Harry Potter and the Magic of Paragon

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Version 1.0

The Setting

This is the Potterverse as you know it, with slight differences. Everyone is apparently smarter, everything makes a lot of sense, Voldermort is not insane, Harry Potter is confused, Dumbledore is *more* confused, *everyone* is confused at some point, the talking cat and her pet human do not understand *why* everyone is confused, and Susan Felton wants to murder all Dementors in existence. She succeeds, too.

With that out of the way, let's summarize more clearly. This is a story with multiple parallel worlds and dimensions, the Earth of the Potterverse being only one of them. Another is called Paragon, a dying world from which hails the greatest wizard of all times, Susan's father.

Susan Felton was born on Earth to a single mother, Stacy, and an absentee father. She quickly realized that she does not follow the same physical laws as everyone else, instead following those of the world of Paragon. She is, essentially, a tabletop RPG, DnD-style wizard character with a character sheet, dice rolls, skills and attributes, XP, and everything else. She also possesses a Grimoire from which she learns magic, which her mother simply cannot get rid of for some reason.

Susan, at 8 years of age, becomes friends with her neighbor Harry Potter, leading to each other realizing that they are magical, but not of the same *kind* of magic. After 3 years of Harry trying and failing to learn magic the way Susan does, he receives a letter from a place called "Hogwarts", leading to them sending one back to ask why Susan did not receive one too.

This greatly alarms the Headmaster, as their response was teleported in, and the wards are *supposed* to block apparition within Hogwarts. So, he comes to take a look with an army, and goes back with an additional student on the roster.

And *that* is the start of everything.

With Susan at Hogwarts, she comes to realize just how much the two branches of magic differ from one another, the danger her friend is in from the local Dark Lord, the truth of her existence, and plenty more things besides.

And, beyond everything, she goes through many adventures, learning, growing, and enjoying life, on a quest to save many worlds and eventually travel the multiverse.

Background

Origin

Choose only one.

Earth

You are a child of Earth, and you possess magic. Your Hogwarts letter will come shortly.

Paragon

You are a child of Paragon, and your existence is plain weird. You will receive no Hogwarts letter, though you may make the same decision as Susan to be invited nonetheless.

Age and Sex

Be whatever you want, Jumper, but you will be 11 years old. This Jump starts a month before our heroes receive their Hogwarts letter.

Location

You may freely arrive anywhere in the British Isles, Jumper. However we would suggest somewhere near Privet Drive, if you wish to be a part of this story. Accommodations in the muggle world will be provided for you.

Perks

Perks from your Origin line are discounted by 50%. Discounted 100CP Perks are free.

General

Confused Confusing Confusion (100)

You are a confusing person, Jumper. You have this incredible knack to do and say things in *just* the right way that it leaves people shell-shocked, confusedly amused, or just really torn between the two.

Add to that your *really* good sense of comedic timing, and you will have the world wondering what the hell is going on quite often.

A Not-So-Alternate Universe (200)

A funny thing about the story of this Jump, is that despite the obvious elephant in the room, nothing really changes compared to canon. Oh certainly, the people have different characters, their decisions change, even their powers and equipment are unique to this world sometimes.

And yet, the events all find their ending mirroring the original story, *despite* all of the differences.

This is the power you gain, Jumper. You may choose to force any story you intervene into to remain true to itself and set on its path. No matter what you change, all of the events will adapt to these changes and somehow, their endings will change very little, if at all.

That is, right up until you choose to release the hold you have on the story. Then, everything will start spiraling out of control as it should, and you won't be able to take that decision back.

Grand Thief Jumper (400)

You know Jumper, the people of this world can be surprisingly sneaky and skilled at planning robbery, and to a really *shocking* degree at that.

Take Susan, for instance. She has spells making her capable of invisibility, phasing through matter, teleportation, and she can even open a pocket dimension to store her loot. On top of that, she once planned by herself an entire raid on a mansion with a team of Aurors within one minute, which really only failed due to utter *horseshite* (Since when could the *floor* be a Portkey, really?! I thought the Portkey was supposed to be teleported along with the passengers!).

As for the Death Eaters, Lucius and his friends apparently planned out and perfectly enacted a robbery of the entire content of a Gringotts' vault without being detected. They planned and did that within a week of time, went past *all* of the goblin's protections (including the anti-magic waterfall), infiltrated the vault of the most famous and watched boy in the British Isles, emptied it out of *all of its content* (how did they even transport so many gold pieces *unseen*???), magically carved out a message on the wall inside of it, and left with their prize. And no one, ***No. One***. Realized they had ever been in there until the boy arrived to take a look at the empty room. Nor would anyone have ever known who was responsible if they didn't leave a *very* obvious message, and Draco Malfoy hadn't alluded to it.

In other words, people here have *skills*, Jumper. And now, so do you. Be it in planning the heist of the century in a week, or in enacting it with no one the wiser, in group or alone, you are *peerless*, Jumper.

Wilful Compatibility (600)

For the longest time, Susan was worried about letting Paragon magic interact directly with Earth magic, due to their great amount of differences. Possibly, it could have ended up in an explosion, a messed-up spell, or a backlash of any sort really. Or so she thought.

It turns out, that depends.

Using Paragon-style Fabrication, Imbuing, or spells on a magical item will not disturb its enchantments in the slightest, and work along with it nicely. It is possible to Fabricate a wand so it becomes self-repairing, and to Repair it to full useability when snapped.

Earth spells can be used to hide from and counter Paragon spells, and the opposite holds true as well. A Deflection spell can counter a killing curse, and a spell was used by Wormtail to hide from Susan's Descry Creature and Telesummon, both.

As such, we can see that Paragon magic and Earth magic *can* interfere with each other, yet that they can *also* completely ignore each other.

This inconsistency is mostly due to the **static** nature of Paragon magic interacting with the **dynamic** nature of Earth magic. Where Paragon spells are set and their parameters may not change after casting, Earth spells are molded entirely by the will of the user.

For instance, using Exorcise to expel a soul possessing someone from their host body *would* work, so long as the wraith in question was currently in control. However, Earth magic allows the wraith to rescind control and hide in the host's mind at any time, making it so that the target will *not* be considered "possessed" during that time, and Exorcise will thus fail.

This incompatibility and vagueness between static and dynamic systems no longer bother you, Jumper. All magics that you use will interact or ignore all other **different** forms of magic according to your current desire, or what benefits you the most.

Did you wish to Fabricate a wand to make it self-repairing, as well as Imbue it with Acceleration to make its user extremely fast, yet without disturbing its ability to focus Earth magic? You may, and it will work out without any negative side effects. Who knows, maybe the magics will even interact with each other for better results, such as shooting extremely fast spells.

Did the local magic system specify that broken wands, even when repaired, will never regain their ability to focus magic? Well, *your* Repair spell specifies that repaired objects will be returned to *full* functionality, and that includes their magic and enchantments as well.

Did you wish to Telesummon a hated enemy, yet they shielded themselves using their own brand of magic after studying yours? That may have worked against anyone else, but they are not using Paragon Magic to defend, so your magic *will* get them to you regardless.

Does the floo network not count as teleportation for the purpose of Paragon magic? It *does* now, but only when you want it to.

Of course, all of these examples work in the opposite way. You could easily prevent Susan from healing someone, even with Alleviation, by giving them cursed scars, as the rules of your own magic say that cursed scars can never be healed by magic, or prevent her from teleporting by using anti-apparition wards.

Simply put, **you may apply the rules of your magic to any *other kind* of magic it interacts with**, at will, **and they will interact *specifically* in the way you want, should it make at least some sense. Or, you may choose to have the two magics completely ignore each other**. Whatever you desire or benefits you the most at the time is what will happen.

And yes, this does apply to all kinds of supernatural energies.

Earth

Yer A Wizard, Jumper (Free) (Exclusive Earth)

These famous words will never be spoken in this world, as Susan bypasses the Dursley problem entirely. Still, you are a wizard, Jumper. You may use the magic style of the Potterverse, once you get yourself a wand, that is.

Wanded magic cannot be used directly on yourself, but may be used wandlessly, in time, and will occasionally answer to your emotions and desires as accidental magic.

You may pass down this Perk to your biological children, if you so wish.

Just Take It In Strides (100)

You have lived for long enough near a very confusing person that you have developed an immunity of a sort, Jumper. Simply put, though you still feel confusion, you are *very* good at ignoring it on the moment, and slowly accepting the new state of affairs over the following hour.

Quick On The Uptake (200)

You are *really* good at seeing problems coming your way, Jumper. You can tell as soon as things start turning sour. In the spirit of supporting your survival, you are also great at adapting your skills to new challenges.

With this skill of yours, you could adapt a spell to hide from an unknown, entirely new, and apparently more powerful kind of magic after getting some time to study how it works.

Photographic Reflexes (400)

What do you *mean* it isn't a thing? Well, it is *now*. Like Hermione, Jumper, you are capable of perfectly replicating any movement you see being done once. This also makes you *very* good at adapting these movements to your body type.

With some practice, you could even read the spells off someone’s wand by seeing how it moves, or predict someone’s future movements in a fight.

Blood of the Enemy (600)

Blood, heritage, *power*. You know all about power, Jumper, mostly in how much you want it. You are now capable of using a short ritual which allows you to take on the racial attributes of others, simply by sacrificing a drop of their blood.

For now, this is all or nothing, weaknesses included, but it could be refined, in time. There is no limit to the number of bloodlines you may absorb at once using this.

Paragon

Character Sheet (Free) (Exclusive Paragon)

Ah, so you follow rules different from everyone else. You are beholden to your character sheet, Jumper, which you may summon and dismiss at will. Be careful not to confuse too many people with that. There are plenty of rules that are different for you, so let's get started.

To begin with, here are your **Stats**: Strength (STR), Endurance (END), Constitution (CON), Reflexes (REF), Coordination (COO), Manipulation (MAN), Looks (LOO), Reason (REA), Knowledge (KNO), Resolve (RES), Insight (INS), Personality (PER), and Luck (LUC).

Do not ask me what they all do, for the effects are numerous, but they all have some form of impact on all aspects of your self and existence. All of your Stats begin with a **base value of 5**, and may be increased by different means. For instance, **being human gives you an additional point in KNO**, allowing you to learn and memorize things more easily.

You have **Skills**, each with a level. Skills are numerous and you may have as many as you wish. Though, you do not learn through *practice* like everyone else (see XP usage below).

You have a reserve of **Energy**, Calculated by END times RES, which you can spend for your actions. Your Energy regenerates at a rate of 5% per hour, or twice that when sleeping.

Then, all of your actions take different amounts of time, Energy, and luck to enact. No, not LUC, but *luck*. **All of your actions are rolled for with a die, going from 1 to twice your score in the relevant Stat**, then your score in that Stat (you skill rating) is added, then all bonuses and maluses are applied to the result of the roll, ***then*** that end result is compared to the difficulty score of the action in question. If you have equal or more, you succeed. If you have less, you fail. If you have less by 5 points or more, you will suffer a backlash. Don't even think of cheating, **the dice rolls are completely random**, no matter what.

Keep in mind that you may spend Energy in order to increase your score for all actions, equating **+1 bonus point for every Energy point**. But **you may only spend as much Energy points as your level in the relevant skill or Stat**, at the most.

On top of that, **each successive action that you take increases your Action Delay value**. At a value of 0, your actions are instantaneous, with a greater value you must wait longer and longer to go through with your actions, slowing you down the longer a battle goes on.

Thankfully, **you are always aware** of all of your dice rolls, all changing numerical values applying to you, as well as all current bonuses and maluses you are affected by.

Additionally, you may earn **XP** for going through “adventures” (surviving conflicts or quest-like events). Don’t believe that this is easy to gain, XP is scarce and rarely given in amounts surpassing a single digit, almost never more than 20. There are no levels here, but XP can be used in multiple ways:

- Increasing a skill by one level over time, at the cost of as much XP as the desired skill rating (level 1 = 1 XP, level 2 = 2 XP).
- Increasing a Stat immediately by one level, at the cost of 5 times the desired rating in XP (STR 6 = 30 XP, KNO 7 = 35 XP).
- Force yourself or an opponent to re-roll any dice roll for 1 XP.
- Gain a +2 bonus on any dice roll for 1 XP, or +4 for 2 XP.
- Automatically succeed in any dice roll for a cost of 3 XP.
- Force your Action Delay down to 0 for a single action, making it instantaneous, for 1 XP.
- You may spend XP to halve your learning time for every XP point, with no upper limit.
- You may spend 1 XP to force your opponent to act after you.
- You may draw a Game Card for 2 XP (explained below).
- You may invoke a dramatic pause in combat for 1 XP.
- Appling a penalty of -2 on any dice roll your opponent makes for 1 XP, or -4 for 2 XP.
    - Generally useless here against anyone but Susan, for now.
- Force an opponent to fail any dice roll for 3 XP. Same as above.
- Increase your LUC Stat by 2 points per 1 XP spent, for 5 seconds.
- Prevent the loss of a limb for 1 XP.
- Invoke a snag on an opponent, impeding them, for 1 XP.
- Negate a snag on an ally or yourself, for 1 XP.
- Stop bleeding to death, for 1 XP.

Plenty of uses, right? And there are plenty more, if only you were a Natural Magician.

Nearly there, Jumper! You are also capable of **Fabricating** things. That is to say, making equipment with small passive bonuses of your choice, even using an existing item as a base if you so wish, by spending some of your Energy and XP. Fabricated equipment can be rather easily made to repair itself over time, or even to be outright unbreakable, with a lot more work.

Lastly, you may randomly gain **Game Cards** on your Character Sheet, more often than not right before you end up in trouble of the dangerous kind. You may redeem Game Cards for additional XP (only for some), or you may play (Declare) them. Game Cards can give you temporary bonuses, force an event where you will gain XP to happen, and plenty more things besides. They essentially change reality and permit you to do impossible things, without being magic.

For this Jump, you are forced, as Susan is, to follow this game-like logic. **Post Jump, you will be able to selectively turn any part of this Perk off as you wish, allowing you to decide how much the Paragon logic affects you over the real-world logic**.

For now, this has both advantages and disadvantages. You will never be able to do more than your Character Sheet allows, and will hit many limitations due to this. For instance, a wizard in the Potterverse could cast hundreds of spells without feeling a drain, as their magic is apparently endless in available energy. For a Paragon Wizard, doing the same would kill them. At the same time, **you could eventually become so skilled at anything that you literally wouldn't be able to fail**, where normal people would still make mistakes sometimes.

You may pass down this Perk to your biological children, if you so wish.

…That's Probably Nothing (100)

The easiest way to deal with any problem is to ignore it. That's what the people in your life appear to keep thinking all the time, Jumper.

Whenever you do something unexpected or unexplainable, there will be some stares for a few seconds, a great amount of confusion, and then you will be summarily ignored, so long as you aren't actually being a problem or targeted. Quite useful on many occasions, to get away with your strange behavior and powers.

Prodigy (200)

You are a Prodigy, Jumper. This increases all of your Stats by a bit, especially mental ones, and doubles your learning speed. In local terms, you are smarter, memorize things far more easily, and learn twice as fast as before.

You are quite gifted indeed. As a bonus, your positive reputation grows a bit faster than normal.

To New Adventures (400)

The bane of adventurers is a life without adventure, Jumper. This is why you have been granted the power to *force* the world to give you one. Whenever you are feeling bored, or really at any time, you may push this mental button and suddenly, you will be *needed*.

Perhaps a prophecy will call for your name? Perhaps a villain has decided to rise and will inevitably cross your path? Perhaps grandma needs someone to do some shopping for her?

What is certain is that *something* will happen, and that you will find yourself involved. Be warned, Jumper, starting an apocalypse regularly is not a good way to keep yourself, or the world, safe.

Natural Magician (600)

Ah, so you are a Natural Magician, Jumper. You are capable of sensing Energy, controlling it, shaping it into magic, and casting spells with it.

Indeed, you are now capable of becoming a Wizard, by Paragon standards. While this does allow you to learn Paragon-style spells and manipulate Energy to Imbue and Fabricate, with a Character Sheet this becomes *far* more.

So you have a **Character Sheet**? Then let's get started on the additions to your weird life logic, Jumper.

As a Wizard, you are capable of expending Energy (your stamina) to cast spells. **Spells in Paragon fall under a single one out of 10 categories, or *Planets***. Planets are like Stats for spell casting, and you have a score in each. Dice rolls with Planets follow the same logic as for Stats: from 1 to twice your score in it, then the score is added to that.

Each Planet is centered on a specific type of magic, such as Mars for fire and war, Pluto for the soul, or the Sun for healing the body and mind. Because yes, Earth does not count as a Planet, but the Sun and the Moon do. Don't worry, **unlike Susan, you will suffer no negative side effects from moving to a world without these planets**.

Spells also have **a Grade (1 to 10), and an Enhancer (a common object or substance)**. Using the Enhancer makes the spell easier to cast, but also consumes it.

To learn a spell, you must have access to its spell diagram and read it. Learning a spell from a diagram requires studying it for **1 minute per Grade**, and passing a KNO check, as well as **spending 1 XP per Grade**. **Learned spells have a casting time of 1 minute per Grade**.

You may choose to *copy* the spell on paper instead, which does not consume XP, but **doubles your casting time when you choose to cast the spell from writings**.

However, **you may spend more time on learning or casting a spell in order to gain a +1 bonus on your roll for every additional minute, up to the base required time value**. So at *most*, you could take 10 minutes (5 + 5) to learn a grade 5 spell, or 15 minutes (5 * 2 + 5) to cast it from writings, both for a bonus of +5 on the roll.

So, without a Grimoire of some sort, you would need to spend time to research a spell, spend more time to create a spell diagram, spend yet more time to understand it, spend XP to learn it, and *only then* could you use it at will. Keep in mind, **there is a spell for *everything*, you just need to discover it, and be good enough to use it**.

Regardless, here is the general process of casting spells:

1. Envision the symbols making up the spell's structure.
2. Project it with magical energy.
3. Orally describe what the magic does (spell name, activation commands, steps, …)
    a. The spell will end immediately once the task is fulfilled.
    b. The spell's parameters can't be changed halfway.
    c. The spell can be cast silently for a -4 malus on the check.
    d. You can designate multiple targets at once for a -1 malus per target on the check.
4. Roll a dice according to your score in that Planet, then add that same score to the result.
5. Apply all bonuses and maluses.
6. Compare the value to the difficulty score of the spell.
7. The spell is cast (or fails).

Paragon spells, unlike Potterverse ones, are targeted. **They do not need to move and touch a target, they affect it instantly**. At the same time, each spell counts as an additional action and expends your stamina, so you can't cast too many of them at once or you might just die.

Aside from spell learning, using, and writings, there exists **Imbuing**. You are capable of putting a spell into an item or a drink, giving it its properties. This makes the spell permanent within the item, and it is how potions are made in Paragon. **Imbuing requires 1 XP and 1 hour of work per spell Grade, as well as any kind of materials costing as much as the spell Grade in basic monetary units (sickles or pounds here), and the spell's Enhancer. The materials can be used and even broken, so long as they once cost *something***. Imbued items work on charges, allowing you to use their effects a limited number of times before they must be recharged using Energy, or they can be made permanent with more work.

An interesting thing about Imbuing, is that you can make the item *for* someone, with their permission, which causes *them* to pay the XP cost instead of you. **And in case that person has no Character Sheet, their XP reserve is considered infinite**.

Finally, as a Natural Magician, you are capable of spending your Energy to **reduce the casting time of a spell by 1 minute per Energy point**, and **increase your casting roll result by 1 point per Energy point**. However, there is a limit. **You may only spend as many Energy points as the Grade of the spell, at most**.

That was a lot, huh? But this is a *lot* of potential, Jumper. The more powerful a Natural Magician becomes, the less you have to consider what they can do over what they *can't*.

Even better yet, you may also pass on this Perk to your biological children.

Items

Items from your Origin line are discounted by 50%. Discounted 100CP Items are free.
All items may be imported or reverse-imported into similar ones, conserving their properties.

General

And Suddenly, Jumper Dies (Free)

Or, well, more like Jumper *dice*. A bunch of them, at that. You've got a d4, a d6, a d10, and all of the others all the way up to 100 faces, packed in a neat little box.

They're not magical, they don't have a particular function either. They're just *there* now, looking pretty.

Perhaps they *are* useless after all. But they're free, and certainly appropriate.

Bag of Holding (100)

This is a Dimensional Pocket spell Imbued on a waistbag the Paragon way. Normally, this would have charges, but this one is very well-made and the spell is permanent.

Technically, the bag is the entrance to another dimension, a dimension *personal* to you. As such, *only you* can open the bag and use it, Jumper. Should you get another, similar bag, or learn the spell itself, it will give you access to the very same dimension.

Be careful, it will empty itself should you die.

Imbued Implement (200)

Sometimes, magic just isn't enough, especially when you have to spare your strength or get up close and personal. For these times, Susan magically made herself a plain sword, imbued to give the wielder an increase in strength and in their swordsmanship skill, so long as they are holding it.

In the same way, you may choose for yourself a common weapon or tool. It will be made of rather high quality common materials, grant you a small increase in a related Stat of your choosing, and grant you an increase in skill in using it.

As a bonus, it will always find its way back to you in pristine condition, Jumper.

Ace Wizards: Justice For None (400)

Justice in the wizarding world doesn't really deserve its name, Jumper.

There were multiple cases of murderers buying their way out of criminal charges and into high political positions, people being sent to prison without a trial, "investigations" into criminal activities being summed up as bagging the person left on the scene and leaving it at that, …

And on the side of the "good guys", a little girl was allowed to commit genocide on a magical species that was technically fully made of ministerial agents and enforcers because she didn't like them, without facing any repercussions.

So yes, justice and consequences in the wizarding world are *fickle* at the best of times. And you may take this particularity of the world with you forever, Jumper.

As of this moment, you possess someone's contact information. You don't know who they are, but you can be certain that all messages you send them will be received, and they are somehow present everywhere you go.

You may communicate to your new friend the identity of absolutely anyone, and either accuse them or absolve them of any crime at all. Your information will be somehow accepted and acted upon without verification, no questions asked.

So, you could make anyone a criminal for any reason, if any at all, or give them freedom despite any crime they may have committed. How unfortunate that **this only works once a year**.

Also, do keep in mind that some nosy people may come back years later, dig into the case, and find the glaring problem and inconsistency, though you won't be connected to it in any way unless you used this Item on yourself.

The Staff of Power (600)

This is the Staff of Power, the First Artifact of Paragon. It was gifted to Susan's father along with the Book of Magic, and you now own your own copy of it. It is indestructible, will teleport to you when you need it, can't be lost or stolen, and will be ignored by people you do not authorize to see it.

This staff allows one to manipulate the Energy in their environment, essentially giving them access to a *nearly endless amount of Energy* to use for their spells. The things a Natural Magician could *do* using this…

Earth

Swishy Stick (100)

This, Jumper, is your personal magic wand. It is attuned to you, helps you control and enhance your spells of all kinds, and you will never find one that feels as *good* for you as this one.

A good thing, then, that it is completely unbreakable, and will also get back into your possession in pristine condition after a day, no matter what happens to it.

Magic Concealment Keychain (200)

This is a keychain that conceals the wearer's usage of magic of any kind from external detection. Very useful in *many* ways.

My Magical Ally And I (400)

What a wonderful gift you were granted, Jumper. This is a small ring shaped with the likeness of any fantastical creature of your choice. It allows you to summon said magical creature at will, being imbued the Paragon way with the spell "Magical Ally: Major".

The summon is tough, resistant to magic, intelligent, loyal to a fault, and rather powerful, as it also possesses some of the powers of the creature it is shaped after.

Of course, it is still a summon, and may be forced to disappear with enough damage, or by using too much Energy. Worry not, as it will only take a day before you may summon it again.

Not Actually a Fortress, But Pretty Darn Close (600)

This, Jumper, is your new home. It is a house which is, paradoxically, both big and cramped. The organization inside doesn't make much sense, but there is enough space for 9 people, and there are plenty of interesting things to see.

For one, there are magical items to produce food, water, and do your chores for you. For two, there is a grandfather clock that indicates the status of all members of the household, should you add them to it.

And lastly, the whole place was fortified by magic to hell and back. It would take enough physical or magical force to destroy an entire village at once to put a *scratch* on your walls. No one without your permission or with bad intentions may enter, no one may teleport or look inside the house by any means other than those you set up yourself, and it will slowly repair itself if needed.

You are now the owner of the safest place in the world, Jumper. No better place for an adventurer to sleep in peace.

Paragon

Calculator (100)

Don't look down on this small device, Jumper. This calculator is far ahead of its time, can do all operations up to university level, has an infinite battery and can even work in a magic-rich environment.

This may not seem like much, but you'll wish you had that on hand when you start effectively planning your future with that character sheet of yours.

A Pile Of Junk (200)

This is exactly what it says on the tin, Jumper. Why would you ever need a pile of Junk, you ask? Well, it is nothing you really could *use*, of course, but there are all kinds of things in this pile, things that once cost about 1000 local monetary units altogether.

Perhaps you could sell them (for more or less), perhaps you could use them as Imbuing materials, perhaps something else. Regardless you get another pile of random junk every week. Have fun dealing with that, Jumper.

Stab You Better (400)

This, Jumper, is a knife Imbued with the Alleviation spell, a spell capable of "restoring a creature to its whole, undamaged state". This is a Sun spell of the 10th Grade, and there is *nothing* besides death that it cannot heal in terms of mind or body injury. This includes mental problems and lost limbs, but not old age.

On top of that, it has been Fabricated to be completely unbreakable, and Imbued *again* with True Owner, making it return to its owner when lost, bending fate and minds to do so if needed.

This knife has **10 charges**, allowing you to use it on ten targets before it runs out. Every charge comes back after 1 hour, independently of the others.

This tool was primarily made to destroy Dementors, as they instantly disappear on contact with this blade for some reason (which still uses up a charge), but you could also stab someone and slowly pull the knife out to heal them completely.

Should you so wish, you could give the same properties to another bladed weapon instead.

The Book of Magic (600)

This is the Book of Magic, Jumper, the famed Grimoire, and the Second Artifact of Paragon. It was once the full collection of magical knowledge of the world of Paragon, containing every single spell they had ever discovered. It was later enhanced with XP to be able to create spells on demand.

So, you now possess your own copy of this magical book. It is indestructible, will teleport to you when you need it, can't be lost or stolen, and will be ignored by people you do not authorize to see it.

On top of that, should you make a spell request to the Book of Magic, that spell will appear in its first pages the next day. Should that spell not exist in the book, a new one will be created just for the occasion.

This is the complete and whole knowledge of all of Magic at your fingertips, Jumper, should you show a little patience.

Companions

Party Members (Free)

You may import up to 8 of your previous Companions for free, or create new ones entirely. They may take any origin and start with 600CP each. You may send your own CPs to them if you so wish.

New Recruits (Free)

You may take as a Companion anyone you can convince of following you in your travels. Can't go on an adventure without a full party, Jumper.

Animal Companion (200)

You have an Animal Companion. They are any kind of small-sized common animal you may wish to have, and are linked to you in such a way that they appear as a feat on your Character Sheet, should you have one.

They are smart, Jumper, just as smart as a person, and can even talk and use magic. You may decide on what their appearance and personality will be like, but they are unfailingly loyal to you.

They are forced to take the Paragon origin, and receive 600CP to spend in this document.

Drawbacks

All drawbacks disappear at the end of this Jump.

Extended Stay (+100)

You must stay in this Jump for 10 more years, Jumper. You may gain CPs from this Drawback only the first three times you take it.

Don't Mind Jumper, They Have A Terrible Sense Of Humor (+100)

You have a terrible sense of humor, Jumper. Not only will your jokes fall flat most of the time, you will find most things to be *so* funny that you will have a hard time staying serious when the situation demands it.

You can stop yourself from making a sound, or hide your smile away, but your amusement will always be obvious to all.

Magic Motherf- Do You Use It?! (+100)

You appear to suffer from the most common mental problem among wizards in this world, Jumper. Simply put, whenever you could use magic to make your life easier, you won't, because you'll forget you *have* magic.

Oh, it won't be a problem in truly dangerous situations, but you better get used to doing your chores by hand, or searching for your missing glasses for hours on end, until someone reminds you that "there's a spell, Jumper (read: *dumbass*)". You'll get better, in time, with reminders.

Jumper's Magic Is Clearly Superior (+200)

There is a deep-seated arrogance within you, Jumper. While it won't prevent you from making friends, and might even be warranted, it will certainly make it *much* easier for people to hate or become jealous of you.

You won't shy away from displaying your talents, helping out people (or breaking them, depending on your personality) just because you have the power to do so, or explaining how your magic works in front of an enemy. You are the superior one after all, and the world should be aware of that.

In fact, you are so proud of your magic, Jumper, that you do not need anything else. As such you will be barred from bringing with you all of your items from previous Jumps, and you will feel a natural aversion to using combat equipment that is even somewhat technological in nature.

Don't worry, this is only for *combat* equipment. Computers and vehicles are far too useful to abandon… for now.

Just Another OC Fanfiction (+200)

You have no memories of this particular setting, Jumper. You will not be able to predict *anything* which is different from the canon timeline.

In fact, the moment you arrive, you will be utterly *convinced* that this is a normal, canon Potterverse, and that all differences are due to the butterfly effect resulting from your presence. It will take you quite a few months of constant exposure to the main events to start realizing that things don't match up *at all*.

Jumper Will Fix It For You (+200)

Well, you are certainly passionate, Jumper. We don't know about what, exactly, but it makes little difference for this Drawback.

You see, you now have this *urge* to fix problems whenever you see them, Jumper. This may make you more willing to help people who need it, but it also means that you won't permit yourself to stand by as injustices or evil acts are being committed.

So, should you have an aversion for needless cruelty and, for instance, find yourself presented with an army of happiness-stealing, soul-sucking *demons* serving as guards for high-risk prisoners, you will quickly come to the conclusion that these things *need to die* and the system supporting this *must break*. And you will not hesitate to make your opinions on the matter known, or to actively work to make them reality either.

So, that's your life now, Jumper. A revolutionary, a hero, an extremist, a visionary, call yourself as you wish. What is certain is, you will remake this world in your image, or *die trying*.

Muggle Life (+400)

You will not be doing any magic during this Jump, Jumper. You will receive no Hogwarts letter, nor will you be able to access either of the Free Exclusive Perks, or any Perk that grants you access to any kind of magic, until the end of this Jump. In fact, you do not keep access to any of your Perks from previous Jumps either.

Because you are a *muggle*, Jumper. And there will be no magical world for you to find here.

3-Point Enemy (+400)

You have an enemy who *hates* you, Jumper, and they will not rest until either of you is dead.

You suffer regular, subtle assassination attempts from a talented adult wizard, and you will never figure out *who* they are with absolute certainty and the proof of their actions until after 5 years have passed. How you will survive them, and deal with them, is your purview entirely.

Background Bonus: Companion Jumper (+400)

Well, this is weird. Somehow, you have become another of Susan's Companions, Jumper. This means that, like Sparkles, you appear on her Character Sheet and may access the Perk of the same name **during this Jumper only** as a result, should you not already have it.

But more importantly, it means that your life is now tied to Susan. Where she goes, you go. Every adventure she becomes a part of, you will participate in. Every enemy she earns, will be *your* enemy as well. And should she die, so will you.

So buckle up your pants, Jumper, because you're in for an *adventure*.

Imperio! (+600)

You, Jumper, are currently held under the imperius curse. You are under someone's control, and are forced to obey their orders. You can't say anything about it, of course, and you can't do anything to free yourself from it either.

You will unfortunately need to wait for someone else to take care of the culprit, or to erase magical effects on you somehow. This may take only a few months, this may take years, this may never happen.

You don't know who your master is, but you may yet find out. As for them, they don't know your full capabilities, thinking of you as a common wizard, but may yet find out as well.

No worries, you will be freed when it is time for you to leave, if needed.

Great Shadow (+600)

There is a great problem in this world, Jumper. The life and positive feelings are being slowly sucked from the world by *something*. No one is being born anymore, people lose motivation to do *anything*, the world dies little by little, as Paragon once did.

You have 9 years until it is too late to save the planet, and no clue to go on besides alternate worlds and dimensions. Good luck.

Lord Jumper (+600)

Ah, well, this is embarrassing. For some reason, Jumper, anyone who meets you will become utterly *convinced* that you are a Dark Lord (or serial murderer, for Muggles) within hours of interaction. It might be something you say, maybe your looks, perhaps just a general feeling.

Either way, everyone you meet will come to believe that, and you will *never* be able to fix that misunderstanding or prove otherwise. Be careful, the current Dark Lord will not tolerate competition.

The End

Go Back

Time to end this game, Jumper. You will go back to your original world, bringing with you fantastical stories of your times in the JumpChain. We hope to see you for a new game later.

Epilogue

After the adventure, the story continues. You will continue to live on in this magical world, such is your wish. Perhaps you will find a way to travel between dimensions by yourself later on?

New Rulebook

When the adventure ends, another begins! A new world, with new things to see, new people to meet, and new quests to undertake. March on, Jumper, and the story will follow.

Notes

General Notes

- **Sources**: Harry Potter and the Magic of Paragon, and Susan's Chronicles.

Interesting Story Spoilers

- The world of Paragon is dying due to having the life sucked out of it by unknown means.
- To hide her weird magic, Susan pretends to be a reincarnated witch from the past
    - This was Quirrell's idea
    - People actually believe it
- Quirrell Actually is a good guy, but got possessed by Voldemort's ring Horcrux before the start of the school year.
- Ron Weasley got imperiused to become Harry and Susan's friend by the possessed Quirrell
- Neville Longbottom has brain damage, he can't tell where his limbs are situated instinctively.
- Harry Potter's Gringotts' bank vault has been robbed clean by *probably* Lucius Malfoy before he even enters it.
- Susan discovers that she can destroy the magic on galleons, melt them down, and sell them to muggles for more money.
- At the end of the year, Voldemort, under the appearance of Tom Riddle (like with Ginny in book 2), appears at the end of the Forbidden corridor.
- Voldermort is sane, and only wants to destroy the Philosopher's stone because he doesn't want anyone else to be immortal.
- Voldemort doesn't care to solve the puzzles and blasts his way through.
- Voldemort is actually a good guy, somewhat
    - His goal is to stop corruption in the magical world, and destroy Dementors because he thinks they are abominations.
    - The only reason Susan doesn't work with him is because he kills people.
- Susan first demonstrates her magic by snapping and repairing Snape's wand
    - Snape has been trying to murder her ever since, more or less subtly.
    - He threw a killing curse at her face before she even stepped into the castle, in front of everyone, from a hiding place.
- Susan fully decapitates Nearly-Headless Nick on his birthday, using the phasing spell on a sword.
- Susan murders dementors with a knife permanently enchanted with the "Alleviation" spell.
    - Dementors are "wounds" in reality
    - Dementors can feel her presence more and more, the more of them die to her.

- Pettigrew was still there the whole time, got many lessons on how Susan's magic works by accident, learned how to counter her detection and teleportation spells, and reported everything to Voldemort.
- Voldemort eventually reincarnates himself like in canon, but using Susan's blood instead to gain access to Paragon magic and its incredible power, on top of his normal magic.
- Susan baits Voldemort with her grimoire to show him up to the ministry
    - He comes, knowing about the trap, because he needs it to accelerate his research into absolute power and immortality

List of Used/Alluded to Paragon Spells

- **Send Object** - Teleporting objects to specific people if you know their identity and general location
- **Phase** - Phasing out of reality and affecting ghosts (prevents from affecting matter)
- **Alleviation** - A spell to restore a creature to its whole, undamaged state. Doesn't cure old age.
- **Magical Ally** - create a being with magic (can be imbued to give an object a mind / life)
- **Magical Ally: Major** - can go up to dragons
- **Elemental Bolt** (Fire)
- **Elemental Attack** (Fire)
- **Spell Symbol** - Give a mark to an object that allows you to cast a specific spell from that object, but only once. Doesn't count to the total of spells maintained.
- **Conjure Foodstuff** - Creates food
- **Assistant** - creates a temporary assistant for one task, can be imbued in a glove or similar
- **Energetic Accumulation** - can use more energy than the limit to cast a spell
- **Fortification** - makes a house extremely tough to all forms of damage or magic, for 10 times you Sun rating years, and prevents intrusion by any means
- **Elemental Conjuration** (water) - Creates water
- Battalion - Create a small army of soldiers to follow your orders.
- **Silent Slayer** - instant death
- **Elemental Burst** (knockout element)
- **Elemental Touch**
- **Elemental Wall**
- **Leprechaun's Gold** - Create fake gold coins temporarily.
- **Light** - Creates a ball of light
- **Contract** - Creates an unbreakable contract between parties. If it is possible at all, the contract will magically force the participants, as well as all indirectly included parties who did not sign the contract, to fulfill it.
- **Healing** - Heal wounds and burns
- **Regeneration** - Heals missing flesh and broken bones
- **Lubricate** - Make things slippery
- **Part Clouds** - Remove clouds from the sky
- **Withstand Weather** - The target is unaffected by any weather.

- **Shell** - Creates a weak shell of magic over an area
- **Dazzle**
- A spell to tell the time
- A spell to follow a creature's trail
- **Floating Fingers** - create floating fingers with force away from your body (can lift a book)
- **Telekinesis** - can lift a car
- **Unlock**
- **Sculpt Stone**
- **True Owner** - Targeted items will always be reunited with their owner.
- **Sculpt Metal**
- **Darksight** - Seeing in darkness
- **Time Window** - Looking back in time through a window
- A spell to make time replay over an area
- **Thrust** - produces a very strong force blast
- **Teleport** - teleportation to a place you have seen (pictures count)
- **Teleportal** - create a 2-way portal to a place you have seen
- **Telesummon** - Teleport a person to you.
- **Illusion** - Create a visual illusion
- **Dimension Step** - can step into dimensions adjacent to reality, like the Astral (a mirror world of a sort where you are invisible and intangible, but can see in reality), or Purgatory.
- **Senescent Cessation** - Making a number of people ageless
- **Research** - A spell to look up known information from the world.
- **Invulnerability** - A spell for complete immunity to physical attacks
- **Magic Immunity** - A spell for complete immunity to magic in general
- **Dead Magic** -Temporary magic suppression
- **Destroy Magic** - Permanent magic destruction within an area or on an object
- **Antigen** - Cure any and all diseases on a target (includes neurological conditions)
- **Dimensional Pocket** - Creating a pocket space that can only be opened by specific people
- **Acceleration** - Movement and thinking speed acceleration
- **Path Tracer** - See the path someone has taken previously.
- **Destination** - Shows the quickest path to a known destination.
- **Awaken** - Awaken someone immediately.
- **Armor of Magic** - Magical armor that acts like an actual steel armor
- **Silence** - prevents sound from a target
- **Barrier Against Spells** - Creates a barrier that shields against spells (specifically).
- **Creation** - Permanently create a real common object from nothing
- **Temporary Tool** - Temporarily create a common object.
- **Detect Lies**
- **True Flame** - Creates a flame that flickers when told a lie.
- **Deflection** - Magical shield that acts like an actual steel shield
- **Invisibility** - Near Invisibility spell (stops when using offensives spells)

- A spell to breathe underwater
- **Flight** - Flying spell
- **Retrieval** - Teleport an object to your hand, if you know where it is (has a distance limit)
- **Descry Creature** - A spell to get someone's location from their identity (cannot track animagi when they are transformed, if looking for their human form)
- **Descry Object**
- **Descry Owner** - Find the owner of a thing. Requires holding that thing Gives location, name, and description..
- **Repair** - A spell to repair an object to pristine condition.If this isn't a magical item made with the magic of Paragon, all enchantments and magical properties will be restored as well.
- **Exorcise** - forces a spirit or creature possessing the body of another to leave its host
- **Augment Skill** - Magic to temporarily increase any skill by some amount. Requires a skill level of at least 1
- **Augment Strength** - Augments the STR stat temporarily. Possible augment spell for all Stats
- **Animal Speech** - Magic to talk to an animal
- **Communication** - Magic to speak all languages
- **Tirelessness** - A spell to keep the user as awake and alert as they currently are for as long as they are working on the same task.
- **Petrify** - Petrifying spell
- **Immobilize**
- **Acid Splash**
- **Hygiene** - cleaning magic
- **Lost** - spell that prevents someone from finding a direction
- **Successful Strike** - Ensures the next attack will hit the target.
- **Terror** - a spell that induces terror
- **Shape-shift** - A shapeshifting spell. Has a pretty large size and mass limit.
- A spell to escape from dimensional prisons.
- A spell to time travel.
- **Remember** - A spell to remember something that you know you have forgotten.
- **Write Memory** - Alter someone's memories.
- **True Question** - Get an answer to any question in the form of a cryptic riddle.
- There's apparently a spell for *everything*

Changelog

Version 1.1

Clarified items imports

Version 1.0

Jumpable