

My Immortal

By Carvin



Introduction

You're probably familiar with the Harry Potter universe. The Boy Who Lived and his Gryffindor friends go to a magical school called Hogwarts while fighting with the Dark Lord Voldemort and dealing with their Slytherin rivals. This... is a bit different.

Welcome to the universe of My Immortal, possibly the most infamous Harry Potter fanfiction of all time. No longer is this the story of Harry Potter, but of Ebony Dark'ness Dementia Raven Way (also known as Enoby, Evony, Ebory, Egogy, Tara, or TaEbory), a 17-year-old vampire in Slytherin and archetypal Mary Sue. Hogwarts is divided into two rival cliques: the angsty, misunderstood "Goffs" and the cruel, shallow preps, while the Dark Lord Vlodemort and his Death Dealers plot to murder Harry Potter (he's called Vampire Potter now, though. And he's goffik.).

Many characters you know are totally different to how you remember them. Hagrid (now called Hagrid, Hargrid, or Hairgrid) is a Satanist student and drummer in the emo band Bloody Gothic Rose 666. Snape and Lupin (Snap and Loopin) are lovers who enjoy "doin it" in public while Dobby watches and are Vlodemort's main Death Dealers. Hermione changed her name to B'loody Mary Smith and became a vampire weeaboo after her parents died. I could go on, but it'd be more entertaining for you to discover the rest.

Take **1000 CP**, and good luck retaining your sanity.

Starting Location

You may pay 50 CP to choose your location, otherwise roll 1d6. Regardless of your choice, you arrive a day before the beginning of the first chapter of *My Immortal*.

1. **Hogwarts:** The renowned English wizarding school, and the place where most of the events of this Jump will take place. Here, students from the ages of 11 to 18 learn such important wizarding subjects as deviation, portents, math, transformations, and advanced biology. Hogwarts is famous for its house system, of which the main two are the Gryffindors, or preps, and the Slytherins, or goffs. The Hufflepuffs exist merely as cattle for the vampires in the Hair of Magical Magic Creatures, and there doesn't seem to be any mention of any Ravenclaws.
2. **Hogsmeade:** A few miles from Hogwarts is the village of Hogsmeade. Called Hogsmead until the year 2000, it's normally a rather quiet, pleasant place except for its prominent goffik scene. Bands such as MCR, Good Charlotte, and Marilyn Manson frequently host concerts here, and there's a decent shopping district too, with shops like Hot Topic and Tom Riddle's goffik clothing store. There's even a black movie theatre too!
3. **St. Mungo's:** Otherwise known as St. Mungo's, this is the greatest wizarding hospital in England. Located only a short distance from Hogwarts and London, its top of the line facilities are capable of treating everything from predatory behaviour to Volkmortserum addiction. Apart from this, very little is known about this place.
4. **Longdon:** Longdon is a small village located in the county of Staffordshire, England. Despite its quaint appearances, Longdon is actually a fairly dangerous place: the mysterious "black guy" has taken to prowling its streets, shooting up innocent goffs before running away in his red car. It has no connection to London, capital city of the United Kingdom.
5. **Abkhazian:** Also known as Akazaban or Azerbaijan, this is the prison where all the most dangerous magical criminals are kept. From torture to being too old, the inmates here run the gamut of illegal activities. Fortunately for you, you're not imprisoned here, but merely visiting.
6. **Free Choice:** Lucky you. You get to choose freely from any of the above locations

Backgrounds

You may choose to roll either 1d8 + 10 or 3d10 + 20 to calculate your age, depending on whether you would rather be a student or adult, and your gender remains the same as it was previously. If you wish, you may pay 50 CP to change both of these to whatever you like.

Drop-In

You've just arrived in this world with no memories, connections, or past to tie you down. The future is in your hands: Who knows what you'll become? Perhaps an independent fashion designer like Tom Rid, a touring musician like Gerard Way, or even a literal visitor from another universe like Tom Bombadil, Morty Mcfli, or Darth Valer.

Goff

The goffs are the heroes of this world, and the eternal rivals of the evil Preps. Despite the constant angst they feel, many things keep the goffs together: Their love of "cool gothik bands" like My Chemical Romance, Green Day, and Good Charlotte; obsession with black clothes and fashion from Hot Topik; and devotion to Satanism. Oh, and they're all Slytherins too. By becoming a goff, you're aligning yourself with the likes of Ebony, Draco, Vampire (Harry), B'loody Mary Smith (Hermione), Diabolo (Ron), Darkness (Ginny), and Dracula (Neville).

Prep

By default, anyone who is not a goff must be a prep. Preps are despicable scum who like nothing more than hating on the innocent goffs and listening to stupid preppy music like Avril Lavigne, Ashlee Simpson, and the Backstreet Boys. And they're all members of "Griffindoor". By choosing to be a prep, you're aligning yourself with evil figures like Albert Dumblydore, Professor McGoogle, Doris Rumbridge (Dolores Umbridge), Cornelia Fuck (Cornelius Fudge), and Britney, that preppy poser bitch.

Death Dealer

The Death Dealers are the secret army of the Bark Lord Volxemort, devoted to the sacred task of trying to kill Vampire Potter through increasingly roundabout methods. They're somewhat of a mix between goffs and preps: While they like black clothing, they're mostly posers who like preppy music and only pretend to be goffik. Most Death Dealers also have the Dork Mark on their "you-know-wut", though this is optional. You'll be siding with Volcemort, Snap, Looping, Snaketail (Peter Pettigrew), Mr. Norris (Argus Filch), and the mysterious Black Guy by becoming a Death Dealer.

Perks

All perks are discounted to their background, with their 100 CP perks being free.

General Perks

Basic Magical Education - Free

You have a level of proficiency in each of the core subjects equal to that of an average 7th-year student, including knowledge of a decent array of charms, hexes, curses, and transfigurations. Though you don't really shine in any of these subjects, this still puts you above most wizards in this world, since most of them only occasionally remember that they can actually cast spells.

Drop-In

Its Morty Mcfli! – 100 CP

It seems you are not the only extradimensional traveller in this world, Jumper. For some unknown reason, pop culture characters such as Marty McFly and Darth Vader often make inexplicable cameos only to vanish moments later, never to be mentioned again. By taking this perk, this bizarre effect is extended into future jumps. Now, completely at random, characters from worlds you have previously visited may appear seemingly out of nowhere to do anything from giving you useful items to having a brief chat with you, then disappear moments later.

Ma Frend Raven – 200 CP

It can be hard to understand what's going on in this world a lot of the time, almost entirely due to the author's poor grasp of grammar, spelling, and basic English. World-class linguists may study for years and still fail to glean meaning from such sentences as "n il tel al da nredz 2 put vrtuz in ur computer!11111111" Fortunately for you, though, this perk grants the ability to understand the meaning of any statement. No matter how vague, poorly-worded, or layered in subtext they may be, you will be able to understand them as if they were spoken with perfect clarity.

Evergreen Will Be Alright – 400 CP

It's a scientific fact that exposure to My Immortal often results in insanity or loss of intelligence, to the point that reading it could be considered a form of psychological torture. Now imagine how much worse it would be if you're forced to stay in Tara's world for ten long, agonising years. Fortunately, this perk should make things a little more bearable for you. Aside from gaining a massive boost to your willpower, your mind has become incredibly resistant to all manners of psychological torture, mind-altering effects, and sanity-affecting horrors.

After Willow Got Expuld I Murdered Her – 600 CP

Make no mistake, in this world characters die all the time, even if it is off-screen: After all, most of the "protagonists" *are* edgy vampire orphans who make liberal use of the Killing Curse. Death is not necessarily permanent though: Sometimes, the author may simply forget that they killed you off. Just like a certain Willow, you too have the power of self-resurrection. Once per Jump, if you are killed, a retcon will occur a short while later making it so that your death never happened in the first place. When this retcon occurs, you will return to life in complete health as if nothing had ever happened. What's more, nobody in the world will remember that you had died, and your killer(s) will have a markedly better opinion of you, enough to turn them from a bitter rival to a good friend.

Goff

I Jumped Sexcily in Front of da Bullet!11 – 100 CP

The goffs in this world have a strange way of making mundane actions appealing. Now, you too have that ability: Whatever you do, you look damn fine doing it. No longer will you be caught in embarrassing poses or pulling unflattering expressions. Be it sexily screaming, sexily walking to potions class, or even jumping sexily in front of a bullet, you can be sure that you'll always look your best no matter what you do.

Fangs (lol geddit) 4 da Mammariez – 200 CP

If there's one thing that screams goffik, it's being a vampire, and with this perk you can be one too. Vampirism has many perks: Aside from the standard immunity to aging and disease, they gain peak human strength and speed, a mild regeneration factor capable of healing light wounds in minutes, and a great singing voice. The only real downside is a weakness to crosses and, of all things, steak.

Strangely, drinking blood doesn't seem to be mandatory for vampires in this world, and sunlight doesn't affect them in the slightest.

OMFG! NOOOOO! MY SCAR HURTS! – 400 CP

Though Vampire Potter may cover up his scar with foundation, make-up can do nothing to stop him from receiving random prophetic visions. You, too, now have a form of limited clairvoyance, as you will occasionally receive visions of events either currently playing out or soon to occur in the near future. Though they may trigger at random, these visions will never affect you at inconvenient times and always bear insights useful to you in achieving your aims. Having a pentagram-shaped scar on your forehead is optional.

Im Good at Too Many Things! – 600 CP

Have you ever wanted to be so cool that everyone likes you, despite lacking any redeemable personality traits? Have you ever wanted to be so hot that everyone seems to fall in love with you? Have you ever felt that you're not *quite* perfect enough? Well, this is the perk for you! Just like Ebony Dark'ness Dementia Raven Way, you're a certified, grade-A Mary Sue now, no matter how much you deny it.

Your attractiveness has taken a major boost, to the point that you're a solid 11/10 and random people you've never even met before beg you to marry them, and your popularity has similarly skyrocketed, to the point that you could easily be a well-beloved celebrity even if you treat your fans like shit. Finally, your general competence is enhanced, making you, at the very least, better than average at anything you attempt even if you lack any prior experience with it.

Are you sure you want this?

Prep

WHAT THE HELL ARE YOU DOING YOU MOTHERFUKERS! – 100 CP

If there's one thing preps are good for in this universe, it's shouting at goffs. Be it two horny simpletons screwing in the Forbidden Forest, students talking in Potions class, or a vampire insulting your taste in music, you can be sure you'll always have the perfect insult, quip, or comeback for any situation. Never again will you be lost for words.

Pastor of Poser Bands – 200 CP

If there's one thing all Goffs hate, it's old preps trying to appeal to them with poser bands like the Backstreet Boys and Ashlee Simpson. Fortunately, you will never have this problem. You have an uncanny talent to appeal to any demographic no matter how detached from them you are. With this perk, people will never see you as out-of-touch with them, at worst seeing your attempts as charming rather than cringeworthy.

Snoop Garbed the Caramel – 400 CP

It can be hard being a prep. Being a total wanker all the time, committing such filthy acts – eventually, it can all begin to weigh on your conscience. Luckily, you possess the uncanny ability to turn off your conscience at-will, allowing you to do any deed, no matter how dirty or how much it goes against your morals, without hesitation. What's more, when you switch your conscience back on, you won't feel the slightest guilt or remorse for any act you committed while it was off. Furthermore, as long as you're not directly responsible for a crime, you won't be blamed, found guilty, or held accountable in any way. You could knowingly deliver children to a Death Dealer who wishes to torture them for the Bark Lord, and no one will hold you responsible in any way. After all, they were stupid goffs.

Da Poser Principal – 600 CP

Albert Dumblydore, the Principal of England's Hogwarts School of Witchcraft and Wizardry, is not all that he seems. He may appear to be an easily-angered, senile poser, but he is secretly one of the greatest wizards of all time. The only people who could be considered his rivals are the Bark Lord Volsimint, Ebony Dark'ness Dementia Raven Way, and, by taking this perk, you. Your spellcasting ability is truly prodigious, to the point where your repertoire boasts countless charms, hexes, and transfigurations. What's more, you're highly proficient in both wandless and non-verbal magic, able to use both without any drop in your magical power. Unfortunately, this perk doesn't grant any knowledge in using the Dark Arts, though you're more than capable of defending yourself against them.

As an added bonus, you're capable of effortlessly hiding any supernatural powers you have from detection. Even the most powerful scanners and magics would see you as nothing more than a mundane human unless you wanted them not to.

Death Dealer

It was.....Vlodemort and da Death Dealers! – 100 CP

Most people don't associate Death Dealers with stealth and subterfuge, but that's only because they're all masters of disguise. By taking this perk, you too can become an expert in impersonation, being able to fully mimic a person's voice and mannerisms with a few minutes' observation, and gain the ability to create nigh-flawless disguises. You could perform an entire concert while disguised as a popular singer, and not even the most devoted fans would notice unless you removed your mask for a dramatic reveal.

Snap Wuz Pozzedd by Snap Bak Den – 200 CP

Logic and common sense tend to be somewhat rare in this world, and you'll find a lot of people getting away with literal murder with even the flimsiest of reasoning. You have the uncanny ability to find excuses for almost any situation and, most of the time, people tend to accept them with little to no questioning. Shot someone in public? You could say you were possessed (by yourself) and people will let you off scot free. Be warned, though, that this protection is not absolute.

I Tohot He Wuz in Azerbaijan! – 400 CP

You're a tricky one to place, you. Now, your enemies have a startling tendency to lose track of your location. They might think you're locked up halfway across the world in the magical prison of Azerbaijan, when you're actually only mere miles away. Naturally, this makes setting up surprise attacks a breeze. And talking of prisons... You also have a knack for breaking out of any confinement you find yourself in. Be it mundane, magical, or futuristic, you will eventually find a way to escape, usually within a few days.

Allah Kedavra! – 600 CP

Since Volxemort's weapon of choice seems to be guns, you might be fooled into believing he can't use magic. Secretly though, he is perhaps one of the strongest wizards who's ever lived and the only one worthy of the title of Bark Lord. That is, except for you. By taking this perk, you become phenomenally powerful in the Dark Arts, capable of firing off hundreds of different foul curses and fiendish jinxes. Raising armies of undead to do your bidding, peerless mastery of the Unforgivable Curses, and even the secrets to creating Horcruxes are all within your ability. Furthermore, you're a magical duellist of immense skill. While right now you're easily a match for any other master wizard and witch, such as McGonagall (AKA McGoggle or McGoogle) or Sirius (he alternates between Serious, Series, Serifs, and Socrates these days), with time and practice you could eventually be able to duel three masters at once and still overpower them.

Equipment

All equipment is discounted to their background, with 100 CP items being free

Drop-In

Steak – 100 CP

Literally just an infinite supply of steak, cooked in every which way imaginable. That's it. Apparently, vampires in this world are weak to steak though, so this may prove useful in driving away certain braindead Slytherins.

Wizard's Staff – 200 CP

Though witches and wizards don't usually use staves in this world, this is an exception, having been dropped by Tom Bombadil during his brief incursion into Hogwarts. This gnarled staff of oak, apart from being a surprisingly effective quarterstaff, also serves as a rather potent magical focus, empowering any spell cast using it. This effect is roughly equal in power to that of the Elder Wand in canon, so you can expect several jealous and unscrupulous wizards to attempt to steal it from you should this property ever become common knowledge.

Mind Corrector – 400 CP

This silver gadget may look like little more than a cheap plastic ray gun toy, but don't let this fool you: It's actually a valuable tool for undoing mind control. And considering how commonplace "pозsesons" and "love portents" seem to be in this world, you may actually end up needing it. By simply pointing it at someone and pulling the trigger, the target is instantly freed from any effect that could affect their behaviour and actions, be it mind-affecting spells, a vampire's hypnotic gaze, or even mundane hallucinogens. If you're fast enough, it's possible you could even use it on yourself in an emergency.

Fuckslayer – 600 CP

Well, this certainly shouldn't be here. In a certain alternate universe, this guitar was Harry Potter's weapon of choice, hewn from the horns of Satan's generals and laced with vessels that pulse with angels' blood. Now, it serves only you. With a thought, it can be summoned to your hand from a dimension where all screamed for naught. While the neck of this guitar certainly makes a good blade, capable of slicing through necks as if they were soggy cardboard, its true power is far greater. By playing it, you gain the ability to summon and control meteors of varying sizes from the heavens above. Though you don't get to control which meteors answer your call, at worst they will be fiery balls of rock raining from the sky at over 1,000 degrees, and at best they could create an explosion so large that the whole of Hogwarts would be obliterated.

Goff

Hot Topik Clothes – 100 CP

No goff would ever be seen dead without clothes from Hot Topik (or Hot Ishuu, depending on the year), and luckily you now have more than you could ever need. Within this wardrobe is what could only be a small pocket dimension filled to the brim with the latest fashions from Hot Topic, all perfectly tailored to fit you and complement your style. There's even an enormous supply of black mascara and white foundation here too! Unfortunately, this storage space cannot be used to contain anything other than Hot Topik clothes and goffik makeup – anything else left inside will be expelled into the nearest available space when you leave the wardrobe.

Enoby's Blak Gun – 200 CP

They say this fully-automatic pistol once belonged to Lord Vlodemort himself, but nevertheless it has now ended up in your hands. With a '666' and a pentagram etched into the side in red, you can be sure you'll look goffik as hell (lol geddit) while using this. The handgun has unlimited ammunition, never needs reloading, and has a rate of fire so high that others might mistake it for a minigun. Unfortunately, it's not particularly accurate and the recoil's terrible, though that's hardly a concern when you're capable of unloading thousands of rounds per minute without limit.

Goffik Mercy-Bens – 400 CP

This is certainly something. This stylish Mercedes-Benz sports car is completely black, including the windows blacked out windows, and has a license plate that reads 666. Not only is it completely bulletproof and capable of turning invisible at the press of a button, but it can also fly at speeds rivalling even the swiftest of broomsticks. In the sky or on land, it handles like a dream. But if that isn't good enough, there's a surprise in the glovebox too: a secret stash of "pot, coke, and crak" that fully replenishes every time you open it.

If goff cars aren't your thing, you may instead import a different car you own to gain the above traits.

Morty McFli's Blak Tim Machine – 600 CP

Yes, this is exactly what it sounds like. A DeLorean, painted entirely black (because of course it is) with the power to travel through time. By reaching the grand speed of 88mph, you gain the ability to jump into the future or past. It can even turn into an early-2000s iPod for portability, though it will only be able to play "shitty Avril Levine songs". Be careful, though: It's not the most precise in its time travel – it's not too rare to find yourself days or even months off-target – and it provides no protection against paradoxes you cause by changing the past.

Prep

Amnesia Portion – 100 CP

This cross-shaped vial contains a black liquid, within which blood-red pentagrams swirl. Like many things in this world, its name is rather misleading: rather than causing amnesia, this is pretty much just your traditional love potion: Anyone who drinks it will develop increased feelings of attraction towards you, to the point that those neutral to you will become friendly and friends would fall in love. Despite its unusual colouration, it is totally tasteless, odourless, and colourless upon leaving the vial. The vial contains enough potion for one dose, but refills every 24 hours.

Crookshanks! – 200 CP

A plump cat with long, shaggy ginger fur and curious yellow eyes. This once belonged to a certain Hermione Granger, but since she became a goff and renamed herself B'loody Mary Smith, she apparently doesn't need him anymore. Oh, don't worry: He's completely immortal and impervious to all forms of harm. He can be summoned with a thought, appearing either in your arms or somewhere nearby. Strangely, physical contact with Crookshanks is extremely agonising to beings or people considered evil, including certain Dark Lords. He makes a surprisingly good throwing weapon too, though don't expect him to appreciate being used in this way.

Invisibility Cloke – 400 CP

This black cloak, large enough to comfortably fit three people underneath it, is meant to make whoever wears it invisible. However, it seems something has gone very wrong: The cloak isn't invisible at all. Despite this, it still renders anyone under it nigh-undetected. Anyone can see the cloak but, for some reason, nobody will ever realise that there's someone under it. You could walk in front of a crowd while wearing the cloak, and everyone will just think it's an empty cloak blowing in the wind and will otherwise ignore it. Furthermore, this cloak has the added benefit of providing concealment from all senses, not just sight, while under it. For some reason, cats are the only beings capable of seeing through this effect.

Magic School – 600 CP

Seeing as most of Hogwarts' staff are either servants of the Dark Lord or ex-convicts at Azkaban, it wouldn't be too much of a stretch to say that Hogwarts isn't the nicest school in the world. Now, though, you've found yourself as the head of a new school of Witchcraft and Wizardry, dedicated to educating young magic users between the ages of 11 and 18. The staff are all talented spellcasters, competent educators, and tend towards being good-hearted. What's more, the school itself turns a tidy profit, enough to live luxuriously on, and continues to produce this even in your absence.

Death Dealer

Boss Gutter – 100 CP

This black bass guitar has the word “XBlakXTearX” crudely scrawled on the side, and has been passed down from Snap to you. Not does it never go out of tune, playing it also has a slight calming effect on those around you: It’s not much, but it could help defuse a nasty situation in a pinch. Just by holding it you gain increased musical competence, too. Even someone who’s never played a guitar would sound halfway decent with this.

If you wish, you may choose to import a different musical instrument you own to gain these abilities.

Silva Knife – 200 CP

While this may look like a plain kitchen knife, its blade is made of pure silver. Cuts from this indestructible knife are terrifyingly effective against supernatural beings, such as vampires and werewolves, and cuts through any natural armour or durability that would normally protect them from harm. Furthermore, by handing this knife to a person and telling them to kill someone using it, they’ll feel a fairly strong compulsion to do so.

You may instead import a weapon you possess to gain these properties.

Satan’s Mask – 400 CP

Once belonging to Tom “Satan” Riddle himself, this mask has fallen into your hands. Despite being made of silicon, it looks and feels completely distinguishable from a real face. With a thought, you can even change the mask’s appearance to resemble anyone you can think of, be it a real person or imaginary, in incredible detail to the point where it’s able to completely replicate dental records and fool retinal scans. It even has a slight illusory effect to it, allowing you to change how tall you appear while wearing it.

Deth Cult – 600 CP

Perhaps you’re not satisfied with how Vlodemort’s running the show. Perhaps you think you can do it better. By purchasing this, you become the leader of a secret organisation very similar to the Death Dealers. Though they’re only about 100 in number right now, each is a loyal and fanatical follower of you and is entirely devoted to your cause. Each and every one of them is an accomplished wizard or witch, and many can be found in high positions in governmental, corporate, and even educational spheres. Though you may not be able to defeat the Death Dealers or overthrow the Misery of Magic yet, it shouldn’t be overly hard to recruit new members.

Companions

Import – 50 CP each

You may bring one of your current companions into this world. You sick, sadistic monster. They gain a free origin, along with all of the associated free stuff and discounts, plus 600 CP to spend on perks. Alternatively, you may instead create a new companion. They gain all the benefits an existing companion does, but you also get to decide their appearance and personality.

Canon – 100 CP

You get the chance to make any one character that has appeared in any of the original My Immortal fanfiction a companion. Though you will have to convince them to accompany you, they will be naturally predisposed to like you and you will be guaranteed to have several opportunities to do this.

Drawbacks

There is no limit to the number of drawbacks you may take, and all drawbacks are removed at the end of this jump.

C is Dat Stupid? - +100 CP

Normally, it'd just be Enoby and the natives of this world who speak like brain-damaged toddlers. Now? Everyone is reduced to this level of literacy. Including you and your companions. Good luck taking yourself seriously.

Extra Time - +100 CP

Oof, are you sure you want to do this to yourself? The length of time you're forced to stay here has been doubled to 20 years. I'm sorry.

He Was Old and Weak - +100 CP

The Mystery of Magic is looking for any excuse they can to send you to Abkhazian (My Immortal's Azkaban). There are countless offences, most seemingly harmless, that can land you a spot in Akazaban, from murder to being "too gottik" or even just "old and weak". Fortunately, it doesn't seem to be too hard to escape once you are imprisoned, seeing as a high school girl could break out the most dangerous criminals by herself.

Ma Best Frend - +100 CP

For some God-forsaken reason, you've got an immortal Mary Sue watching over you at all times. The great Ebony Dark'ness Dementia Raven Way herself has taken a liking to you and follows you everywhere you go. No matter what you do or say, she cannot be killed or imprisoned, and will always consider you her best friend. You'll never be alone again.

I May Be a Hogwarts Student... - +200 CP

You've got no choice but to participate in school life. Or else. For some reason or another, you'll be a student at Hogwarts for the whole duration of your stay here and must pass every class you're enrolled in. Even failing a single class during the Jump will result in a chain failure.

omfg enoby...I think im addicted to Voldemortserum. - +200 CP

By taking this drawback, you've developed a crippling addiction to Volxemortserum, which you must drink at least once a day or become afflicted with increasingly severe

withdrawal symptoms. This starts off as mere vomiting and insomnia, but quickly progresses to more severe symptoms such as strong convulsions and paranoid delusions. After a week, this could even result in death. Furthermore, nothing can cure you of this addiction.

Britney Syndrome - +300 CP

Everyone hates that preppy bitch Britney. Even other preps hate Britney. And now, everyone hates you too. If you're a Hogwarts student, the teachers will do their best to pick on you and your fellow students will bully you relentlessly. What's more, it seems like everyone wants you dead. Voldimint and the Death Dealers plot to have you killed while Enoby and the goffs will make attempts on your life whenever they get a chance. Even the preps want in on the fun. If you somehow find a way to eliminate all who mean you harm, you'll inevitably find yourself angering some other faction in short order.

Muggleborn - +300 CP

Your obligatory power-sealing drawback. All of your powers, skills, and equipment from other jumps, as well as your access to the Cosmic Warehouse, are sealed away and inaccessible to you. Does anyone actually take these?

Ending

At last, it's over. It's finally over. It's time to decide what comes next.

Have the terrors and unfiltered stupidity of the world killed your will to go on? Feel free to **Go Home**.

Have you, for some awful reason, decided you actually *like* it here? You can end your chain and **Stay Here**. ____

Or are you glad that your time here's finally over and looking forward to your future journeys? **Continue On** your way.

Notes

- **Imports:** If you'd rather import an existing item you already possess instead of getting a new one for any of the equipment options, you may do so for free.
- Contrary to what his name implies, Vampire Potter is not, in fact, a vampire.