Harry Potter Harem King

It seems that you want to have a fun time at Hogwarts but with this Jump you are restricted to being the Boy or Girl Who Lived. This Jump starts shortly before the arrival of the Hogwarts acceptance letter that Harry Potter actually gets to read. Normally this would be midnight between the 30th and 31st of July 1991.

Origin:

What house do you think you belong to? This won't necessarily determine where the Sorting Hat puts you as you can convince them otherwise but it will show what you value the most.



Gryffindor

You are going the traditional route of Harry Potter. Normally this version of Harry is the same as the Harry Potter Prime but events have taken place early to allow Harry to learn things that would normally be hidden from him.



Slytherin

The most common fanfic change to make the golden boy of Gryffindor a snake. Normally this type of Harry was either sent to an orphanage by the Dursleys or influenced by the Horcrux in his scar. This Harry tends to be more confident and less likely to trust the empty words of adults.



Ravenclaw

Well this is appropriate almost all of the Harrys sorted into Ravenclaw are those who reincarnated as the boy who lived. The Harrys who do get into Ravenclaw take after their mother have enough self awareness to realise the dangers of going into Slytherin.



Hufflepuff

Well this is awkward. I don't remember Harry ever actually being sorted into Hufflepuff, well other than that one time Voldermort-Harry annoyed the sorting hat. It is the house of loyalty and friendship, things that almost every Harry lacked at the start of his story.

V1.00 By DeverosSphere

Generic Perks

You gain **+300 CP** to spend exclusively on General Perks.

Enduring Mind - Free
When inheriting a lifetime of abuse you might expect to get unpleasant side effects like PTSD or behavioral problems. This perk however will allow you to get past that as your mind will automatically process any information it possesses in a constructive way that normally requires years of therapy. This will also allow you to process information that would drive other minds mad such as interacting with and understanding eldritch entities or perceiving infinity.

Hogwarts University - Free/100 CP (Restricted with "Age Appropriate")
You may have discomfort with having a harem Jump where you and other characters start so young. With this **Narrative Perk** you can change what age characters are when the events of a story begin, allowing you to start Hogwarts at any age with the events continuing as normal.
If you have taken the "**Age Appropriate**" drawback you can not use this Perk on this Jump but is otherwise **Free** to use on this Jump, for **-100 CP** you may keep this Perk Post-Jump.

Our New Celebrity - Free/100 CP (Restricted with "The Other Boy Who Lived")
Using this **Narrative Perk** you can make yourself famous within the continuity of the Jump. For **Free** this Jump you will be famous for being Harry Potter but in others you could be famous as a child star, famous for embarrassing a politician, famous for the death of someone evil or famous for a meme that took off when you were young.
If you have taken the "**The Other Boy Who Lived**" drawback you can not use this Perk on this Jump but can otherwise be purchased for **-100 CP** to keep Post-Jump.

Magical Text -50 CP
You are able to use your magic to convert thoughts into magical text allowing you to communicate through your thoughts. You can project the text of any language that you know how to write and are able to draw lines connecting letters or wrapping around text.

Behind Your Ear -50 CP
You now have access to your own hammer space, a form of inventory that you can store items in. You will have an instinctive awareness of what is contained within the hammer space as anything within is put into stasis. You can only access this hammer space by putting your hand out of direct view such as behind your ear or back then willing the item to move between your hand and hammer space. Any items you purchase in this document are automatically placed in your hammer space unless noted as otherwise.

Instantly Clean -50 CP
You are now able to Instantly clean any part of yourself inside and out. This can be used to remove dirt and permanent markings from your body as well as clean out your internals removing any blockages in your intestines. You could use this to vanish any waste produced in your body without losing the nutrients absorbed from it.

Classical Education -100/300 CP (Discounted to -100 CP for all with "The Full Set")
It is thought that originally the 4 houses of Hogwarts were split to the occupations the student would be best suited for and each course taught the then educational tools required for each category of profession.
For **-100 CP** you may gain the education that your house would have taught the first batch of students it would have received after the school curriculum was finalised.
For **-300 CP** you gain the education that all four houses received.
Though each field of education has been improved upon over time all the knowledge gained though this perk is still viable and useful for those who seek it, with some of this knowledge being lost to time.

Gryffindor
The House of Warriors, Knights and Generals. House Griffindor taught its students the art of combat and battlefield strategy. This education would have included swordsmanship, physical enhancing magic and the now outdated combat spells of the era.

Slytherin
The House of Lords, Merchants and Politicians. House Slytherin taught its students economics and political strategy. This education would have included legal procedures, laws, political influencing, perception enhancing spells and the then allowed political rituals and oath magics.

Ravenclaw
The House of Scholars, Researchers and Educators. House Ravenclaw taught its students classical Arithmancy and spell crafting. This education would have included academic researching principles, development procedures and practical divination for finding specific research books and documentation magic.

Hufflepuff
The House of Sculptors, Farmers and Workmen. House Hufflepuff taught its students wandlore, ritual study and healing magic. This education would have included Herbology, Farming Magic, Potioneering and Magical Construction.

Distance from Mars and Venus -100 CP
Using this **Narrative Perk** you can control the ratio of characteristics for groups or species. With this you could make it so that 10% of male born purebloods are Squibs or that 99% of Veela produce only females, you could make it so that magical women always have large “chests” and magical men have large genitalia.

Lockheart Penmanship -100 CP
You are a skilled writer able to weave together a fictional tale from unrelated facts with amazing storyline characters and narrative beats that would fool those who were not participants of the events. With this perk you could make yourself a legendary figure to rival the skills of even Gilderoy Lockhart.

Above Notice -200 CP
You can toggle this perk so that you and your subordinates' actions and activities are unnoticed by people in positions of authority such as teachers, police or politicians unless you intentionally exclude them from this effect or directly interact with them. You could walk through the great hall naked in the middle of the sorting ceremony and no teacher would notice or believe it had happened.

Unnoticed -400 CP (Requires “Above Notice”)
This perk is expanded so that you can make yourself and anyone else you choose unnoticeable to anyone else. With this you would walk up to a stranger in public, punch them in the nose and no one would know what happened though they may think it is a nose bleed or they had walked into a wall.

Well, Some Say He Died -300 CP
With this **Narrative Perk** you can make it so that any character who is assumed dead but is only saved by the plot stays dead. In this jump you can use this to make sure Voldermort and his Horcruxes are destroyed including the one gained in the drawback section.

Chessmaster -400 CP
You now have the mental capacity to manipulate events through strategic planning so that they develop in a way which produces your desired result. With this you can patiently take actions with layers of misdirection and backup plans in case of some unexpected events. While this is primarily for practical planning it can also be used for playing strategic games such as chess.

Lewd Perks

You gain **+200 CP** to spend exclusively on Lewd Perks.

One For All - Free
It seems that your romantic partners have no issue sharing you with others, they may still dislike other people you are in a relationship with but they will try not to let that affect your relationship with them.

All For One -50 CP (Requires “One For All”)
Those who find you attractive will be more likely to approach yourself or your romantic partners in order to join your harem. No one in the world will have any issue with you having a harem or comment on any of the harem members.

A Personal Mark - Free
Like the Dark lord you too have a symbol which you can bestow upon your lovers and followers. You can place your mark by touching their body while both they and you are willing it onto them. You and they are able to show and hide the mark at will.

An Erotic Mark -50 CP (Requires “A Personal Mark”)
Your mark is now able to send pleasure and pain allowing you to play with or punish any part of your target's body regardless of distance while if you allow it giving them the ability to pleasure you.

A Magical Mark -100 CP (Requires “A Personal Mark”)
You are now able to share your magical power through your mark allowing you to gain the combined magical powers of all those marked by you and allowing you to support someone who is in danger.

A Map-like Mark -100 CP (Requires “A Personal Mark”)
You are now able to share your location through your mark and sense the location of all your marks. You can also apparate yourself to any mark and apparate anyone holding your mark to yourself.

The Perk of a Mark -200 CP (Requires “A Personal Mark”)
You are now able to implant a copy of any Perk you possess within the mark to allow that follower to use the perk.

The Perks of a Mark -400 CP (Requires “The Perk of a Mark”)
You are now able to add as many perks to the mark as you wish

Magical Lips -50 CP
Your lips are incredibly magical allowing you to give great pleasure to anyone you kiss. You also have the knowledge and experience required to be an amazing kisser even without your magical lips.

Magical Protrusions -50 CP (Requires “Magical Lips”)
Your protrusions including your fingers, tongue, genitalia and if you have one tail are able to magically give pleasure to anything they touch to a level you control. You also have an incredible amount of knowledge on how to physically use them to pleasure any partner you have.

Magical Tendrils -200 CP (Requires “Magical Lips”)
You are now able to produce a varying number of tentacles from your magic allowing you to manipulate and control them with your mind. While you can produce tentacles separate from your body such as making them appear on other people or surfaces they will still be connected to you and you will find it easier to control the tentacles coming from your body. You will be able to manipulate the tentacles you create as though they were additional limbs allowing you to grasp and manipulate objects with precision while giving you sensory feedback. With time and training you can form your tendrils into more complex shapes but you will find that making them resemble and give the same feedback as your genitalia to be fairly easy.

Cursed Lips -200 CP (Requires “Magical Lips”)
When making physical contact with someone you are able to block their ability to gain sensual pleasure or climax making it so that without your consent they either will not gain enjoyment from amorous activities or they will not be able to orgasm no matter how much pleasure they feel.

Refreshed and Refilled -100 CP
You now have fine control over how much you discharge per orgasm, how fast your refractory period is and how fertile you are. Additionally, any pregnancies you are involved with will be easy and without complications.

Refreshed and Purified -50 CP (Requires “Refreshed and Refilled”)
Any children you have will always be born healthy without any genetic or magical defects.

Sharing the Love -100 CP
The number of personal relationships you have will not be negatively noticed. No one will have any issues with how many partners you have allowing you to have hundreds of romantic partners without anyone complaining.

Extending the Love -100 CP (Requires “Sharing the Love”)
Your romantic partners can be toggled so that they feel incentivized to find others you find attractive and invite into your relationship.

Cucking the Love -100 CP (Requires “Extending the Love”)
You could now get romantically involved with pre-existing partners with neither partner feeling any issue from you joining in on their relationship even if normally you are not their target demographic.

Power Through the Pleasure -200 CP
With this perk you gain a boost to your stamina allowing you to exert yourself for twice as long additionally whenever you feel pleasure you will find your stamina recharging. With this you would find an ordinary orgasm replenishing your reserves to the same level as eating a snack and having a three hour nap.

Love Is A Battlefield -200 CP (Discounted for Gryffindor)
Your attractiveness is directly boosted by your warrior's spirit, and willingness to fight for those you are attracted to. If you're willing to charge into an army to rescue someone you care about, everyone will find you much more appealing and handsome. This isn't necessarily just wholesome rescues, as if you're willing to punch someone who's making them uncomfortable, that will also count as 'fighting for them' and will make people even more drawn to you. Fighting literal duels for their attention or honor will get them smitten very quickly.

Aura of Supremacy -200 CP (Discounted for Slytherin)
The bigots of Slytherin often count themselves as superior to lesser Witches and Wizards of other houses. With this should you give any reason for your superiority even to those Witches and Wizards can't help but agree that you just 'seem' superior. Those who see you as superior will happily debase themselves for you, unwittingly treating you as their lord and master. The more true any 'reasons' you give for your superiority, such as a massive difference in power or wealth, the more submission to you others will see as 'correct' and the more they will find it submitting to you personally arousing.

Educational Experiences -200 CP (Discounted for Ravenclaw)
You have an incredible knack for getting people to try new things especially in the bedroom. They will enjoy new food just because you told them to or try out new Fetishes that they'd never even think about just because you asked them to try it out, for the thrill, for the knowledge, for the experience or for whatever excuse you gave. What's more they will always enjoy it and will be willing to repeat them with you, until they have a new kink they never knew about before. All thanks to you, and they'll be ever-so-grateful for that...

Nice Guys Finish First -200 CP (Discounted for Hufflepuff)
When you perform an act of kindness for someone you're attracted to, big or small, it doesn't get brushed off. The target of your affection will remember that, fondly, and with every further kind or nice act you perform, your potential paramour will only have their own affections grow. Quickly, remembering all the kindness you've done for them, someone who had no interest in you before, may begin to fall head-over-heels in love. And once there, they're quite likely to stay that way.

Allure -400 CP
You now seem to emit magic based pheromones which make those who you find attractive aroused and attracted to you. Those under its effect may be able to resist it but will find their desire to have sex with you growing the longer they are around you.

Fully Formed -600 CP
You are now able to instantly create new bodies that can be used as **Alt-Forms** or for parts. This can be used on a target in order to give them a new **Alt-Form** of your design allowing them to become a sexier version of themself or take on the appearance of a celebrity. When used on a ghost it allows them to be virtually alive again as they can switch between the living body and their ghostly form. You can choose to create these bodies independent of a target to create a physical copy of someone specific in order to gain an identical copy of them however it will lack a mind or soul. The bodies you create can be used to harvest organs, as impromptu shields or should you have a way of creating or summoning minds and souls they could become their own independent people.

Magical Perks

In this section you may choose to gain up to **7 Magic Tokens** by committing to fulfil the same number of tasks throughout your time at Hogwarts. The Magic Tokens can be used to make any Magical Perk half price with **-50 CP** and **-100 CP** Perks being **Free** with a Magical Token.

The tasks despite the simple descriptions may be more difficult than expected but clues will always be available should you look for them. If you fail to complete a task before the Jump ends you will lose the corresponding Magical Perk.

- **Correctly Bury the Fairy Wing Wand.**
- **Use the Stone Key to unlock its vault.**
- **Enter the Myst with the Pendant of Bone.**
- **Open and enter the Casket of Thieves.**
- **Release the Dragon's Tithe.**
- **Shatter the Hydra's Blade.**
- **Find the Burning Portrait.**

You're a Wizard Harry - Free
You have the natural magical capabilities that Harry Potter was born with including his talent for broom flying and his magical potential. Unfortunately you also gain the memories and life experiences of Harry Potter up to the point you become Harry Potter.
As a wizard you won't suffer from any Muggle diseases. As an added bonus you will be immune to all STD's regardless of if they are Muggle or Magical.

Trauma Occlumency - Free (Incompatible with "Basic Occlumency")
The quick and dirty form of Occlumency gained from suffering repeated abuse from aggressive Legilimency over a short period of time. This form of Occlumency is similar to PTSD as it causes the mind to go into a state of aggression and panic when feeling any form of Legilimency forcing it out through instinctive attacks. Because of its unconscious nature this form of Occlumency tends to be one of the most effective forms of defensive Occlumency but tends to be incompatible with other forms of Occlumency and have negative effects on the users mind long term.

Partial Patronum -50 CP
You have learned the patronus spell and are able to form a defensive shield made from positive emotions that is capable of protecting you from dementors and other ethereal entities.

Expecto Patronum -50 CP (Requires “Partial Patronum”)
You have mastered the patronus spell and can create a shimmering animal guardian capable of attacking dementors and other ethereal entities.

Nuntium Patronum -50 CP (Requires “Expecto Patronum”)
You can now use your Patronus for messages by thinking of someone and speaking a message. Your Patronus will then travel to that person and repeat your message word for word.

Mutationis Patronum -50 CP (Requires “Expecto Patronum”)
You can change the animal form of your Patronus at will allowing it to take on whatever animal form you can think of.

Finem Mortis Patronum -50 CP (Requires “Expecto Patronum”)
Your Patronus can now kill dementors, fiendfyre, demons, the undead and other ethereal entities.

Magic Core -100 CP
You now contain a magical core that allows you to compress your magic in order to produce more powerful spells. Compressing your core will be uncomfortable, similar to sucking in your belly and may be painful if done for prolonged periods of time.

Magic Pathways -100 CP
You now have nerve or vein-like pathways through your body which your magic can travel through. This grants you a greater control over your magic meaning that you will find it easier to cast spells that require precision.

Basic Legilimency -100 CP
You are now able to enter into the minds of others in order to view their active memories and thoughts from their perspective.

Professional Legilimency -100 CP (Requires “Basic Legilimency”)
You have enough talent to force an unprotected mind to recall any memories that they have about any topic, individual or time period and experience it from their perspective.

Destructive Legilimency -100 CP (Requires “Basic Legilimency”)
While searching through someone’s mind you are able to cause damage as you search, weakening any defensives they possess but at the risk of causing them brain damage.

Basic Occlumency -100 CP
This is the most basic principle behind Occlumency as it allows you to clear your mind and feel a sensation when Legilimency is being used on you. Though this could prevent beginner Legilimencer's it is not very effective against those with skill or training.

Mindscape Occlumency -50 CP (Requires "Basic Occlumency")
The most entertaining but least practical form of Occlumency, this allows you to create an interactive mindscape that hides the access to your mind within the simulated environment. Some people create castles and dragons to protect their mind, some create complex computers to run algorithms or replicate video games but Legilimencers who know "there is no spoon" ignore these offences or defences and simply need to search for the entrance to the mind.

Structured Occlumency -50 CP (Requires "Basic Occlumency")
This form of Occlumency is more often used by academics in order to better structure their mind. This form of Occlumency allows the user to gain a form of artificial photographic memory as they structure their mind for quick and easy access to information. This form of Occlumency can be used to hide information or hinder access to someone using Legilimency by forcing them to view other information but can be overpowered by someone more skilled in Legilimency.

Repressive Occlumency -100 CP (Requires "Basic Occlumency")
This form of Occlumency allows the user to block out and repress emotions, desires and memories at a reactive state requiring an incredibly powerful Legilimencer to access memories that are being repressed.

Feedback Occlumency -100 CP (Requires "Basic Occlumency")
When someone is performing Legilimency you are able to force them to experience memories or emotions in order to give them mental distress.

Regenerative Occlumency -200 CP (Requires "Basic Occlumency")
The safest but one of most difficult forms of Occlumency to set up. This Occlumency has your mind set to constantly try to repair itself, this makes it so any Legilimencer who attempts to enter your mind is constantly damaged and its attempts to fix. From the Legilimencer's perspective it is like being batted around within your mind causing them to lose focus on what they are searching for and after causing them nausea and sometimes brain damage. An added bonus of this form of Occlumency is that any damage to your mind will attempt to fix itself immediately.

Counterfeit Occlumency -200 CP (Requires “Basic Occlumency”)
Considered one of the more dangerous forms of Occlumency, this allows you to create a fake mind which retains any information you select but lacks any information you wish to hide. The fake mind is given control of your body and truly believes itself to be the real you. Anyone who views them with Legilimency will see that they truly believe what you want them too regardless of how powerful the Legilimencer is. Afterwards the true mind will need to destroy the fake mind to regain control of their body if the fake mind is built too realistically the real mind may have difficulty destroying it and may become trapped.

Incomprehensible Occlumency -300 CP (Requires “Basic Occlumency”)
A strange form of Occlumency used by the Lovegood Family that causes your mind to become illegible and alien to any Legilimencer. This makes it so that anyone using Legilimency can’t understand anything they view in your memories.

Reflective Occlumency -100 CP (Requires “Basic Occlumency” and “Basic Legilimency”)
Sometimes the best defence is a good offence. When someone uses Legilimency on you, you can use this to piggyback on their probe in order to perform Legilimency on them while they are unprepared.

Magic Bloodline -200 CP
Your magic is now intrinsic to your biology making it so you can pass it down to your descendants and it can not be suppressed by external forces and the more connected you become with your magical bloodline the more magical abilities you will unlock.

Magic Force -200 CP
Your magic is now connected to the magic of the universe allowing you to tap into the unconscious will of magic to wield foreign magic as though it were a part of yourself.

Animagus -200 CP
The talent and art of the Animagus normally requires soul searching and an annoying ritual which normally takes months. Once complete you would normally be able to become a mundane animal. However with this Perk you no longer have to go through the ritual and instead must select 1 mundane animal and are now able to transform into that creature almost instantly.
For an Extra **-50 CP** you can gain another Animagus form.

Magical Animagus -100 CP (Requires “Animagus”)
You are no longer limited to a mundane animagus and can now choose any non-sentient magical creature that is similar to your mundane animagus. For example if you had a crocodile animagus you could pick a dragon magical animagus or if you had a giraffe animagus you could choose a unicorn magical animagus.
For **-50 CP** you can gain an extra Magical Animagus form.

Non-Canon Animagus -100 CP (Requires “Magical Animagus”)
You gain a third Animagus form, this third form is a variation of your selected magical creature but with the appearance of any version of the creature from any Media that is non-sentient but their capabilities would not exceed the strength of the magical creature. If you chose a dragon it could have the appearance of a red eyes black dragon but with the capabilities of a Hungarian Horntail, if you chose a winged unicorn with the respective capabilities of a Unicorn and an Abraxan from the wizarding world of Harry Potter.
For **-50 CP** you can choose to gain a new Non-Canon Magical Animagus form.

Inverse Animagus -200 CP (Requires “Animagus”)
You now possess the ability to bestow an animal sentience and the ability to transform into a human version of themselves. The humanized state affects their entire psychological and physiological nature making them biologically human including them gaining any human-like abilities and skills they previously lacked before.

Partial Metamorphmagus -200 CP
You are now able to use some of the Metamorphmagus abilities allowing you to mentally change your hair, skin and eye colour within seconds as well as slightly alter your facial features.

Full Metamorphmagus -200 CP (Requires “Partial Metamorphmagus”)
You are a true Metamorphmagus able to completely change your body structure and Skeletal system as well as slightly alter your visible mass in order to completely change your appearance or look like specific people.

Accidental Magic -200 CP
You are now able to trigger events of accidental magic at will allowing you to use sporadic wandless magic. This accidental magic is explosively responsive making it effective for dealing with a target of anger or fear for self-defence but dangerous to use without a focus. You will typically have no control over this magic but could learn to use it in a more practical sense.

Silent Spells -100 CP (Requires “Accidental Magic”)
You are now able to internalize spellcasting when wielding magic without using any verbal components. This means that when you start using a spell you will only need to think the incantation to cast it but with time and practice you can learn to silently cast spells through intending it without needing any form of incantation.

Who needs a Wand -200 CP (Requires “Accidental Magic”)
You are now able to cast magic without using a magical focus. This means you no longer need a wand to cast magic and could now do to the same capability as you would using a wand without this perk. However as a small bonus when using a wand you will have more control over the spells you are casting.

Magical Intent -300 CP (Requires “Silent Spells” and “Who needs a Wand”)
Your magic now dances to your whims allowing you to continuously wield your magic like accidental magic. This allows you to use your magic to cause an effect without needing any specific spells.

Magical Contract Writer -200 CP
You are now able to imbue ink and parchment with binding magic akin to a magical vow, whatever agreements you write on the parchment will be magically binding so long as both parties understand its content and willingly sign it even if under duress.

Magic Spirit -300 CP
Your magic is now intrinsic to your spirit and soul allowing you to use magic even if you became a ghost or reincarnated. With this your magic can now interact with ghosts and souls allowing you to touch or use magic on them as though they were alive. You can bind souls outside of a living body to yourself allowing them to use your magic but become subordinate to you or devour souls in order to destroy them for raw soul power and to gain any beneficial qualities they possess.

Magic Ocean -400 CP
Your magic is now fluidic allowing you to store it in an ocean-like field within your body and spread it like a liquid. When you come into contact with magical effects that target your body you will be able to absorb the spells or other magical effects into your Magical Ocean negating their effects while replenishing your reserves. The more raw magical power you possess the larger your Ocean will become and the more powerful the dangerous effects will be that you can absorb.

Recursive Potential -400 CP
You have an amazing mind allowing you to learn magic usage with ease. Though this may not help with the theoretical side of magical education you will find the practical side easy as you are able to quickly copy and learn any spells you seek or read from a book. Whenever you cast a spell you will instantly cast the spell 100 times within a realistic theatre of the mind. You will remember the experience of each attempt without any of the consequences, while retaining any understanding or improvements you would have made through each casting. The hundredth and first casting of the spell will be the first true casting of the spell.

Magic Zone -500 CP
You are able to passively spread your magic beyond your body, having it expand over an area and control the effects that take place in them. From this you can sense all things within the area and apply spells you know to everything within such as Silencio to mute everything, Episkey to passively heal everything or even Avada Kedavra to kill everything. The more powerful your magic the larger the area you can control with it having the potential to encompass everything.

Power the Dark Lord knows not -600 CP
You have a deep and powerful well of magic superior to the greatest wizards in the world. This gives you an amazing innate magical power with your raw magic being stronger than the combined power of the canon Dumbledore, Voldermort and Grindelwald however you will not automatically have the same level of control or skill that they do.
This also acts as a **Capstone Booster**.

Origin Perks

Perks Discounted for an Origin are half price with **100 CP** Perks being Free for that Origin.

Warrior of Gryffindor -100 CP (Free for Gryffindor)
Your physical capabilities have received a notable boost making your body aesthetically pleasing to others. All your muscles seem perfectly sculpted for the masculine or feminine ideal while retaining an athletic and muscular build which give you peak-human physical capabilities. Should you overeat the excess material will not be processed into visible fat but instead material that will not show but can be used just as effectively.

Knight of the Old Ways -200 CP (Discounted for Gryffindor)
You have the innate mastery for any weapon you touch allowing you to gain a level of proficiency with that weapon equivalent to a well trained knight while you hold it. If the weapon's previous wielder was experienced or knowledgeable on the weapon then you can gain that skill while using it.

General Leadership -400 CP (Discounted for Gryffindor)
You have a clear authority in your voice that allows you to gain the attention and obedience of anyone who isn't actively against you, allowing you to give them orders in active situations and that they will follow without question. You also gain a situational awareness that lets you understand what the immediate situation is and what kinds of tactics, and strategy are applicable.

Life Debt -600 CP (Discounted for Gryffindor)
You are now able to create a life debt with others through saving their life. This life debt is a magical bond which makes them feel obliged to repay you to an equivalent level of benefit to the value that their life has regardless of their opinions and feelings toward you.
Capstone Booster:
You are now able to extend the level of life debt you can create making it so that any harm you prevent will cause a smaller life debt to form. Anyone who has a life debt towards you will find their affection towards you growing in proportion to the size of the debt until they feel love towards you. You may also exchange the life debt for something they value as much as their life but repaying the debt will not remove the feeling of affection or love they gained from having it.

Lord of Slytherin -100 CP (Free for Slytherin)
You are now the Lord Slytherin through both blood and conquest. In the Harry Potter universe this will give you a great deal of political power and respect but in other universes members of nobility will give you the level of respect they would a foreign high ranking lord of an allied nation. Additionally this will allow you to retain the Parseltongue ability even if you destroy the "**Horcrux**" drawback.

Merchant of a Higher Calibre -200 CP (Discounted for Slytherin)
You have an innate understanding of resources and wealth allowing you to effectively determine the realistic value of any item. This gives you the knowledge of the cost of the items production, transportation, storage, acquisition and any upcoming market changes that will affect the product.

Politician Principles -400 CP (Discounted for Slytherin)
You now have a talent for effectively expressing yourself in order to keep the attention of others in order to sway or inspire them with any message you intend to share. This will also give you a superior grasp on speech, tone and body language allowing you to alter yours in order to give others any impression you want while being able to read the cues of others to effectively determine their opinions and intentions.

Enchanting Eyes -600 CP (Discounted for Slytherin)
Your eyes are not only green, they are able to take on the powerful green of the killing curse allowing you to show those who look into them how powerful you are and how weak they are in comparison. Those with a lust for power will find themself submitting and to an extent worshiping you.
Capstone Booster:
It is not just your eyes that hold beauty, anyone who looks at you will feel an unconscious attraction towards you. Whenever someone does look in your eyes you can activate this park in order to make those who look into them feel a level of trust, devotion and potentially love towards you proportional to how much stronger you are than them alternatively you could force them to feel a deep fear and pressure. Regardless, those far weaker than you will feel a deep desire to submit to your whims.

Scholar of Ravenclaw -100 CP (Free for Ravenclaw)
Whenever you read, see or hear any knowledge you will gain an understanding of it comparable to the individual who expressed the information. This will also show you when any information is intentionally wrong, when the author doesn't believe the information and when information contradicts itself or other information you already have from another source.

Researcher of the Forgotten -200 CP (Discounted for Ravenclaw)
You are an expert at finding lost information as you are able to detect any nearby information about a topic you choose whether it be academic or personal information. Should you find any damaged information you will be able to restore it to its optimal state recovering traces of knowledge from damaged books, computers and even minds. When used on a torn scrap of paper it would be restored to the book it came from, when used on a person suffering from psychological damage or amnesia they will regain their lost memories and the neural plasticity to understand their surroundings and share what they know while their mind is protected from any dangers that simply having the knowledge would produce.

Educator Express -400 CP (Discounted for Ravenclaw)
You are a master at expressing knowledge to others as you are able to instinctively know how to best teach others and can choose to directly project knowledge onto someone's mind. While verbally explaining knowledge it will be clear to others what your words are intended to mean and when someone else reads what you write they will gain the understanding of your work as it is intended to be understood. You can also choose to directly transfer information from your mind to the mind of others but it will lack any intended understanding making it harder for them to utilise this knowledge outside of stating as trivia.

Beneficial Knowledge -600 CP (Discounted for Ravenclaw)
This Perk can be activated at will and when done so you will gain beneficial information for your current situation. This information can include knowing a person's likes and dislikes, knowing the best thing to say in a situation to get what you want, gaining the answers to academic questions and even legal loopholes to any crime or contract you face in the current situation.
Capstone Booster:
Whenever something of interest to you happens you will gain a passive awareness of it as well as the knowledge of how you can utilise it for your benefit. You can also use this to select a person and gain a mental walkthrough guide on how to become romantically involved with them. This guide will contain multiple routes including but not limited to how to romance them, how to blackmail them, how to earn their adoration or even how to cure them of lycanthropy.

Sculptor of Hufflepuff -100 CP (Free for Hufflepuff)
Your sense of self control is as sharp as a knife allowing you to register and ignore any manipulations with even the imperious curse and Veela allure having no control over you. Your control over yourself makes your limbs act as though Ambidextrous allowing you to perform finite craftsmanship without flinching even while feeling erratic and immense pain. You will be able to finish any difficult or tedious activity once you have decided to start it, with you even potentially being able to cheat death and fate through sheer stubbornness just to complete your task.

Farmer of the Magical Lands -200 CP (Discounted for Hufflepuff)
You have not only a green thumb but an amazing way with any kind of animal. With this perk you instinctively know what any plant or animal needs to grow and reach its full potential. You will know what nutrients are best for their improvement and whenever something is happening that will negatively affect them.

Workmen Capacity -400 CP (Discounted for Hufflepuff)
Whenever you are given a physical labor task to complete you will temporarily gain all the academic and practical knowledge required to complete the task such as from plumbing, construction, engineering, ward crafting and any other task in a similar vein. You will only retain this knowledge while working on the task, if you were to finish it or stop for a lunch break you will only remember what you have done.

Loyalty Through and True -600 CP (Discounted for Hufflepuff)
You now are an icon of truth and loyalty with anyone who speaks to you unwittingly tells you the truth and those who stand by you never falter. This guarantees that anyone who speaks to you tells the truth to the best of their ability while being unaware of what they are saying. All of your allies or subordinates have the compelling desire to remain faithful and supportive towards you through any adversity while their personal opinion of you remains strong regardless of how your opinions and actions change.
Capstone Booster:
Anyone who has pleasurable opinions about you will unconsciously focus on your best qualities while ignoring your qualities that they dislike. This also causes those with romantic interest towards you becoming unintentionally open about their feelings towards you. Anyone who chooses to follow you gains a resistance to any form of mind or allegiance manipulation from anyone other than yourself. Additionally this will allow you to instantly see through the disguises and deceptions of others allowing you to know if someone is an enemy to you or impersonating others.

Items

You may choose for any unique items to be the true item or a virtually perfect replica that No one else can claim ownership of. If an item you purchase is canonically a Horcrux you can choose for the Horcrux to be destroyed without harming the item though if you don't the Horcrux will be unable to harm or affect you.
Items Discounted for an Origin are half price with **100 CP** Items being Free for that Origin.
You also gain **+400 CP** to spend exclusively on non-discounted Items.
Any lost or stolen items will return to you within a week. If the item is destroyed it will be returned to your wearhouse in exactly a week in the same condition as when you purchased it.

Hogwarts Letter - Free
You will receive a Hogwarts acceptance letter shortly after you arrive in jump. This letter of acceptance allows you to go to Hogwarts School of Witchcraft and Wizardry and list the items you will need to purchase to attend the school.

Wand - Free/Mandatory
With this you gain Harry Potter's canon wand, 11" long, described as being "nice and supple", made of holly, and possessed a phoenix feather core donated by Fawkes. This wand is also the brother wand of Tom Riddle's wand giving its user some extra defences against Voldermort. You must receive a wand from Olivanders shop but if you purchase multiple wands you may select which one you receive from the shop and the other wands will be received when the jump starts without the trace.

Wooden Stick - Free
A wood stick that looks like a wand and during purchase can be chosen to look like any wand. Any witch or wizard who looks at it will assume it is a wand and only those who look at it closely with enough knowledge of wand lore will realise it is just a stick.

School Trunk - Free
You have a simple school trunk suitable for all of the items listed in the Hogwarts shopping list. You can decide the colour and general appearance but by default it'll look like the one owned by Harry Potter.

Beginners Broom - Free
This simple unbranded broom looks like muggle cleaning equipment. When used for flight it can only go at a slow speed and can not fly more than a few meters off the ground.

School Clothes - Free
With this purchase you gain three sets of plain black work robes, One plain black pointed hat, One pair of dragon hide protective gloves and One winter cloak black with silver fastenings, all with your name sewn into the tags.

Gold -Free/50 CP
For **Free** you gain a one time pouch that contains 10 Gallons with each extra purchase of **-50 CP** you gain tenfold the amount of Gallons.

Fine Clothes -50 CP (Requires "School Clothes")
All your purchased clothing is now self-cleaning, will change sizes to fit you and is made from expensive and comfortable materials.

Protective Clothes -50 CP (Requires "School Clothes")
All of your purchased clothing is now enchanted to repair itself and act like armor by reinforcing itself when you are about to be struck.

Old Style Broom -50 CP
You can now choose any broom that would have been available in 1890 such as the moon trimmer, the sky scythe or the wild fire brand broom.

Beauty Potion Pack -50 CP
This multipack of over a dozen self refilling potions, creams and salves each coming with their own instructions that treat underlying beauty issues. The potions each fix issues for those that use them ranging including spots removal, skin blemishes, sweating disorders, crooked teeth, moles, scarring and many more. While each potion will fix individual issues that will affect the drinker's appearance they won't alter any permanent features.

Contraceptive Potion -50 CP
This bottle refills itself whenever empty, drinking this potion will make whoever drinks it incapable of reproduction for approximately 24 hours. There are no side effects from repeated usage of the potion or from over consumption of the potion however overconsumption may extend the time of infertility for up to 38 hours.

Cheerleader Uniforms -50 CP
You can now produce custom cheerleader uniforms for anyone you target that are the perfect size, style and color scheme for that person to show off.

Fanfic Wand -100 CP
You may purchase this option multiple times with you gaining an extra wand each purchase made of the wand core and wand wood of your choice. The wand core can be any kind of magical animal materials including Basilisk Venom, the feather of a Phoenix-Thunderbird hybrid or any part of any mythical creature such as Storm Titan Bone. The wand wood can be any form of magical plant matter including Bowtruckle Steam, Dryad Bark, the wood from a mutant tree crafted by an insane alchemist or perhaps even Bone from the same magical creature as the core, such as Basilisk Fang to go with its venom. The only restriction is the wand can not have both Elder Wood and Thestral Hair.
You must receive a wand from Olivanders shop but if you purchase multiple wands you may select which one you receive from the shop and the other wands will be received when the jump starts without the trace.

Enlarged School Trunk -100 CP (Requires "School Trunk")
Your school trunk now has wheels, a handle and is enchanted so that its insides now have expansion charms that make it approximately four times the size of its outside. These enlarged spaces are however split into numerous expanded compartments with each one being labelled for different school supplies.

School Trunk Room -100 CP (Requires "Enlarged School Trunk")
Your school trunk now has an internal space of approximately 80 square feet making it a rectangular room with compartments on the walls and an internal ladder. The trunk has an enchantment making everything within it weightless and unaffected by the external position of the trunk. You can lock your trunk either from the inside or outside and it can not be opened. If the trunk is destroyed the contents will be automatically shifted into your wearhouse.

Beginners Guide to Magic -100 CP
This book contains the basic theory and practical exercises to magic. You can choose to purchase this book multiple times with each additional purchase costing **-50 CP**. You are able to specify a category within magic to gain the Beginners Guide for such as charms, transfigurations, potions, alchemy, warding or any other category of magic and gain a beginners guide to that subject designed to teach novices the basics of the subject, the more specified the subject the more detailed on that subject it becomes.

Modern Broom -100 CP
You can select any broom available for purchase in 1990 including the Comet 260, the Cleansweep Seven and even the novel Twigger 90.

Personalised Butt Plug -200 CP
You are now able to bestow personalised Butt Plugs upon others that come in an appropriate colour scheme for the one who it is given to and with a gem on the outside that shows your symbol. The Butt Plugs come with a number of magical effects, you are able to resize the Butt Plug at will with its default state being noticeable to those who wear them, you can cause the Butt Plug to vibrate at will and it will dispose of any waste that comes out of the hole it is in.

Invisibility Cloak -200 CP
This Cloak is normally in the possession of Albus Dumbledore at this point in time. Normally he would “gift” this item back to Harry Potter at Christmas time though if he thinks you unworthy he may decide to keep it. Not only is the Potter Family Cloak an invisibility cloak that unlike other invisibility cloaks does not degrade over time it is also one of the fabled deathly hallows. By purchasing this item you are able to gain your family Cloak at the start of the jump.

Mirror of Hsitef -200 CP
This magical mirror can show you whatever you desire carnally, allowing you to customize your viewing pleasure of amorous activities. Whenever someone else looks in the mirror they will see themself performing whatever fetish they desire the most even if they don't know what it is, if they look into the mirror long enough you will be able to alter the reflection to show another fetish and alter what their greatest fetish is by extension.

The Lightning Bolt 10,Billion -400 CP
This high magic racing broom is 100 years more advanced than the top of the line broom on the market. It comes with a colour shift feature on each part of the broom to allow for customisation, a number of retractable dials to scale the broom's turning speed, acceleration and top speed. The broom also comes with time deceleration, magic barriers and gravity stabilizers to prevent issues from the high G-forces with its max speed topping out at Mach 13.

Time Turner -400 CP
This special timepiece resembles a pendant with an hourglass set in a gyroscope. By turning the hourglass you are able to perform closed-loop time travel to go backwards up to 6 hours but the device will be disabled until you return to the time period you used it. As the device is on a Fixed timeline you can not change your past or interact with your original self unless you remember a future version interacting with you.

Elder Wand -400 CP
The Elder Wand, also nicknamed "The Deathstick" and "The Wand of Destiny" this wand is supposed to be in the hands of Albus Doubledore but with this purchase it will find him unworthy and appear before you. This mythical wand is crafted from Elder Wood and the tail hair of a Thestral, it is one of three magical objects that made up the fabled Deathly Hallows. This wand is said to be the most powerful wand ever to exist as it boosts the users magical capabilities so that they are able to perform feats of magic that would normally be impossible for them such as mending another wand damaged beyond normal magical repair.

Resurrection Stone -400 CP
This golden ring adorned with a black stone, secretly it is one of the fabled Deathly Hallows but publicly it is known as a symbol of house Gaunt's connection to Salazar Slytherin. Tom Riddle Jr. forcefully took the ring from Morfin Gaunt, framing him for the murder of Tom Riddle Sir which he used to make the ring one of his first Horcruxes. When purchasing the ring you can choose for the Horcrux to be destroyed without harming the ring though the Horcrux will be unable to harm or affect you. If you destroy the ring or Horcrux within it will be restored and you will be able to use it to bring back the spirits of the dead as spirits. These spirits are temporary to the world and bound to you, they must follow your commands or answer any of your questions to the best of their abilities, you can also choose to make the spirits into full ghosts keeping them in the mortal world attached to an object or person.

Eternal Flask of Phoenix Tears -600 CP
This self-refilling flask contains Phoenix Tears that can only be opened by you and will snap closed when out of your hands. A single drop of Phoenix tears is able to heal any physical would and some spiritual wounds. The Flask finishes refilling itself over the course of 3 hours.

The ~~Sorcerer's~~ Philosopher's Stone -600 CP
This ruby-red stone can only be produced by the alchemist Nicolas Flamel. How the stone works is still a topic of debate with some claiming it performs permanent transmutation while others claim it produces pure life energy regardless the stone is able to produce the elixir of life, a substance that revitalises those who drink it extending their lifespan so long as they keep drinking it. The stone is also able to transform any metal into any other metal with most using it to create pure gold.

Shield Band -100 CP (Free for Gryffindor)
This simple fabric band is an old and often considered outdated form of magical protection. When willingly activated it produces a shield of magical force that blocks physical materials similar to the Protego spell however unlike the Protego most spells will pass through the shield unabated.

Ready Munitions -200 CP (Discounted for Gryffindor)
This Erumpent leather satchel is enchanted to conjure and transmute any form of ammunition or small weapons the user can think of. This allows you to keep any weapon well stocked indefinitely however the ammunition will dissipate approximately 3 minutes after it's creation either returning to its original form or ceasing to exist.

Sword of Gryffindor -400 CP (Discounted for Gryffindor)
This mythical magical sword was masterfully forged from goblin-silver making it virtually indestructible. The blade absorbs any material it comes into contact with giving it a self-cleaning feature which also makes the weapon more powerful as it absorbs that which makes it stronger. The blade is also receptive to temporarily magical enchantments while it also has self repairing and sharpening features to prevent the blade chipping or dulling.

Ethereal Chainmail -600 CP (Discounted for Gryffindor)
This single link of chain metal thread around a cord of Thestral hair is enchanted so that when the wearer is attacked below the cord a shimmering layer of chainmail appears in the point of contact. Rather than blocking the strike this patch of armor makes the attack become ethereal causing most attacks to harmlessly pass through you as though you were a ghost. This will prevent most forms of attack from harming your body but some spells especially those used to attack ghosts and spirits will still harm you.

Lord's Ring -100 CP (Free for Slytherin)
This sigil encrusted ring shows your position of notability and acts as a multi-purpose form of protection. While wearing this ring it will passively detect any potion, poison or drugs making you aware whenever food or drink is spiked and what they do.

Unending Wealth -200 CP (Discounted for Slytherin)
You have infinite wealth stored in a financial account that you do not have direct access to. You can not take any money directly out of the account but are able to charge purchases to it so long as the expense exceeds £4000 or approximately ₲800. In future jumps this account will transfer to a similar banking system and currency of the local setting.

Locket of Slytherin -400 CP (Discounted for Slytherin)
This golden locket has a serpentine S, inlaid with glittering, green stones originally owned by Salazar Slytherin but later became the Horcrox of Tom Riddle Jr. The locket is able to perform a form of undetectable passive legilimency on those nearby allowing you to see the deepest, desires, fears and to some extent the intentions of those around you. Additionally this locket also acts as a form of protection from legilimency and other mind magic as it adds moderate protection to the wearer's mind while recording who attempted to interact with their mind and what they either did or attempted to do.

Chamber of Secrets -600 CP (Discounted for Slytherin)
With this purchase you gain dominion over the legendary Chamber of Secrets, a small fortress hidden underneath Hogwarts School of Witchcraft and Wizardry. You are able to summon one of two doors to any vertical surface at your location large enough to hold the door which will each lead inside the chamber of secrets regardless of the distance from the chamber. The doors can be locked, disguised or dismissed from any location with one door leading to the main entrance room next to a door that leads outside the chamber and the other to the hallway just outside of the master bedroom. The Chamber of Secrets contains three entrance rooms, a central chamber which leads to a throne room, a kitchen, a potions laboratory, a ritual room, an indoor herbology greenhouse, a library stocked with old mostly illegible books, a treasury containing a number of antiques, a dungeon, 3 guest rooms with en suite bathrooms, a master bedroom with a master bathroom, a swimming pool, an owlery with postal filtering and a basilisk nest that is occupied at the start of this jump. At the start of any future jump, you may store the chamber in any underground location.

Mind-Quill -100 CP (Free for Ravenclaw)
This auto-quill is attuned to your mind so that when you wish to use it, it is able to write your thoughts on its own regardless of the distance between you.

Monocle of Tongues -200 CP (Discounted for Ravenclaw)
This simple crystal monocle allows you to see magic and read any language. This functions by causing any magical object, animal or area to glow with distinctive colours when viewed through the lens. When text is within range of the lens it gives the text translated subtitles that are in the language the monocle is set to. Depending on the languages being viewed the meaning of the text may get lost in translation.

Diadem of Ravenclaw -400 CP (Discounted for Ravenclaw)
The fabled Diadem of Rowena Ravenclaw said to be enchanted by herself to increase the wearer's wisdom and intelligence was stolen by her daughter and lost only to later be recovered by Tom Riddle Jr and corrupted into his Horcrux. While wearing the Diadem everything they experience is permanently engraved into their mind as though they had an eidetic memory and they are better able to intuitively understand what is happening around them and what is going to happen. This understanding is on a purely instinctual level they don't gain any extra information but are able to predict what actions are about to unfold and how they should respond before they take place.

Map of Lilium -600 CP (Discounted for Ravenclaw)
This small square of leather is engraved with the word Lilium and when holding the map and thinking the words “Omni-loco” you will see in your mind a map of the surrounding area up to a mile in diameter, this map shows the names and locations of all people and books within range of the square.

All Purpose Tool -100 CP (Free for Hufflepuff)
This stick can transmute any material into an extension of itself allowing the tool to take on any form a workmen could need including a knife, a scythe, a pitchfork, a hammer, a wrench or any other mundane tool someone may need.

Seed Pouch -200 CP (Discounted for Hufflepuff)
This wicker pouch is able to save the details of any seeds or nuts you put into it. If you select a seed or nut while the pouch contains materials it will permanently transmute them into an identical copy of the selected seed. Using this you can grow potion ingredients and revitalise endangered plants.

Cup of Hufflepuff -400 CP (Discounted for Hufflepuff)
This small golden cup has two finely-wrought handles with a badger engraved on the side showing that it was the cup created by Helga Hufflepuff which was eventually stolen by Tom Riddle Jr from her descendant and turned into a Horcrux. When any liquid touches the inside of the cup, it will remember the liquid and be able to infinitely produce it. This will work on any liquid regardless of the properties allowing you to mass produce phoenix tears, basilisk venom, dragon blood, wine and even the elixir of life from only a single drop and when finished any excess will be vanished from the cup to prevent contamination.

Aid for all occasions -600 CP (Discounted for Hufflepuff)
Though this red metal box looks like a simple Muggle medical container with a single white cross on it, when opened it will contain whatever single item improves the situation the most. Depending on the situation this could be bandages, alcohol, money, gold, basilisk venom, the sword of Godric Gryffindor, a complex computer virus or literally anything else. Once the item is removed from the box it can be closed and reopened to get another item that is then the most beneficial to the situation however none of the items once taken from the box are Fiatbacked.

Scenario:

The Scenarios are missions that you will need to complete during the jump. Upon completion of the mission you will be given a reward.

Trials of the Three Brothers

It seems you have your eyes on the deathly hallows but simply possessing this does not mean they are truly yours. To complete this scenario you must not only collect all 3 hallows but also must complete a Trial for each object in order to truly make it yours otherwise each item will subtly betray over time.

Rewards:

For completing **"The Full Set"** Scenario you will gain the "**Master of Death**" Perk and the Items "**Invisibility Cloak**", "**Elder Wand**" and "**Resurrection Stone**". If you have already purchased one or more of the items you will instead be refunded the Item's CP cost.

Master of Death

You are now the foretold master of death allowing you to resurrect ghosts or the recently deceased while gaining a **1-UP**. With this **1-UP** you will return to life upon death with your body fully restored to its optimal form with the **1-UP** refreshing once per Jump or once every 10 years whichever is first. If you die and have already used your **1-UP** you will become a wrath like spirit but should you remain in this state at the end of the Jump it will count as a jump failure.

Crown of Hogwarts

For this scenario you must take control over the students of Hogwarts, this must be done by being acknowledged as the leader of the house you have been sorted into and by having a subordinate in each house who you arranged to become the leader of their house.

Rewards:

For completing **"Crown of Hogwarts"** Scenario you will gain the item "**Hogwarts School of Witchcraft and Wizardry**".

Hogwarts School of Witchcraft and Wizardry

You now own Hogwarts School of Witchcraft and Wizardry both the in-jump version and a copy that will be added to your warehouse. In-Jump you will be able to control the wards and remove permission from those with authority over it such as the headmaster.

Political Purging

It's not a surprise that the current ministry is woefully incompetent. **You need to** purge corruption and make the Ministry an actually competent governing body. You also need to make sure that the Pureblood control over the ministry is weakened so that the Half-Blood and Muggleborn (or more progressive "New Blood") have a somewhat fair representation in this governing body (at least a third).

Rewards:

For completing **"Political Purging"** Scenario you will gain the Perk "**New Blood**" and **+200 CP**.

New Blood

You have considerable talent for setting up new organisations in any situation or field including financial institutions, political parties, franchises and even adventurer guilds. Mechanically this gives you academic, political and practical knowledge that you will need to set up and support the organisation while also acting as a form of plot armor to protect and support you.

Mutant Obscurus (requires "Obscurial" and "Magic Spirit")

It seems your Obscurial issue has a light at the end of the tunnel as you are now able to consume Horcruxes and for each of Voldermort's Horcruxes you overpower and consume the greater control you will gain over your magic and Obscurial. Once you have consumed all of Voldermort's Horcruxes and his deceased soul you will complete this Scenario.

Rewards:

For completing **"Mutant Obscurus"** Scenario you will gain the Perk "**Obscurus**" and **+300 CP**.

Obscurus

Now in addition to having your Magic function as it should, your Obscurus now acts like a natural part of your body specifically your shadow. Your Obscurus is an instinctive part of your body allowing you to move it like you would your limbs. The black particles your Obscurus is made from is a type of raw magic meaning muggles are unable to see it as it can float and maneuver through the air in a smoke like state, an ethereal shadow or even a solid physical form as you express it in your mind. While your Obscurus is not normally dangerous to those you care for, if you are unconscious it will act using your instinctive response to protect you from anyone who attempts to harm you. Your Obscurus is able to fly, move through solid objects with great strength and release blasts of raw magic. You are also able to merge into your Obscurus allowing you to take an even greater level of control over it and with practice you will be able to wield magic as effectively as casting a spell.

Harem King

With this Scenario every canon magical character other than yourself will become an attractive member of your preferred gender. If you are a heterosexual wizard this will mean all wizards are retroactively witches or If you are a heterosexual witch then all witches would be retroactively male, with the option of historical wizards and wizards being male or female but missing gender themself be rare to the point of mythology. You may choose for the normal situation to be that magicallys have an asexual method of reproducing or reproduce with non-magic's in the traditional sense. To complete this scenario you must gain a harem consisting of at least 100 members requiring member who joining in hogwarts from house Gryffindor, Slytherin, Ravenclaw and Hufflepuff, 3 teachers, 3 death eaters, 3 Auror's, a member from every department within the ministry of magic and at least 6 members from outside of england.

Rewards:

For completing **"Harem King"** Pre-Jump Scenario you will gain the Perk "**Lewdify**" and **+300 CP**.

Lewdify

You are able to use this **Narrative Perk** to make a specific character or the setting as a whole into a lewder version of themselves, with all 'benefits' and drawbacks that entail.
The dress code of all locations is more like fetish clothing, every named character is at least 7/10 in terms of look, for magical setting their is Eromancy and all sexual acts are permitted as long as the other person consents and is of age. Individuals will have a high drive for sex, more kinky requirements and their appearance will change to be sexier and sluttier.

Pre-Jump Scenario:

By selecting a Scenario in this section you will have all of your perks, powers, items and companions locked so that you no longer have access to them. Death in the scenario will result in you either moving onto the next Pre-Jump Scenario or if all of the selected Pre-Jumps Scenarios are complete, you will start this Jump where you will regain access to your perks, powers, items, companions and memories.

Revenge Fantasy

For the duration of this Pre-Jump Scenario all of the memories you gained since shortly before you started your first jumpchain will be locked and you will perceive your existence as a regular Harry Potter isekai with you replacing the title character.
You will start this Pre-Jump Scenario as Harry Potter at midnight between the 30th and 31st of July 1991 moments before Rubeus Hagrid breaks open the door of the cold sea shack.
You will have access to "**You're a Wizard Harry**" perk, the "**Horcrux**" drawback and the "**Prophecy**" drawback.
Within 10 years of you starting this Pre-Jump Scenario you will be betrayed by everyone you trust resulting in your death. In this instance your death will count as you succeeding in this Pre-Jump Scenario.

Rewards:
For completing the **"Revenge Fantasy"** Pre-Jump Scenario you will gain the Perk "**Victory Lap**" and **+300 CP**.

Victory Lap
Post-Jump but before starting any new Jumps you can use this Perk to revisit any setting you have been to before as though it were the start of a new jump. You will not gain any **Perks** or **CP** but can use any **Narrative Perks** you have to alter the setting. By default you may stay in the setting for up-to ten years.

New Game ++ (Requires “Revenge Fantasy”)

In addition to going through the **“Revenge Fantasy”** Pre-Jump Scenario you will also experience it a second time with the same memory restriction meaning you will not remember anything that has happened since a little while before your first jumpchain including the memories of the first interaction of this Pre-Jump Scenario.

This second iteration of you will be sorted into the opposite Hogwarts house of which you were sorted into during the **“Revenge Fantasy”** Pre-Jump Scenario.

For this Pre-Jump Scenario “**Gryffindor**” is the opposite of ”**Slytherin**” and “**Ravenclaw**” is the opposite of ”**Hufflepuff**”

The events and people within each Pre-Jump Scenario will be different in both function and appearance despite being the same people.

You will have access to “**You're a Wizard Harry**” perk, the “**Horcrux**” drawback and the “**Prophecy**” drawback.

In both Pre-Jump Scenarios you will be betrayed by most of the people you trust and die within 10 years of the Pre-Jump Scenario’s starting with your death causing you to successfully complete this Pre-Jump Scenario.

Rewards:

For completing the **“New Game ++”** Pre-Jump Scenario you will gain the Perk “**Every Time the First Time**” and **+100 CP**.

Every Time the First Time

Using this **Meta Perk** you can now use the following **Drawback** on any jump:

> **Trial Run +100 CP**
>
> Before starting a Jump but after completing the Jump Document for the setting and all Narrative Perks have been applied you will perform a test run. During this test run all of your out of jump perks, powers, items, companions and the memories you gained since you started your first jumpchain will be locked. You will experience this test run as though it were your first jump with all the purchases and drawbacks you selected applied. After 10 years have passed or you have completed/failed the Jump you will begin a second iteration of the Jump identical to the first but with all restrictions removed while you retain the memories of your test run.

The Full Set (Requires “New Game ++”)

Instead of just going through the **“Revenge Fantasy”** and **“New Game ++”** Pre-Jump Scenario experiencing the life of Harry Potter once or twice you will go through it four times simultaneously. Each iteration of you will lack any of your memories from shortly before you started your first jump and each will be sorted into different houses in different continuities unaware of the others.

You will experience the events of Hogwarts as Harry Potter from the point of view of each of all four houses with the events and people in each Pre-Jump Scenario being different in both appearance and to an extent personality despite being the same people.

You will have access to “**You're a Wizard Harry**” perk, the “**Horcrux**” drawback and the “**Prophecy**” drawback also if you have purchased the “**Classical Education**” perk each version of you will gain the corresponding knowledge from that perk.

You will be betrayed in all four iterations by some of the people you trust most within 10 years of the Pre-Jump Scenario’s starting, resulting in your death which will mark the successful completion of this Pre-Jump Scenario.

Rewards:

For completing **“The Full Set”** Pre-Jump Scenario you will gain the Perk “**Visiting Old Friends**” and **+200 CP**.

Visiting Old Friends

Post-Jump but before starting any new Jumps you can use this Perk to revisit any of the worlds you have been to before including for these Pre-Jump Scenario’s you may enter them with any amount of time progressing after your left and may stay in each for up-to ten years.

Mr Tom a Dildo Lover

In this Pre-Jump Scenario, instead of starting as Harry Potter you will be Voldemort in a copy of a near canon continuity where events and people being different in both appearance and to an extent personality despite being the same people.

In this Pre-Jump Scenario you will have access to the reward perk "**You're a Wizard Tom**".

To complete this scenario you must complete one or more of the following tasks with each giving additional Rewards but must be in the following order:

- **The Chamber of Secrets**: You will be in the Diary of Tom Riddle given to Ginny Weasily in 1992 with the potential to possess her. To complete this Task you must gain a new body for yourself independent of the diary and walk out of Hogwarts grounds with it.
- **The Philosopher's Stone**: You will possess Professor Quirrell in 1991 as a face jotting out the back of his head causing his body to slowly break down. To complete this Task you must gain the Philosophers Stone and escape Hogwarts grounds with it.
- **The Order of the Phoenix:** You will awaken within a cauldron in the little Hangleton graveyard the night of your revival. To complete this Task you must gain the Sybill Trelawney's First Prophecy from the department of mysteries and hear it without the return of Voldemort being outed to the Ministry of Magic.

Rewards:

For completing **"Mr Tom a Dildo Lover"** Pre-Jump Scenario you will gain the Perk "**You're a Wizard Tom**".

For each of the Tasks you complete you also gain the following Rewards:

- **The Chamber of Secrets**: You gian **+100 CP** and the "**Fully Formed**" Perk for **Free** or If you have already purchased it you will instead be refunded the Perks CP cost.
- **The Philosopher's Stone**: You gian **+100 CP** and the "**The ~~Sorcerer's~~ Philosopher's Stone**" Item for **Free** or If you have already purchased it you will instead be refunded the Item's CP cost.
- **The Order of the Phoenix:** You gian **+100 CP** and the "**Power the Dark Lord knows not**" Perk for **Free** or If you have already purchased it you will instead be refunded the Perks CP cost.

You're a Wizard Tom

You have the natural magical capabilities that Tom Riddle Jr was born with including his talent for Parseltongue and his magical potential. You also gain the memories and life experiences of Tom Riddle Jr up to the point you Replace them.

As a wizard you won't suffer from any Muggle diseases. As an added bonus you will be immune to all STD's regardless of if they are Muggle or Magical.

Companion:

Hedwig - Free
You gain a Snowy Owl Companion who you can use to send and receive letters and packages within a short period of time. Hedwig will always know where to find you and will be able to track down who you have addressed in your post. Additionally she is far more intelligent than other owls and loyal to you above everyone else.

House-Elf -50 CP
You can select or create any house-elf to loyally serve you, traditionally this would be Dobby or an elf from house potter but it could be any house-elf within the Harry Potter universe. House-elves are able to perform their own version of wandless magic allowing them to clean, cook food, tidy up or pop to any location with little more than a snap.

Ghost Pall -50 CP
With this purchase you are able to gain a ghost companion such as Moaning Myrtle or the Grey Lady. Ghosts are made from the imprint of the soul of a once-living wizard or witch, and as such, a type of spirit. While these ghosts are visible they have a greyish-silver apparition of their former living self. As a ghost they are weightless allowing them to fly in any direction passing through solid objects as though they were not there. As an added bonus ghosts purchased this way are able to possess willing creatures in order to feel theri sensations and pilot their body.

Veela Colony -200 CP
With this purchase a Colony of 20 Veela have sworn fealty to you. Veela are incredibly beautiful women with white-gold hair and luminous skin who possess the allure a magical ability to enchant those who find them attractive to heighten pleasure and desire. Due to the Veela ability to transform into bird-like creatures with wings and the ability to throw balls of fire Veela are labeled as semi-human or subhuman depending on the country but it is unknown if they are actually magical creatures or merely witches with magical bloodline. Veela are known to only give birth to girls though that is more conjecture than stated fact.

Import Companion -50/200 CP
You can import companions into this Jump for **-50 CP** each or eight for **-200 CP**.
Each companion gains an origin and **+400 CP**.

Canon Companion - Free/-100 CP
You may take any willing and well-informed canon character as a companion for **Free** or pay **-100 CP** each to select a canon character to automatically become a companion.

Out of Time Companion -100/300 CP
With this purchase you are able to create a companion who is normally not from this point in time and recruit them as a companion.
You can scale how recognisable they are and how noticable the similarities will be to others.
With this you can choose to have Godric Gryffindor, Ariana Dumbledore, Nymphadora Tonks and James Potter all starting their first year at Hogwarts without creating timeline issues or Albus Dumbledore thinking that it is anything more than a coincidence.
You may create 1 character for **-100 CP** or 6 for **-300 CP**.

Non-Canon Companion -150/400 CP
You may create a companion who is normally not canon to the wizarding world of Harry Potter and recruit them as a companion. This companion can be an original character of your own design or one from another property such as Sabrina Spellmen altered to fit the setting of Harry Potter. Your companion will be an of age witch or wizard starting their first year at hogwarts. You may create 1 character for **-150 CP** or 6 for **-400 CP**.

Zatanna Zatara -50 CP (Free for Gryffindor)
Zatanna Zatara is a rebellious and adventure seeking witch who enjoys discovering new things and standing up for others.
Zatanna is quite compassionate and trusting towards others but has what she knows is a bad habit of manipulating others in order to reach the goals she desires.
Zatanna is the daughter of the famous stage magician and escape artist Zatara who is actually a muggleborn who utilises a combination of stage magic and real magic for his shows, her mother was a pureblood heiress who died when she was young.

Wednesday Addams -50 CP (Free for Slytherin)
Wednesday Addams is a young girl often described as brilliant, with a penchant for doing experiments with a tendency to startle people due to her macabre interests.
Wednesday seldom expresses her emotions, but is generally bitter, often sporting a withering stare, rarely breaking eye contact.
Though her family are considered Pureblood the Addams family lives and almost exclusively works in the muggle sector resulting in a mild dissatisfaction with most purebloods.

Matilda Wormwood -50 CP (Free for Ravenclaw)
Matilda Wormwood is a bright and resourceful young girl who is exceptionally intelligent and imaginative. Despite being neglected and mistreated by her Muggle parents.
Matilda developed a strong moral compass, a love for reading and even a bit of control over her accidental wandless magic allowing her to perform small scale telekinetic magic at will.

Mildred Hubble -50 CP (Free for Hufflepuff)
Mildred Hubble is a kind-hearted and well-meaning young witch who tends to have difficulty with the practical side of magic due to her clumsy nature often getting her mixed up about spell casting and potion making.
Mildred is technically a halfblood as her Mother is a pureblood squib and her father was a muggle plumber.

Hermione Granger -50 CP (Free for Gryffindor)
Hermione Granger is a quiet and bookish witch who enjoys learning about magic and the magical world. She possessed a brilliant academic mind and proved to be a gifted student as she easily remembers and can figure out important information in almost every subject to the point where she was nearly made a Ravenclaw. She is considered unfriendly and somewhat of an 'insufferable know-it-all', an impression reinforced by her constant correct answers and eagerness to please the professors. Hermione is a muggleborn with both of her parents being fairly wealthy muggle dentists.

Daphne Greengrass -50 CP (Free for Slytherin)
Daphne Greengrass is a smart girl who sometimes shows herself to be an ice princess who acts haughty, especially when someone gets what she wants or causes her to fall short of her goals. Daphne is the heiress of the Greengrass family one of the oldest, 'truest' pure-blood families in Britain, and were counted among the Sacred Twenty-Eight even though the list was merely propaganda that ignored many pureblood families who refused to pay to be on the list.

Sue Li -50 CP (Free for Ravenclaw)

Sue Li is a strategic and tactical witch with a ruthless and cunning attitude driven by a thirst for control. Thanks to her desire for control Sue Li is very physically fit with an impressive agility and strength that would allow her to knock out most students of her age before they could react. Sue Li is legally a half-blood Witch despite both of her parents having being from prominent magical families however due to her father not being a British native his blood stasis in law was reduced. Sue Li convinced the Sorting hat to put her into Ravenclaw House not only by justifying her plan's as an act of wisdom but also claiming that it would be more cunning to be put in Ravenclaw as no one would expect someone with her tendencies to be put there.

Susan Bones -50 CP (Free for Hufflepuff)

Susan Bones is one of the nicest girls you'll ever meet, she's affectionate, sweet, and cuddly, with a great sense of compassion and a strong desire to please those she likes. But she has a deep, almost subconscious hatred of betrayal and the imperius curse due to the way her parents died. Susans is legally considered a half-blood witch as her mother was technically muggleborn due to squib parents, despite Susan's Father at the time being the head of the prominent Bones family.

Katherine Hands Armstrong -50 CP (Free for Gryffindor, Requires "Exchange Week")

Katherine Hands Armstrong is the daughter of a US General, from a long line of military service dating back from its beginning in England. Katherine was sorted into Wampus and like many of the students, Katherine heard about the exchange week to Hogwarts and wants to have a go at it. Katherine is the top girl for her year in Wampus and is known for being a true beauty behind the military attitude and discipline. She was put forward in the main contest of the exchange which was a surprise as she never put her own name in it, but the students at Wampus did and want her to compete against the other Wizarding Academy's to defend the honor of both House Wampus and as a student of Ilvermorny.

Hurit Shaatoth -50 CP (Free for Slytherin, Requires “Exchange Week”)
Hurit Shaatoth is a Native American member of the Blackfoot Tribe as well as one of Ilvermorny's best students. She was sorted into Thunderbird considers herself to be free spirited and adventurous, Hurit was convinced to try out for the Exchange week and its competitions as she is one of the most capable members of her year. She finds the idea of representing the Ilvermorny around the world an exciting idea and is excited to visit Hogwarts in Britain where the competition will be held. Deciding to give it a try and expecting to like it, but Hurit wants to go further, deciding to enter and win every competition, plus they look pretty fun to do.

Jouri Wen Saad -50 CP (Free for Ravenclaw, “Exchange Week”)
Jouri Wen Saad is a half Chinese-Arab student as well as one of Ilvermorny's most intellectual students having been sorted into Horned Serpent. She is heavily focused and committed to her studies and grades. She was uninterested in the exchange week until some of her friends managed to convince her to go to England as they have a library with books that predate Ilvermorny. Jouri decided to give it a go, much to her embarrassment and joined a few completions much to her annoyance that she has to do this to go on the trip.

Zula Willems -50 CP (Free for Hufflepuff, Requires “Exchange Week”)
Born in Louisiana, Zula Willems comes from a long line of Witch Doctors, with an ancient bloodline originating from West Africa, which specialises in voodoo magic. Her family are well known performing wandless magic having a teaching position at Ilvermorny since 1835. Though Zula herself hasn’t mastered wandless magic yet she has managed to cast some basic spells without a wand such as luminous. Zula is closely tied to her African heritage & felt more comfortable living in the Wizarding World compared to how the No-Maj World has been to her and her community. After hearing about the exchange week to Hogwarts Academy from England Zula was picked to represent Pukwudgie which she refused strongly until her family at the school persuaded her to do it.

Drawbacks:

You are able to select any of the following Drawbacks to gain additional CP to spend in this Jump-Doc.
When there are contradictions between Drawbacks and Perks the Drawbacks will supersede Perks.

The Girl Who Lived - Free
By selecting this drawback you may choose to either invert the gender of everyone in the world or to make Harry Potter into a female equivalent such as Harriet Potter or Henriette Potter.

Supplement Mode - Free
By taking this toggle, you can use this jump with any other Harry Potter jump merging both worlds in a single one with the traits of both. The single rule is that you must stay at least ten years in the resulting world even if your stay in the other jump would be shorter than a decade.

Crossover - Free
With this Drawback you can select other fictional settings that are compatible with the world of Harry Potter and make them take place in this Jump. You could have the MCU take place in this world though it will probably only add Captain America to the history books, or you could add Jackie Chan Adventures and the events will start to take place nine years into the jump.

Horcrux - Free/Mandatory
Your scar now contains a fragment of Voldermort's soul though contained within sacrificial magic. This gives you the Parseltongue ability and a form of mental protection that prevents anyone from diving deeper than your surface thoughts through legilimency. You can not complete this jump without destroying this Horcrux and when it is destroyed you will lose the benefits it gives you.

Prophecy - Free/Mandatory
You are now subject to the prophecy which both restricts you and acts as a form of plot armor. The following prophecy must be fulfilled by you through how is up to interpretation.
"**The one with the power to vanquish the Dark Lord approaches... born to those who have thrice defied him, born as the seventh month dies... and the Dark Lord will mark him as his equal, but he will have power the Dark Lord knows not... and either must die at the hand of the other for neither can live while the other survives...**"
Gender terms may change depending on the subjects i.e. "him" to "her", "he" to "she".

Orphan - Free (Incompatible with “The Dursleys”)
By selecting this drawback, the history of the wizarding world changed the day that Harry Potter was left at 4 Privet Drive.
On the 1st of November 1981, when Vernon and Petunia Dursley awoke, they found an infant in a basket with a note.
After briefly reading the note the couple took the infant to a Muggle Orphanage where he was raised.

Exchange Week - Free
Three times per year Hogwarts has an exchange program with Ilvermorny Academy of Witchcraft & Wizardry where students from the various schools visit one another in order to have small competitions and social interactions.

Glasses Required +50 CP
It seems your eyesight is highly restrictive as you can not see anything other than indistinct blurs without wearing glasses. Neither Magical or Muggle forms of healing can remove this drawback and any form of contact lens will feel incredibly itchy.

Half-Blood +100 CP
Despite being the famous Harry Potter the blood purest and most Pure-Bloods will go out of their way to discriminate against you. Most of the time this will just bring them acting entitled towards you and being generally rude towards you.

Scarface +100 CP
Normally your lightning bolt scar is small and even somewhat charming however with this drawback your scar is gruesome and blackened taking up half of your face.

Age Appropriate +100 CP
You're eleven Harry! With this drawback you and all characters are locked to their canon age preventing you from changing your own and other peoples ages for the duration of the jump.

Disinteresting Student +100 CP (Doubled for Gryffindor)
You seem to emit an aura of monotony causing everyone who doesn't know you to think you are a boring stick in the mud that wouldn't know fun if it hit them.

Standoffish +100 CP (Doubled for Slytherin)
It seems that everyone considers you a threat, the other students will actively avoid you and make it difficult for you to get to know them.

Puzzling +100 CP (Doubled for Ravenclaw)
Others who don't know you well will find it very difficult to understand the intentions behind anything you say. A simple hello could be misconstrued to a threat or asking someone to pass a pen could be seen as a riddle.

Failure +100 CP (Doubled for Hufflepuff)
Anyone who doesn't know you well will automatically expect you to fail at whatever you are trying to do. This will cause those who mean well to push you to work harder and those who don't mean well to attempt to discredit you.

Potter Luck +200 CP
Every year you will find yourself being forcefully dragged into whatever shenanigans are happening that year and often blamed for it. You will always find yourself in the center of an event or its immediate aftermath making it so that you are the most likely suspect of a basilisk attack, a casting of the dark mark, in the center of a troll attack or the murder of a student. This will often result in you suffering from pain, injuries and blame while your actions to end the problems are virtually ignored.

Problematic Prophecy +200 CP
It seems that a prophecy that was accidentally made public knowledge is actually about you. This prophecy will state problematic information about you including secrets and weaknesses. It's not obvious that the prophecy is about you but some people may be able to put the clues together.

Release Requirement +200 CP
It seems that you are far more horny than would be expected, this will require you to "release" at least once per day, though you may find "releasing" multiple times a day a more effective way to concentrate.

When My Father Hears Of This...! +200 CP
Whenever you have a personal argument or disagreement with a student at Hogwarts they will make sure to rope their family members into the conflict. Most reasonable parents will not get involved however death eaters and politically connected parents may take petty revenge against you.

Other Boy Who Lived +200 CP (Incompatible with "Red hair and a hand-me-down robe")
It seems that on the night of the 31st of October 1981 Voldemort made a different choice and instead of Harry Potter becoming the Boy-Who-Lived it was another. With this drawback Neville Longbottom is the boy who lived even though the parents of Harry Potter died the same night at the hands of Barty Crouch Jr and the Lestrange family.

The Dursleys +300 CP
The family of Harry Potter are far worse than canon, actively abusing him in every way they can imagine and thanks to the blood wards getting away with it uncontested.

Wool's Orphanage +300 CP (Requires "Orphan")
It seems that not only did the Dursley's drop Harry off at an Orphanage they just so happened to pick the refurbished Wool's Orphanage the same Orphanage that Tom Riddle Jr was dropped off at as it was not demolished to make way for an office block. This Orphanage was cruel and violent to Harry far more than the canon Dursleys ever where and as they do not know his original name he has been given a different name as well as the derogatory nickname scarface. The Dursleys also moved houses to prevent anyone from the wizarding world from finding them. If and when Dumbledore finds out where Harry lives he will become very paranoid about them.

Chastity Belt +300 CP
With this drawback no one else is capable of seeing or touching your body in a "pleasurable" way. This means you are incapable of sex and when naked are vertically covered by censor bars as tricks of the eyes prevent people from seeing you.

Missing Property +300 CP
For the duration of this Jump all out of Jump Items and Warehouse options other than body mods are blocked.
If this document is taken as a Supplement this drawback will not affect the items gained in the attached Jumpchain.

Nothing up my Sleeve +300 CP
For the duration of this Jump all out of Jump perks, powers and abilities other than body mods are blocked.
If this document is taken as a Supplement this drawback will not affect the perks gained in the attached Jumpchain.

Jumper Who? +300 CP
You have no memories of your personal past or any adventures you have been on so far but you will retain your knowledge including whatever you know about the wizarding world of Harry Potter.

Harry Who? +300 CP
You don't seem to remember anything about the wizarding world of Harry Potter including this Jumpchain and what perks you have gained.

Prophecy Protection +300 CP (Requires "Prophecy")
It seems that Voldemort now benefits from the prophecy of the one destined to defeat him. This means that he can not be killed until the seven years after the Jump begins and only at the hands of Harry Potter. Should anyone else attempt to kill him, Voldemort will only become more powerful in order to survive.

Dark Prophecy +300 CP (Requires "Problematic Prophecy")
It seems that the prophecy implies that you will become a terrible dark lord who will bring great destruction upon the world. People obviously fear this prophecy so should you be found out they will try to end you for the greater good.

Unlucky Horcrux +300 CP
It seems that Voldemort did not target the Magical Number of 7 but instead the Magical number of 13 the number most often used for dark magic. This not only means that Harry Potter was his 12th Horcrux but there are 6 more Horcruxes that were not canon.

PG +400 CP
It seems the sexual context of this Jump is now far more restricted as you are no longer able to use the **Lewd Perks** section and will not be able to interact with others in a sexual way until halfway through the jump.

Red hair and a hand-me-down robe +400 CP
This drawback supersedes any other as you are no longer Harry Potter but instead Ronald Weasley. You will no longer be able to take the "**Horcrux**" or "**Prophecy**" Drawbacks and any perk or drawback that references the character Harry Potter or any points in their life will be changed to be appropriate to Ronald Weasley.

The Greater Good +400 CP
It seems that Dumbledore is the true Dark Lord who created Gellert Grindelwald and Voldemort as puppet dark lords to spread his legend as the "Lord of Light". He has arranged events so that Harry Potter will die at Voldemort's hands fulfilling the prophecy and allow him to "avenge" Harry and reinforce his fame.

Obscurial +400 CP (Requires "Horcrux" and either "The Dursleys" or "Wool's Orphanage")
Unfortunately your suffering at the hands of your supposed care givers combined with the torment you have had from the Horcrux in your scar have had a horrific side effect, you are now an Obscurial, your magic has become parasitic in nature causing your magical force to become an Obscurus. From this you will be a ticking time bomb as should you lose control over your magic it will explosively lash out causing death and destruction.

May you live in interesting times +600 CP
It seems the power curve of this world is far larger than would otherwise be expected. The world is now a much more dangerous place as Magical Beasts are raised so that the Griffin native to this setting could easily beat a canon Common Welsh Green Dragon, the level of magical power that witches and wizards possess is equivocal to their canonical counterpart if they were wielding the Elder Wand and the style of education being far more combat focused.

Sensitivity Settings +600 CP
It seems your sense of touch has been made erratic. This makes it so that the intensity of your sense of touch, hot, cold, pleasure and pain change at least once a day to a random level making it so that while one day you are incapable of feeling pain the next you may find a simple cut to be a crippling pain.

End Choices:

You have lived here for a while and the time has now come to an end, now a choice must be made.

Go Home
Return to your original world and end your adventure.

Stay Here
You want to stay in this wizarding world and see what the future holds.

Continue
Onwards to the next great adventures to a new world, perhaps one in need of a boy who lived?