

A Potter's Stigma Jump

Introduction:

Welcome to this interesting crossover of Kaze no Stigma and Harry Potter. You will be arriving just as when Harry did into the setting of Kaze no Stigma. With his arrival several events worthy of note have occurred. Harry Potter has essentially got himself banished for life from his reality, leaving behind his fiance Luna Lovegood and a pair of unborn twins. He ran into the Veil of Death after Sirius Black had fallen into it. As a result Death was able to use the Horocrux in Harry's lightning shaped scar to drag in all the other Horocurxes, Voldemort, and everyone whom he had Marked. This is due to him using soul magic in his Marks. Due to bringing a Horocrux to him and allowing Death to more easily clean up Voldemort and his Death Eaters, he gives Harry the opportunity to be sent to another world, or die early. Upon his acceptance Death redirected a summoning ritual to allow Harry Potter, Sirius Black, and the Spirit Kings of Water and Wind to enter the world of Kaze no Stigma.

However, before the rift opened to take them away, Harry accepted becoming the Contractor of the Wind, whereas Sirius Black had to take on a different form or perish early. Thus he became the second male Wind Pixie. They all arrive during the ritual that was meant to sacrifice Tsu Ling. Due to this Tsu Ling gets to survive due to Kazuma's quick actions in becoming the Contractor of the Water and using his healing abilities to save her. After the Spirit Kings give the New Contractors their tasks and they skedaddle, the group hurriedly make their escape from the Stars of Sagacity. Which is a group of Ritual Magic users who like to do things like summon demons, change elemental affinities(the element not the depth of the affinity), brain washing, and other abominable acts.

Still that is their story... what role will you play in the events yet to come?

Origins:

Drop-In: Ah you are like Harry Potter then or Sirius Black in that you arrive here into this world without any documentation. Feel free to pick your age as long as it is between 15 and 37. Gender remains the same but you can pay 50 CP to change it. You get a discount that can be applied to a single magical affinity purchase.

Scion: Oh you belong to one of the various families that wield an elemental magic of note? The question remains though of whether you remain of the Family or were kicked out. The choice is yours. Feel free to pick any age that would make sense. Gender remains the same but you can pay 50 CP to change it. You get a discount that may be applied to your Elemental Magic Affinity purchase.

Race:

Human: Ah the standard and for this free. No real benefits or bonuses to see here though.

Pixie: +200 CP. Remember those magic based discounts? Yeah forget that you now are locked into one of the Elemental Magics. At least you still get to choose?

Other: +100 CP or -300/-1000 CP. Oh. You want to be a ghost? Fine here have 100 CP. What? You would rather be a demon? Fine. That will cost you 300 CP. Don't expect to be that impressive. Oh, you want to be on the level of Belial? That will cost you a full 1,000 CP. Enjoy.

Location:

Drop-In's will find themselves interrupting that ceremony alongside Harry Potter if they aren't taking his or Sirius' place.

Scion's will find themselves in their families territories. Unless they are exiles in which case feel free to pick a capital city to have a place in. Scion's of Wind and Water who use CP to be Adepts will either retroactively create new families of a Contractor's bloodlines or somehow be from a different timeline.

Magical Affinities: Sadly due to how this world works you can only have a single elemental affinity from this world. Anything that would cost 100 CP and gets discounted is free.

Elemental Affinity: -200 CP. Feel free pick from any of the four elements. Earth, Wind, Fire, or Water. Do note that this brand of magic tends to bring the most bang for your buck without side effects. Taking any version of this guarantees that there will be spirits of these four elements in future worlds for you to make use of. Wind is good at stealth, detection, flight, invisibility, learning languages, cutting based attacks, etc. Fire is good at purification, burning attacks, raw power, etc. Water is good at healing, stealth(?), flight(?), medicine, making elixir, messing with pheromones, detection(as long as it is in contact with water), etc. Earth is good at defense, detection(as long as it is in contact with the ground), sealing, etc.

Ritual Magic: -200 CP. Want to summon Demons, Brainwash people, or do other weird stuff? This is the choice for you. Technically it is possible to learn and use this without an affinity though you won't get as much out of it. Can be used to make Barrier that can absorb/block up to two Elements.

Ying-Yang Master: -100 CP. Barrier Creation, Divination, forcing people to speak the truth... Technically it is possible to learn and use this without an affinity though you won't get as much out of it.

Magical Depth: This is the strength of your chosen affinity. Scion's get a discount here. Only Scions and Contractors may get Adept. Contractor's get Adept for free. Scions can only get Adept if they descend from a Contractor.

Practitioner: +100 CP. Bottom of the barrel. Throw around basic elemental attacks. Can utilize

low-powered techniques.

Conjurer: 0 CP. You now have a little more bite to you. You also have some more energy to throw around.

Mage: -100 CP. You can now throw Tornadoes around if you are a Wind Mage.

Adept: -200 CP. These only come from Contractor Lines. A Skilled enough Adept could fight evenly against a Contractor who hasn't activated their contract.

Perks: 100 CP Perks that get discounted are free. Each Origin gets a discount for their Perk Trees.

Drop-In:

Stout Heart: -100 CP. You find it easy to be brave and firm in your resolve despite whatever may be happening at the time.

A History in Pranks: -200 CP. This gives you a full history and working knowledge of at least seven years of planning, studying, and pulling of magical based pranks. It comes with all sorts of useful side knowledge to make and pull off new pranks like how to knock someone out without them noticing.

Death's Rewards: -400 CP. This perk grants you fiat-backed rewards based on your completion of various tasks that cut down on Death's Paperwork. These rewards may vary by quite a bit but will never be too overpowered or useless to you at any point.

Contractor: -600 CP. This perk grants you either a perfect copy of the Contract with the Spirit King of your Chosen Element or the real deal. You start out with a required 50 seconds to activate the contract, with practice you can get it down to 10 seconds. What does this contract do? Allow you to control/manipulate all spirits of your Chosen Element within the planet's atmosphere. For ten minutes. Oh and you have knowledge of all the techniques that your Chosen Element is capable of. This does not impart skill or experience mind you.

Scion:

Magical Lessons: -100 CP. You have the full knowledge of the magical education that was taught to you from your family. As a side note your memory is pretty sharp.

Trained from Birth: -200 CP. Your family ensured that you exercised physically in addition to your magical studies. You are at what could be considered peak fitness for your age.

History of Making Money: -400 CP. You know how to get the most out of a job without infuriating anyone. In addition you have the creative spark of knowing how to make use of your magic to make a visible source of money for you to spend.

Control: -600 CP. You know how to utilize your magical abilities to such a degree that they

only affect their target. Not only does this save you effort and energy, it also greatly strengthens the impact of said abilities.

Items: 100 CP Items that get discounted are free. Each Origin gets a discount for their Perk Trees. Unless stated otherwise any lost/stolen/destroyed items are restored to peak condition and will appear in your warehouse after a week.

General:

Local Funds: -50 CP per purchase. Each purchase of this gets you the equivalent of 1,000,000 Yen in the local currency. This is a one-time addition to your cash reserves. This is not discountable.

Spirit Crystals: -400/-800 CP. This grants you a supply of Elemental Spirit Crystals that are attuned to your chosen element. Wind Spirit Crystals are known for generating a breeze. They also fade over time before disappearing. Fire Spirit Crystals are apparently great for sealing and are surprisingly long lasting. The Fanfic doesn't go into what the Water and Earth Spirit Crystals do but they have similar benefits. By paying twice the amount your supply is upgraded to include all four elements, and as a bonus you are capable of handling any of them as long as they are from your supply. This supply replenishes itself to full once a week. This item is discounted for Contractors.

Drop-In:

A Duster: -100 CP. A duster-style jacket that looks awesome billowing in the wind. This jacket is surprisingly sturdy and provides a decent amount of protection for something that isn't straight up armor.

A Full Background: -200 CP. A set of papers and information put into local databases that will stand up against scrutiny that say you are who you say you are. This is freely applied in any jumps that you decide to be a Drop-In for. Unless you decide not to apply it that is.

Spirit Weapon: -400/-600 CP. For 200 CP you receive a damaged Spirit Weapon aligned with your chosen elemental attribute. You will have to find the other part of it elsewhere in order return it to its full glory. For 400 CP you receive the undamaged version.

Scion:

Iconic Outfit: -100 CP. Whether it is your School Uniform, or a Nice Outfit you have picked out for yourself, you have at least a week's worth of copies of it. Each copy will find itself reset to prime condition a week after being worn.

An Account: -200 CP. A Family member of yours set up this account for you and deposited a large lump sum into it. They hoped it would help you stay on your feet until you could at least support yourself. This will be fully replenished at the beginning of every Jump. Do note this

Sum will take into account things like inflation and is always treated as if it came from a particularly wealthy family member.

A Reputation: -400 CP. Ah, what every enterprising individual needs. Luckily you get to choose if this item applies at the beginning of every Jump. Do beware that while you have some control over what this Reputation is, it is limited to something you could have actually achieved during the time prior to your insertion/awakening.

A Franchise: -600 CP. This is a visible source of income. Whatever form it takes is up to you. But it likely takes advantage of a resource you have easy access to or even your magic to make it cheaper to run than normal. This provides reliable source of funds for you to spend as you see fit. Taxes and Utilities are already taken care of for you. This may be freely imported into any future Jump or be attached to your Warehouse at your discretion.

Drawbacks:

Back to the Source: +0 CP. This toggle transforms the Jump into a basic Kaze no Stigma Jump. Enjoy!

This is Your Story: +0 CP. This toggle allows you to take any character's place in Jump. Do not you do not receive anything they own or abilities they have for free. You will need to pay CP for that!

Want to Stay Longer?: +50 CP per time taken. Caps at +500 CP. Adds five years to how long you have to stay before getting to leave the jump.

Ritually Changed: +100 CP. Well your elemental affinity is now randomly chosen. As it was ritually changed at some point in your past. Cannot be taken by Drop-Ins.

Emotionally Charged: +100 CP. You need to control your negative emotions. Otherwise they will twist and empower your magic to obscene heights, making it likely that there will be collateral damage in the millions at least.

Tragic Past: +200 CP. You have a tragic past. You will encounter situations that will force you to remember said past and the emotions related to said past. You will be forced to confront said past at least twice during this jump.

In the name of Stars and Wisdom: +400 CP. The Stars of Sagacity, a group of Ritual Magic Users are hunting you down. They will use any and all means to either kill you or use you in a ritual. They will be slightly lucky in learning information about you to better their attempts.

Doppelganger: +600 CP. At some point in the past you were used as a sacrifice in a ritual. You survived but a portion of your soul was used to make a doppelganger. Now whenever you get close to said entity you find yourself in terrible pain as well as magically weak. If this Doppelganger still exist by the end of your time here, you chain ends. You may need to rely on someone else to get rid of it. Luckily for you, that piece of your soul shall return to you if the Doppelganger is killed. Cannot be taken by Drop-Ins.

Final Choice: Alright, your time in this Jump is up, what is your decision?

Time to move on: Let's continue the chain.

I think I like this place: Oh you want to stay? Good for you.

Let's head home: Ah, so time to end the chain, eh?

Notes:

Magical Affinities: If you seen something that someone did with their affinity in the crossover that isn't mentioned here, then yes you can do that too if you share their affinity.

No Return: Don't bother trying to reach Harry's world or send him back there. Supposedly such a trip would kill the traveler without proper protections. If you think you have such protections and/or gifted Harry with said protections... feel free to try at your own risk.

Free License: If someone wants to make a better version of this, feel free! This is mostly just to provide what I consider the essentials alongside access to the setting.