aries from her abuse. Forcing himself to stay in the Human world to either force her to break her contract with him and Aries, or treat her spirits better. Yet for his noble cause, his actions led to the Death of his foolish Wielder and he was banished from the Spirit World. Taking the name 'Loki' as he would spend 3 years waiting for his magic to run out and his number too punch out.

-Save the Leader of the Zodiac, either by forcing the Spirit King to accept him again, or by convincing him that Leo should be forgiven: **300 Cp and possibly Leo's Key**

-Retrieve Aries Key from Karen Lilica's killer, Sorano of Oracion Seis: **150 Cp, Leo's gratitude, and Aries Key**

My Fuzzy Little Warrior

It's a common fact that every First and Third Generation Dragon Slayer gained an Exceed companion. This was due to a plot to supposedly kill or entrap the Slayers to use them as a battery. Sending a hundred Exceed Eggs to Earthland from Edolas. Only 4 of which located Dragon Slayer companions in that timespan. Now you may join that list of rankings of Dragon Slayers with Exceed companions.

-Find an Exceed or Exceed Egg and make them your partner: **200 Cp and a pet/friend for life.**

-Bonus: Become a Dragon Slayer before finding an Exceed or Egg: **100 Cp**

-Bonus(My Cat can beat up your Cat!): Despite being a race of supposed Divine beings, only 3 Exceeds can actually use Magic beyond the standard Aero Spell. Once you gain an Exceed, train them to learn proper magic(Such as Carla's Moon Magic or Pantherlily's Sword Magic) have them gain a stronger form, and become the mightiest of their race: **250 Cp**

Bounty

Complete your first Job/Quest for a Guild.

Reward: 50CP

Bounty

Complete a Job/Quest without ever entering Combat.

Reward: 50CP

Bounty

Complete your first S Rank Job/Quest for a Guild.

Reward: 100CP

Bounty

Face a Life-or-Death fight against an enemy that is legitimately trying to kill you. And win.

100CP or 200CP if they are a Rank above you in power

The Ascent of the 13th Spriggan: this scenario is somewhat simple. Become a member of the Spriggan 12, and (optionally) aid in Zeref's goals. There are two main paths to go about it, with fitting rewards to go along with them.

- Option 1: KILL a current (or future) member of the Spriggan 12. Then, convince August (or Irene, should you have killed August) to welcome you into the Spriggan 12. The Spriggan (or future Spriggan in God Serena's case) you choose just has to be dead by a result of YOUR ACTIONS. So poisoning, hired assassins, etc, are all valid tactics if you are not particularly strong yet.
- Option 2: Get into contact with August, the defacto leader of the Spriggan 12. Convince him by some method to allow you to join the spriggan 12 (likely taking God Serena's place in the 12, if done pre-timeskip)

The Scenario's rewards vary based on the path you take. However, should you remain loyal to Zeref's cause and make sure his plans succeed, you can take any surviving members of the spriggan 12 that you have a decent relationship with as companions into future jumps.

If you instead betray Zeref's goals and leave the 12 for some reason, considering they will hunt you down with all their might, you will gain 600cp.

- Option 1 Rewards: You gain all magic held by the Spriggan slain to take the position. You don't get their experience with it, instead just the basic ability to use it to build up from. Certain downsides as a consequence (such as God Serena's lacrima implants and dragon scent) can be kept or removed at author discretion.
- Option 2 Rewards: You gain the capability to learn any and all magic from 2 of the spriggans on top of any other magic you may have. However it is up to you to

observe or gain tutoring, then train and practice to make use of this. (You have to actually put in effort to make use of this.)

The Princess of Dragons

Erza Scarlet, the Queen Titania of Fairy Tail, a master of magic and the daughter of Irene Belserion, the Queen of Dragons who invented the Magic that would be used to slay them. Yet, despite carrying her for hundreds of years as a Dragon, not once did this have any effect on Erza's form. Almost like the potential for it was suppressed. Perhaps there is a way to reawaken this sleeping dragon inside her. Maybe something in Diablos could be the key...

-Awaken the Potential for Dragon Slayer Magic inside Erza, this can be any element befitting her class, be it Metal, Sword or something obscure like War itself: **300 Cp**

-Bonus: Teach her how too use her new powers, better than Natsu could at least: **100 Cp, and a friend in Erza**

-Bonus: Teach her Dragon Force: **150**

The Celestial Prince

Star Dress, Urano Metria, Phoenix Impact. Despite what many might claim, the path of being a Celestial Spirit Mage is a powerful and mighty one that few can use. The most prominent being the Heartphilia line, of which 3 powerful Spirit Mages debuted. Now it is time for you too take that title.

-Become a Master of Celestial Spirit Magic, gain one of every key type there is, be it Silver, Bronze or Gold. Master the Spells, become one with your spirits: **400 Cp**

-Bonus: Forge a Pact with the Celestial Spirit King himself, show him you are worthy of being the first actual summoner he has had in millenia: **300 Cp**

-Bonus: Learn a Magic complimentary too Celestial Spirit Magic(I.e Heavenly Body or similar): **100 Cp**

The Student

Many mages of particular spells or a specific time of magic, some having picked it up after lifetimes of learning others. While some can literally be born for that type of magic, and each who does can master their magic better than anyone else who could otherwise

learn it. So who best to teach you those types than the one's chosen by magic itself to have an affinity for it.

-Have someone born into their Magic teach you it, either Erza Scarlet with her Requip, Makarov and his Titan Magic, or someone like Irene who invented Enchantment Magic, you could even do Racer and his Speed/Slow magic. Just simply convince someone to teach you the magic they were born into, for money, for friendship, or whatever: **100 Cp**

-Bonus(The Master): Now that you have learned it, go beyond and become even better than they are, master their magic to a level even they could not reach: **200 Cp**

The Outside's Addition

Magic exists in the air we breath, and with each passing day, a new chapter is filled in its books as new discoveries and types are discovered with each passing year, the Infinite path we walk guided by its origin of the one Magics root seeks to never fail in surprising us as Magic itself shall never stagnate or settle for one true form. Now it is your chance too add a page too that book.

-Create your own Magic type, be one that does not exist in the Lands of Earthland and something truly original to this world. Be the first of its creation, and write your story in the world of Fairy Tail: **300 Cp, and your own unique Magic...**

-Bonus: Make it something *actually* original and don't just copy Magic from some other anime, you cheap bastard: **200 Cp for not selling out**

The Dragon God's apprentice

Their are five(actually six) Dragon Gods in Earthland, powerful dragons claiming too be on the same level as Acnologia. Mercphobia the Dragon of Water, Selene the Moon Dragon, Ignis the Fire Dragon, Viernes the Gold Dragon, Aldoron the Wood Dragon and Dogramag the Earth Dragon. Surely the Magic powers they have developed are second to none. Imagine the power that could be gained by learning their arts? Can you manage too convince these Gods in Dragon Flesh to teach you?

-Mission: Learn First Generation Dragon Magic from one of these Six beings: **400 cp**

-Bonus: Learn it before any other Dragon Slayer Magic: 250 Cp

-Bonus: Attempt to Redeem one of the less moral Dragons such as Aldoron or Dogramag through learning from them: **450 Cp if succeeded**

Crime Sorcerer

There are many dark guilds across Fiore, many that do nothing but cause problems for both the Magic Council and the Civilian Population. Be it the everyday dark guild who refused to obey the law, or guilds like the Balam Alliance who go out of their way to cause harm, they are monsters everywhere. And that's where you come in, free the lands of these awful places.

-Mission, Destroy Dark Guilds: **50 Cp for every 10 weak dark guilds you destroy (I.e Weaklings like Eisenwald or such) (reduced bounty to 1 CP/guild; beat 8, though 4 were at double bonus)**

-Bonus: Destroy a mid tier dark guild (Trinity Raven or Raven Tail for examples): **150 Cp per Dark Guild Destroyed x1**

-Bonus: Destroy a Major Dark Guild (Grimoire Heart, Oracion Seiss or a similar level): **400 Per Dark Guild Destroyed**

-Bonus: Do it by yourself, no allies besides celestial spirits or maybe an exceed partner: **2x bonus too each Dark Guild destroyed**

-Destroy the Balam Alliance (Not just the big three, but every guild that makes it up): **700 Cp, and whatever loot you can find in their HQ's**

Ars Goetia

Tartarus, the guild of demons Zeref made through his studies of Magic in his journey to create a being capable of ending him. Better known by their true title of Etherious, mana based creations that rely on another form of magic unique to them. Curse Magic.

Succeeding with his brother, Zeref managed to turn a human being into an Etherious with time and effort. And that attempt was replicated with Jiema and Minerva of Sabertooth.

-Mission: Learn a way to convert yourself into an Etherious form, and master the power it can give you: **300 Cp, Etherious form**

-Bonus: Do it yourself without the aid of Tartarus: **200 Cp, 1 Free Curse of your choosing, and the method to create more Etherious**

Nakama

What do you know? The people in your guild actually give a shit about you, they are no fairy tail, but if you mess with one of their own, they will protect you. Now can that sentiment be returned, or are they just pawns for you too use till your strong enough to set out on your own?

Mission: Befriend everyone one of your Guildmates: 100 Cp for every 10 you befriend, 200 Cp for befriendng all of them.

-Bonus: Befriend them too the point they would die for you, make your own Fairy Tail in this guild: 150 Cp, and a guild who will call you family

-Bonus: Befriend Georg: 200 Cp

Keeper of the Stars

Despite certain issues with some of your spirits, you very friendly with them and can give a lot of care. A sentiment they return as they are quite loyal too your cause. Now lets see how deep your bonds can go.

-Mission: Become good friends with every one of your spirits, know their likes and dislikes, and what they want to do in the future. Become part of your nakama as well: 200 cp for all spirits. (Minimum of 20 Spirits needed for this)

A Sword of Promised Victory

Face, Nirvana, Fairy Heart, Etherion, Dorma Anim, several dangerous weapons that inhabit the world of Earthland, or would cross paths with the Guild known as Fairy Tail in their destructive path. Each a dangerous weapon that could in the wrong hands destroy Ishgar, or cause untold amounts of damage. What else could be made in time, one has to wonder. Perhaps its time for a new weapon to surface into the pages of history...

-Mission: Create a weapon on pair with the dangerous creations of Fairy Tail, be it a blade that can kill anyone. A Cannon that could destroy continents, or an unlimited source of power, as long as it can wreck havoc in the wrong hands, it is worthy of standing in the name of fame and glory: 500 Cp and very dangerous weapon

Declawing the Saber Tooth

Jiemma was a cruel Guildmaster and an even Worse Father, abusing his daughter and killing his own guildmates just because they never once lived up too the impossible standards he placed on them, it was a wonder how he was never arrested for his actions.

His Guild a cruel showing of what someone like Laxus would have achieved if he never stopped pursuing power and nothing but power.

Mission: Defeat Jiemma in battle and permanently disband Sabertooth or remove him as Guildmaster from it: **200 Cp, gratefulness of Sabertooth mages.**

He beat Jiemma and got him arrested... not clear yet if he'll actually be sentenced, but he's probably through in Sabertooth one way or another. ... Of course this was at least months before he became the guildmaster... still I think it counts.

-Bonus: Save Minerva from her abusive father and give her a better place to live: **150 Cp, Minerva's Gratefulness**

-Bonus: Kill Jiema or see him arrested for his crimes: **100 Cp, Jiema will not be a problem in the future.**

The Dragon Kings Celebration

Several hundred years ago, Dragons waged War on Humanity. Many Dragons wishing to eat them, or considering them their friends, outnumbered by many of their former kin. So to equal the forces, princess Irene taught enchantment to match a dragon in strength. Creating the power known as Slayer Magic, by taking on the qualities equal to a what they wished to fight.

Over 1000 Dragons fought against humanity, and many of their blood was bathed in by Acnologia to become the strongest and kill them all. But despite being long gone by now, there is an easy way to kill all those dragons for their powers.

-Mission: Take part in the latter half of the Grand Magic Games arc, and kill/defeat several of the Dragons that took part in the invasion by Future Rouge Cheeney: **250 for every Dragon you defeat**

-Bonus: Allow more Dragons to slip past the Eclipse Gate before it closes: **150 Cp for every dragon besides the main 7 that make it past the Gate.**

-Bonus: Kill Future Rouge and take his Lacrima: **150 Cp and White Dragon Slayer Lacrima, the spell for Controlling Dragons**

/Alternative The Dragon King Timeline

Rather than bringing the Dragons here, why not use the Eclipse Gate and go back to when they roamed the earth?

-Use Eclipse Gate and go back to the time of the Dragon King Festival: **200 Cp**

-Bonus: Kill Acnologia or befriend him before he became a monster: **250 Cp**

Eat Rocks

Wow, your really that desperate for Cp? Ok, do what you like, hope it hurts.

-Mission: Eat a Rock the size of your hand, no Magic or anything to help make it go down easier. Eat, that Rock: **50 Cp, a laugh**

The Peerless Swordsman

Erza Scarlet, Queen Titania, an S Class Mage of Fairy Tail who commands as much respect as she does fear(Much like her mother). Her magic is such a simple concept, storing items away, yet she uses it too such a terrifying degree that many enemies are left shivering in fear after battling her. Not because of the armour she carries, but she sheer skill she uses them with. The finest caliber of hers being to cut a meteor in half(albeit, with some aid from her friend Wendy) as she has been shown to almost casually deflect bullets with her sword. Small wonder anyone respects a girl like her.

-Mission: Achieve the same level of Skill that Erza has with a blade: **200 Cp, 3 armours of similar caliber to hers.**

-Bonus: Do so without buying the perk for it: **100 Cp, an extra 2 armours**

77777

On a specific day, on a specific year, of a specific month, 11 people travelled through time. Anna Heartfilia, her 5 students, and their dragon parents. Yet the children were seperated and their dragons stored in their souls, their bodies weakened from time traveling and the damage Acnologia's magic had done too their souls. Even with time spent in the new era where magic was denser, they never recovered enough, giving up their lives to stop Face from taking off, as Igneel fought Acnologia and took his arm.

-Mission: Save the Dragons from being killed from awakening early. Either by stopping them needing to do so, or by giving them enough Etherano too recover fast enough: **400 Cp, potential to learn First Dragon Slayer Magic from one of them.**

The True Slayer

Dragons, Devils, Gods, many things that exist too be slayed by mankind with the aid of magic, and many more exist too this day. Each having a particular use in canon.

-Mission: Learn God and/Or Devil Slayer Magic: **200 Cp per Slayer Magic type you learn**

-Bonus: Learn another form of Slayer Magic, or create one from Scratch, Angel, Phoenix, Oni, Human: **100 Cp per Slayer Magic**

J.R Howling

You know Lucy once tried writing a novel? It wasn't as good as she hoped, and it didn't get publish, but she never gave up. It was something she was passionate about and she spent a lot of time working on it. Maybe you could learn her a thing or two about it.

-Mission: Write a Decent Novel, can be any genre you want, just a decent story: **100 Cp**

-Bonus: Write a Great Novel, at least Top 10 of the year: **50 Cp**

-Bonus: Write one of the Best Novels of All Time, make it a fan favourite of at least a million people: **100 Cp**

The Sorcerer's Apprentice

Not many mages take Apprentices, usually not having the time, or being too dangerous an art they practice too do so, the most would be giving tips or pointing them in the direction of a class where they could learn properly how to fight. But even so, powerful exceptions like Ur Milkovich would take on apprentices if they caught her eye.

-Gain an apprentice of your own, and make them at minimum an S-Class Threat: **150 Cp**

-Teach them your Signature Magic: **100 Cp**

What makes a man?

Flesh, Blood, Bone, and the Soul. The 4 Core characteristics that make up a man. The Soul which creates our Identity and separates us from animals, the Blood the life that moves constantly and keeps us running, the Bone gives us the strength to stand and remain, and the flesh that forms every other part of our body. Much like your Guildmates odd powers, any Dragon Slayer with that as an element would be a typhoon of danger to fight.

-Mission: Learn one of the 4 Dragon Slayer Magics, Flesh, Blood, Bone or Soul. Either by creating it from scratch, killing the dragon and consuming its flesh, or finding the right Lacrima: **300 Cp**

-Bonus: Learn a second of the remaining 3 Magic arts: **150 Cp**

-Note(No Buying it with Cp)

The Strongest Team

Natsu Dragneel, Lucy Heartfillia, Gray Fullbuster, Erza Scarlet, Wendy Marvel. Fairy Tail's strongest Team. Despite that, many others would try and defeat them, either alone or together, they would always triumph. But maybe it's time for a new Team to take the place of the Fairy's.

-Defeat Team Natsu in open combat, all 5 members at full health: **100 Cp**

-Defeat Team Natsu by yourself, no aid from your own Team: **150 Cp**

Rising power

Second origin, a magical power that lays in every wizard, another core of etherano that has yet to be unlocked inside many others. Only after mastering Arc of Time, did Ultear Milkovich discover a way to force it open, albeit, by causing intense agony to the one it was cast on. Although you can buy the perk for it, perhaps try a more honest way of unlocking it.

-Unlock Second Origin through some method outside of buying it with Cp: **200 Cp, Second Origin Perk for Free**

-Unlock Second Origin without the Aid of Arc of Time: **150 Cp**

The Great Grimoire Theft

Former 2nd Guildmaster of Fairy Tail and Founder of Grimoire Heart, Precht or as he is better known, Hades, managed to gather dozens of Lost Magics in his guild. Arc of Embodiment, Great Tree Arc, God Slayer Magic, and Arc of Time just to name a few. He even managed too create both Fairy Heart and a machine that functioned similarly, giving him near infinite stamina too fight with.

Be a real shaaaame if someone took all that from those Dark Mages, eh?

-Mission: Rob Grimoire Heart Blind, take their airship, their tomes, their weapons, everythhing you can steal: **250 Cp, access to several Lost Arts to learn and whatever else Precht cooked up.**

-Bonus: Rob them before the events of Tenrou Island: **100 Cp, undamaged goods.**

Get a girlfriend

Get some action, get kissy, find someone too waste your time with. Find someone who you want too spend your life with while here.

-Mission: Find a girlfriend and date her: 100 Cp, a girlfriend/companion

-Bonus: Date a supporting character(I.e Mira, Cana or even Kagura too name some options): **100 Cp**

Diabolical

Your Guild as a whole are at risk of going berserk, becoming Dragons that could be a danger to each other and the population if they dare too use the Dragon Force. So you have been given a special task by your master based on your plans for Irene: Cure the Dragon Seed in your guildmates.

-Mission: Find a cure for 5th Gen drawbacks so your guildmates will not turn into raving dragons: **200 Cp**

-Bonus: Do so before anyone turns and has too be put down by Georg or someone else: **150 Cp, Georg's relief and gratitude**

-Bonus: Figure out a method too turn them into dragons and back without the drawbacks, give them that extra power they crave: **100 Cp, access to 'On Two Legs' perk for free, option to become a Dragon.**

Team Arthur

You have put together your own little motley crew in your time in Diablos, 4 mages, including your own Sting Eucliffe. While you have yet too form into a super team like the Thunder God Tribe or Team Shadow Gear, you still work well together.

-Mission: Go on 5 S Rank Missions, and 10 A Rank Missions with your Team and become close as you can: **200 Cp, Companions**

-Bonus: Help your teammates grow stronger through the same methods you have, such as Second Origin unlock or fixing the Dragon Seed inside them: **100 Cp, stronger teammates.**

The Dragon Hunter

4 Beast Dragon Slayer, the signature magic of Georg of Diablos, a powerful type made from his constant devourment of Dragon Flesh over the decades he had been alive for. Despite that, we never got too see it in action, due too his canon death at the hands of Selene, now just how powerful would it have been? And how powerful can you make another

-Mission: Create a superior Dragon Slayer Art to Georg's 4 Beasts Dragon Slayer magic: **400 Cp, Super Dragon Slayer Magic**

-Bonus: Have the elements surrounding your new Art be a reflective theme, i.e the 4 primary elements, or the 4 parts that make humans: **200 Cp**

Wracking my Brain

Brain, leader of Oracion Seis, and master of Dark Magic, had two personalities inside his body. His intelligent half, of which he dubbed Brain too fit his ego. And Zero, a being of power he sealed inside the deepest pits of his with Organic Link Magic, too afraid of what would happen if his murderous self got out.

Yet how was this being created? Was Brain born with two souls, did his experiment lead too a greater power dwelling within him, or was it a Curse/Blessing from Zeref himself?

-Mission: Find out the source of where Zero came from inside of Brain, and figure out how he truly works: **300 Cp, chance of gaining 'Hero to Zero' perk for free**

The Keys of Zeref

Precht, Ultear, and the whole guild of Grimoire Heart believed that the kinder side of Zeref was merely his sealed state, believing that his true personality and power were locked away somehow by other mages. And so gathered 'keys' to unleash his true form, so he would grant the Utopia they believed in.

Obviously, this was all a load of bullshit spread around by his followers, and the real Zeref could easily be as dangerous if you upset him or activated his curse. Yet still, they believed whatever 'keys' they gathered would unlock him, they must have obviously been some tool of importance or significance if they spent years searching for them.

-Mission: Steal Grimoire Hearts 'Keys of Zeref' and find out what their real worth is, clearly they must have some use too them: **200 Cp, and the 'keys of Zeref' for study.**

Oracion Saved

You have quite a prediament on your hand, you've murdered Brain, attempted redeeming Sorano, and now Oracion Seis are more split than ever. But Jellal, the one who would convince them too become heroes in the anime, is currently comatose and only one person you know of can heal him. Furthermore, Midnight/Macbeth has been arrested, Racer/Sawyer tried too kill Sorano, Richard/Hoteye is who knows where after you knocked him out, and Cobra likely fucked off somewhere. These group of former slaves and friends have never been more broken, but can they be repaired with time and effort?

-Mission: Get the 5 former slaves back together as friends, either by gathering them or kidnapping them, and convince them that Brain never once actually cared about them beyond their value, and teach them too be at least somewhat heroic(At least too their canon amounts): **200 Cp, the 5 Oracion Seis remaining members as companions, the Key of the Starry Heaven filler will not happen(Probably)**

-Bonus: Reunite Richard with his brother: 50 Cp, Richard's Gratitude, possible Wally Companion

-Bonus: Restore Kinana/Cubelios too their human form without taking their memories: **Kinana companion, Erik's gratitude, Kinana keeps snake form and magic**

-Bonus: Get Sorano Angel Coin Magic, either by buying it with cp and giving it too her, or getting it how she did in canon: **Sorano gains Angel Magic, Sorano's Gratitude(♡)**

-Bonus: Have Erik/Cobra become a 5th Gen dragon slayer, either by joining Diablos, or feeding him some dragon flesh you find: **Erik becomes a 5th and 2nd Gen slayer**

The classic Cocktail fight

So many fights happen in fairy tail, either by someone pissing the other off, too much booze going around, or just someone wanting too have a scrap. Its small wonder the mages of fairy tail are so good at mixing fists with magic, they practically live with it. Now is the chance for you too gain an inkling of where too take that skill(And booze).

-Mission: Start 50 bar fights over the course of a year: **Martial Arts skills(Roughly equivalent to 3-5 years of MMA Training)**

-Bonus: Due each bar fight while absolutely sloshed out of your mine: **Booze empowerment(Imagine Rock Lee's Drunken Fist)**

The Heavenly Victim

*Jellal Fernandes did **not** have a good life, his parents were killed by cultists, he was taken as a slave for years afterwards, his crush had her eye ripped out, and then he was possessed by what he thought to be Zeref's ghost(actually a dark mage with mommy issues) and was forced too commit horrible acts while brainwashed, killing one of his best friends afterwards and being used as a scapegoat by Grimoire Heart and being rendered comatose. Eventually being taken to jail where he was tortured for who knows how long till he broke out. But with him leaving comatose before you, you have a chance to make things right for this poor soul.*

-Mission: Help Jellal recover from his coma, regain his memories, and come too terms with the guilt he felt for killing Simon and hurting Erza and the others. All without going to jail for crimes he was brainwashed into committing: **150 Cp, Jella Fernandes as a companion**

-Bonus: Repair the destroyed friendship between him, Erza, Milliana, Sho and Wally, either by explaining what really happened, or by another method: **100 Cp, Jellal will happily call you his best friend, possibility to learn Heavenly Body Magic, potential companions**

-Bonus: Revive Simon or summon his ghost to help fix the pain caused further, and possibly help his poor sister out by giving her back her brother: **150 Cp, method of**

reviving others(Optional), Kagura Mikazuchi companion, Jellal will not feel guilty about murdering Simon anymore.

Edolas Bounties:

- Double Trouble: In Edolas, you might find that there will be a Doppelganger of your own. Genuinely befriend, utterly defeat, and/or permanently kill them.

+ Reward if befriended: [Make It Double] - You can split yourself into 2. Both are you and have everything you possess, including access to the Bounties. However, the potency of your abilities are only 70% of the original each. Memories and growth aren't shared, but you two can merge back on contact to inherit both's memory and growth. If a partition is killed, you (the surviving partition) regain the ability to split again.

+ Reward if defeated: [No Trouble] - In conflict against anything that could be deemed your clone/copy, you can't be harmed by them. This include biological clones (even if you are just one of the many DNA sources), AI made from your mind, technique learnt from you, or copied power. Can be toggled on a case by case basis.

+ Reward if killed: [Troubled Double] - Any attempt to actively clone/copy you will utterly fail such that nothing can be learnt or scavenged from the attempt. This include biological cloning (even if you are just one of the many DNA sources), creating a mental profile of you, learning from you, or copying your power. Can be toggled on a case by case basis.

(Note to author: Ignore this if there isn't going to be a Doppelganger for Arthur)

- Magic Resurgence: Make Edolas start producing its own magic.

+ Reward: [Magic Source] - You can grant anyone the ability to use any of the explicitly magic systems that you have. They will be granted an average energy pool. Any unique ability expected (such as inborn magic) will be suitable for themselves but random in potency.

- Industrial Revolution: Enlighten Edolas to the power of SCIENCE by having them start making technology that don't involve magic.

+ Reward: [Tech Surge] - Attempts to technologically uplift others done by you will be much easier to achieve. You gain increased intelligence to matters pertaining to scientific fields.

Bounty, the Strongest Guild

-Mission: Prevent Fairy Tail from being trapped in Fairy Shield for 7 years, either by teleporting them off the Island before Acnologia's attack, stopping Zeref from ever accidentally summoning him, defeating Grimoire Heart earlier so that they can fly before he arrives, or somehow distract the Evil Dragon Slayer enough for him to ignore them.

Reward: 400 Cp, Fairy Tail's Gratitude, a massive change to canon

-Bonus: Do some damage to Acnologia before he leaves, give him a scar, take a finger, or take one of his eye's.

Reward: 300 Cp, Acnologia Drop, the begrudging respect of the Dragon King

The So Called 'God'

God Serena, in the short time you have met him, showed him to be a petty, cruel, spiteful, arrogant, and selfish individual who has not only stolen from you and nearly got you killed, but blatantly lied in court about what happened just so you would get a more painful execution, even going as far as to steal your items and take them as trophies or give them away to others as bribes. This cannot stand, its time to humble the treacherous Wizard Saint.

-Mission: Defeat/Humiliate or kill the future No.1 Wizard Saint completely, destroy his pride and either get him kicked out of the Wizard Saints, or have him arrested for his corruption: **250 Cp, your nemesis suffers**

-Bonus: Steal the 6 Lacrima's he currently has and take them for yourself, wheter you you kill with this or leave him alive is up to you: **Bonus, 50 Cp, 6 dragon slayer lacrima's of high quality.**

-Bonus: Take the other two Dragon slayer powers that he would have gained in the future, the Sea King and Thunder Dragon Slayer Lacrima's. Spite him in ways he doesn't even know about: **50 Cp per Lacrima taken from him**

-Bonus: Kill Serena in a way so that he will forever be remembered as villain/fraud/dark mage in the history of Ishgar, either by painting a scenario where he comes out the bad guy much like he made you, or framing him for a crime: **100 Cp, the fool shall suffer**

A fair System

The Magic Council in Ishgar is clearly a corrupt organisation, too say nothing of their incompetence they intended to use Erza Scarlet as a scapegoat for their own blunders, they sent the amnesiac and no longer possessed Jellal Fernandes to be imprisoned and executed without Trial in canon, and they let Serena torture you multiple times for 'information' while also putting you through a kangaroo court over minor crimes at best, even letting an actual criminal blame you for his crimes. It is clear something must be changed, and while your not the man for the job, someone who wishes to repent might be.

Mission: Aid Jellal Fernandes in reforming reform the Magic Council and making a fair Court for people who genuinely wish to repent like Sorano and himself: **250 Cp, a proper retrial for you and him.**

Bonus: Get pardons for him and yourself, along with any criminal companions who may tag along with you: **200 Cp, you and your friends are all free men(and women)**

Recover your shit

Your shit i.e Your Sword, your Shield, your keys, were all taken from you and redistributed by the Magic Council(I.e the dibshit Serena who took them and pawned them off or kept them as trophies), get your shit together(Literally) and stand proud again

Mission: Find your shit again: **50 Cp for each item you recover(Sword, all keys, shield), you get your shit back, what else you want?**

Collect 30 unique pieces of Edolas Tech: 300 CP. (almost certainly being reduced to something closer to 1 CP/piece or 50 CP). **Ten Commandments Spear, Rosa Espada, Music Box, Hologram Advertizement Display, Video Sphere, Animated Bird, Jet Shoes, Magic Whip, Rain Summoning Umbrella.**

Steal the Dorma Anim: 250 CP, a Megazord.

The Army of Evil The Edolas army are a dangerous group of foes, each one a mighty fighter, from Erza Knightwalker, to Mae Hughes, to Pantherlily, and that's without taking into account what other monsters they have in store (adds 6 more Army Captains each more dangerous than Knightwalker). Mission: Defeat all 10 of the Edo Captains that make up the Edolas Army. 20 CP per rank per member defeated personally. **Partial; defeated 6 out of 10 personally.**

Pokemon

Capture a Starter Pokemon without being handed one by the Professor/Reward: 200/Bonus: Do not do it through illegal means (Like Stealing) to get it. 100 Cp/Extra Bonus: Be a Non-regional Starter Pokemon (I.e Torchic in Sinnoh) 100 Cp

Beat the Gyms, but all your team must be weak to the Gym's main type (if it's a Rock gym, all your Pokemon must be weak to Rock, and so on). Reward: 50 CP, 100 bonus for every eight Gym leaders beaten this way.

Don't use your full team at all. Reward: 100 cp per unused slot (100 for max of 5 Pokemon in your team, 200 for max of 4, and so on).

Catch or befriend a Legendary. Reward: A strange plate that boosts the power of certain abilities. The boost corresponds with the Legendary caught. Multiple Legendries = Multiple Plates.

Capture one Pokemon of the blank type 50 cp each "repeatable for each type" or a bigger cp reward of having one of each type.

Have a person ask for your autograph "after region Pokemon tournament" 100 cp.

Get a fossil Pokemon 100 cp.

Have one of your Pokemon beat another Pokemon with a type disadvantage 50 cp.

Have your Pokemon beat an evolved version of your Pokemon 50 cp.

Convince a Pokemon to join you without battling 100 cp.

Best a fighting type Pokemon in martial arts 100 cp.

The Eeveelution Collection Bounty (Part 1): Collect and fully train (level) one of each type of Eevee evolution. Upon success, you will gain a Partner Eevee or Partner Pikachu, your choice. The Partner is base starter level, but knows its unique moves.

The Eeveelution Collection Bounty (Part 2): The *first* time you defeat any Gym or Elite Four member *with your Partner on your team*, the Partner gains 10 Awakening Value to its stats.

Bounty: 200 cp

-Get involved in at least one pokemon Movie

-Bonus: Resolve the Plot by yourself without leaving the Main Cast too due the work for you. (150 cp)

Bounty: 200 cp

-Catch one of every pokemon type(As in types like fairy, fighting, etc)

Bounty: 250

-Defeat a Legendary

-Bonus: Defeat it with one Pokemon(250 Cp)

Bounty for Pokemon you do nuzlocke

Most people should know what a nuzlocke is but for those who don't it pretty much if a Pokemon goes down it's dead you can't use it and you have to catch the first thing you see but for the sake make it easier for the person who doing it you can't ignore the second part if it's easier to make a story

Reward 1 so you have pass it you got 300 CP and if one of the pokemons who with you from the beginning able survived the whole way though is now royal to you it can do what Pikachu does for ash able to do what was impossible thing like electricity affecting ground types

Reward 2 if somehow none of your Pokemons die you get 500 CP and if one of them can mega evolutions in the other generation it can stay permanent mega evolutions because dude you deserve if you somehow do it

Saw

Convince Jigsaw to give up his ways and take over in his stead.

Reward: 400 Cp

An equal 400cp to kill jigsaw in a jigsaw like trap.

Maybe, 800cp to rehabilitate him personally.

How about 500 too convince him his traps have done more harm than good to the world?
Make him kill himself with one of his traps

Batman

- Make Batman willingly kill someone (400)
- Make the Joker willingly save someone (400)
- Bonus (Doubled CP, so 1200 CP in total for each character): Make Batman/Joker switch alignment on the hero/villain scale

I Have No Mouth But I Must Scream

redeemer of AM and fix the world with AM Reward 1000 for any jump one time