Harry Potter CYOA

JUMPCHAIN COMPLIANT

IT'S JULY 24TH 1991.

10 YEARS AGO LORD VOLDERMORT ATTEMPTED AND FAILED TO KILL AN INFANT NAMED HARRY POTTER. IN THE PROCESS HIS BODY WAS SOMEHOW DESTROYED.

HIS FOLLOWERS WERE ROUNDED UP AND THE WIZARDING WORLD HAS HAD PEACE FOR THE LAST DECADE.

THE WORLD IS NOT THE SECURE PLACE PEOPLE THINK IT IS HOWEVER. THE DARK FORCES ARE RISING ONCE MORE - LORD VOLDEMORT HAS FOUND A SERVANT AT LAST AND PLANS TO STEAL THE PHILOSOPHERS STONE TO REGAIN HIS BODY. THE MAGICAL WORLD IS A DANGEROUS ONE, FULL OF VIOLENT MONSTERS AND PEOPLE WITH MORE POWER THAN EITHER BASIC DECENCY OR COMMON SENSE.
THE NON-MAGIC POPULATION IS IGNORANT AS ALWAYS.

TODAY IS THE DAY THAT CHILDREN WITH MAGICAL ABILITY ALL OVER THE BRITISH ISLES ARE RECEIVING THEIR LETTERS OF ADMITTANCE TO HOGWARTS.

HARRY POTTER IS ONE SUCH CHILD (ALTHOUGH HE IS CURRENTLY UNABLE TO READ HIS LETTER) AND YOU ARE ANOTHER. YOU ARE EITHER 11 YEARS OLD OR WILL TURN 11 IN THE NEXT COUPLE OF MONTHS. HOPE YOU LIKE PUBERTY AND MAGIC.
YOU WILL SPEND THE NEXT 10 YEARS IN THIS WORLD.

YOU ARE GIVEN 1000 CP.

USE IT WELL.

SECTION ONE
IDENTITY

YOU MAY CHANGE YOUR GENDER FOR 100 CP

YOUR ORIGIN:

Though you are still essentially you, your mind is affected both by your newfound youth and your new memories. You will be less mature than your current self and your new memories are confusing at times. As you grow up you will mature as normal but it will take effort to distinguish between your new and old memories.

DROP-IN

+ No memory set affecting your actions. *+50 CP

- You have no family therefore no choice over family wealth, you are instead granted +50 CP as if you were impoverished automatically. No evidence of blood status. People will likely assume you're muggle-born.

FREE*

You wake up at the reception of an orphanage. After a brief conversation in which it is ascertained that you have no friends, family or memory of this world the kind lady at reception assures you that you have a place at her orphanage. She also remarks that , oddly, they have already received a letter for you and that there was a strange man in peculiar clothing asking after you earlier that day. You will stay in the orphanage during summers.

MUGGLE-BORN

+ Family unlikely to be effected by turbulent wizarding world. Get to reclaim word mudblood.

- You are likely to be discriminated against, particularly by members of Slytherin house and Voldermort's followers.

50 CP

You were raised by your parents in the muggle world. You had a happy childhood that was generally very ordinary besides the odd inexplicable things that sometimes happened around you. Moments ago there was a knock at your door and a strange individual strode into your house with a letter in hand and are now looking at you with interest. Your parents look worried.

HALF-BLOOD

+A foot in both the magical and muggle world is advantageous.

- Misses out on the fun of pure-blood elitism and mudblood pride.

100 CP

You have one magical parent. You were raised in an unusual but interesting home and you were taught things from both the muggle world and the wizarding world. Your magical parent told you that you should be receiving a letter soon and you have just spotted an owl from your window some distance away flying towards your house.

PURE-BLOOD

+ A member of a historical and prestigious family. Your name carries weight all over.

- May be slightly confused about muggle matters due to one particularly ignorant set of memories.

100 CP

You were born into an ancient and storied magical family. Your family life has always been steeped in magic and you have a greater knowledge of magical lore and society than the majority of your peers. You have long been considered a worthy heir to your name as the golden-child of your family and you are currently excited about the letter you know a post owl will bring.

FAMILY WEALTH

IMPOVERISHED

YOUR FAMILY ARE SIGNIFICANTLY POORER THAN AVERAGE

+50 CP

MIDDLE-CLASS

YOUR FAMILY ARE REASONABLY WELL OFF

0 CP

WEALTHY

YOUR FAMILY ARE EXTREMELY WEALTHY, EXPECT THE BEST

100 CP

SECTION TWO
HOUSE

YOU MAY FREELY CHOOSE A HOUSE TO BE SORTED INTO.
ALTERNATIVELY YOU MAY ROLL 1D8 (SUBTRACTING 4 FROM ROLLS OVER 4) TO BE SORTED RANDOMLY INTO A HOUSE I KNOW YOU WOULD DO WELL IN.

1.

GRYFFINDOR:

You are sorted into the noble house of Gryffindor. Minerva McGonagall, a strict but fair teacher, is your head of house. Your common room is a large, comfortable one in one of the school towers. Gryffindors are known for their bravery, chivalry and strength of will. Rivalry with Slytherin will make it difficult to make friends in that house.



2.

SLYTHERIN:

You are sorted into the traditional house of Slytherin. Severus Snape, your head of house, will make your time at Hogwarts easier due to overt favouritism. Your common room is an eerily lit, underwater, well-furnished room with windows that look out into the lakes depths. Slytherins are known for their ambition, determination, sense of self-preservation and cunning. Muggle-borns in this house will be treated worse than others. Rivalry with Gryffindor will make it difficult to make friends in that house.



3.

RAVENCLAW:

You are sorted into the wise house of Ravenclaw. Filius Flitwick, a small, clever man, is your head of house. Your common room is an airy light room at the top of a tower and boasts an excellent view of the school grounds. Ravenclaws are known for their intelligence, wit, wisdom and creativity.



4.

HUFFLEPUFF:

You are sorted into the inclusive house of Hufflepuff. Pomona Sprout, a cheery and positive woman, is your head of house. Your common room is cosy and welcoming, is situated near the kitchens and looks out onto a sea of grass and dandelions. Hufflepuffs are known for their loyalty, dedication, hard work and sense of fair play.



SECTION THREE

SKILLS & ABILITIES

DISCOUNTED SKILLS
COST 50% OF FULL PRICE

BRAVE AT HEART

FREE: GRYFFINDOR

Anything is possible when you've got the nerve and you have that in spades. You keep your cool in the heat of battle even when seriously outclassed and continue to think rationally in spite of any fear you feel.

100 CP

GREAT CUNNING

FREE: SLYTHERIN

You are a natural social manipulator and have a finely tuned sense for danger. You know just how far to push something before it's time to get out and save your own neck.

100 CP

WIT BEYOND MEASURE

FREE: RAVENCLAW

You are a preeminent puzzler, have a naturally quick wit and grasp theoretical principles with the best of them.

100 CP

JUST AND LOYAL

FREE: HUFFLEPUFF

You have a sense of fair play that promotes comradery in like-minded individuals. You find that as long as you retain a sense of decency, you will have the support of other decent folk should you need it.

100 CP

MEMORY SPELL SPECIALIST

DISCOUNT: DROP-IN

You have a gift for memory charms allowing you to erase and replace memories with an almost preternatural skill once you learn the required spells.

100 CP

DEDICATED

FREE: MUGGLE-BORN

You find it much easier to study for a long period of time without getting bored. You can do a few hours of reading of even the driest material a day without ever losing focus and retain more information.

100 CP

OCCLUMENCY

FREE: HALF-BLOOD

Mental defences that make it difficult to possess or penetrate your mind. You have no tells, it is impossible for others to know if you are lying to them without evidence.

100 CP

CLEAN BLOODED

FREE: PURE-BLOOD

You simply, magically, do not get sick. You are always free from illnesses and diseases.

100 CP

MUGGLE DUELLING

DISCOUNT: MUGGLE-BORN

You gain excellent fighting abilities as well as training with various weapons (both melee and firearms).

100 CP

ANIMAGUS

DISCOUNT: DROP-IN

You are an Animagus, allowing you to change into an animal at will. You may choose any non-magic animal as your alternate form.

200 CP

SETUP WIZARD

DISCOUNT: MUGGLE-BORN

You have a natural knack of melding technology and magic. You can easily jury-rig technology to work at Hogwarts. Your inventions could do considerable good for the magical world if they weren't all such luddites.

200 CP

NON-VERBAL SPECIALTY

DISCOUNT: HALF-BLOOD

You have an uncanny, natural knack for silent spells. While most students will have to wait till 6th year to even attempt nonverbal spells for you they are as simple as doing the spell aloud would be.

200 CP

QUIDDITCH STAR

DISCOUNT: HALF-BLOOD

You are an exceptionally gifted flier, feel comfortable in the air and have naturally quick reflexes. You will make your House Team easily and in time and practice could become an internationally famous Quidditch player.

200 CP

LEGILIMENCY

DISCOUNT: PURE-BLOOD

You are a naturally skilled legilimens. You know when you are being lied to and easily learn to probe the minds of others.

200 CP

PARSELMOUTH

DISCOUNT: PURE-BLOOD

You have the rare gift of Parselmouth. As a Parseltongue you can talk to and control snakes. Slytherin house and Dark Wizards will likely show you more respect.

200 CP

THE ONLY ONE HE EVER FEARED

You appear to crackle with magical energy at will and give the impression of great power allowing you to go from seeming pleasant and polite one moment to intensely intimidating the next as your twinkling eyes start to blaze with power. This does not actually enhance magical abilities.

200 CP

WANDLORE

DISCOUNT: DROP-IN

You have a great knowledge of wandlore and practical skill at wand making. You can make decent wands out of imperfect woods and unconventional cores. You may use nearly any magical part of magical creatures as cores with varying success. Unconventional wands with powerfully magical cores are potentially powerful but erratic and extremely dangerous.

300 CP

MOSTE POTENTE POTIONS

DISCOUNT: MUGGLE-BORN

You have an intrinsic grasp of potion making and will find both the technique, the principles and the theory unusually easy to grasp. You are not likely to get any potion wrong regardless of the difficulty involved and you are likely to come up with innovative, better ways to brew potions with new materials.

300 CP

CARE OF MAGICAL CREATURES

DISCOUNT: HALF-BLOOD

Magical beasts naturally seem to like you, will not hurt you unless provoked and tend to vaguely follow your instructions.

300 CP

METAMORPHMAGUS

DISCOUNT: DROP-IN

You may change your facial features, hair, and the shape of your body (including your sex) as often as you wish at will.

400 CP

FIENDFYRE MASTER

DISCOUNT: DROP-IN

You know the incantation for fiendfyre and you're the only person alive who truly controls it. For you the giant flaming creatures seem to have a real intelligence, are unusually obedient and (strangest of all) the fire dies down at your command.

400 CP

VEELA BLOOD

DISCOUNT: HALF-BLOOD

You have a Veela grandparent. You are exceptionally attractive and may occasionally charm members of the opposite gender who will find themselves desperate to impress you. Can be taken with Giant Blood.

400 CP

SEER

DISCOUNT: HALF-BLOOD

You are a true seer. You occasionally make correct prophecies regarding those around you although you do not remember them at first. You can also make correct, useful, predictions in your day to day life through Divination. Real seers are highly prized and celebrated.

400 CP

GIANT BLOOD

DISCOUNT: HALF-BLOOD

You have some Giant blood in you. You are half again as tall as you should be and proportionally broad. You are significantly stronger than a normal human and have tough skin which protects against minor physical and magical attacks.

400 CP

NULLIFICATION

DISCOUNT: MUGGLE-BORN

You can make someone's spell fail while they are casting or temporarily remove enchantments from objects or places. You must actively and purposefully decide to do so and must be able to see the magical object or attempt at magic for it to work.

500 CP

WANDLESS MAGIC

DISCOUNT: PURE-BLOOD

You have a natural ability to do spells without a wand. For you it is no more difficult to learn spells in this manner and you need never worry about Expelliarmus (or your wand getting destroyed) again. Your natural finesse is such that this volatile sort of magic is as safe as any other and this accuracy serves to make spellcasting in general less likely to result in accidents.

500 CP

SECTION FOUR
GEAR

DISCOUNTED GEAR COSTS 50% OF FULL PRICE

WAND

FREE

A wand. You don't have it yet, mind you, but you'll get one soon enough on a trip to Ollivanders. You can choose the wood type and between one of the wand cores he produces wands with (Unicorn Hair, Dragon Heartstring and Phoenix Feather). You may instead choose a more exotic wand core (excluding Thestral Hair and limited to parts from other canonical magical creatures/beings of this world e.g. Thunderbird Tail Feather, Veela Hair, etc.) although the three previously mentioned are among the most reliable and powerful. Different cores and woods tend to act a little differently but regardless of what you choose the wand will choose you as soon as you are introduced. Different woods may alter your historical personality (for all but Drop-ins) and therefore tendencies very slightly (e.g. Cypress wands tend to choose brave people and you will as such have been a relatively brave child, Blackthorn may result in you being slightly more combative, etc.). If you already had a wand you may import it into this role and while it will keep it's wood and core it will gain a significant loyalty boost.

COMET 260

A flashy looking but cheap broom. Functional.

25 CP

DELUMINATOR

A lighter like object that can absorb light from light sources. Can redistribute these orbs of light.

25 CP

FLASK OF POLYJUICE

A flask of Polyjuice potion. Likely enough for 20 uses.

25 CP

FLASK OF FELIX FELICIS

A flask of 'liquid luck'. Enough for 120 hours worth of use. Practically everything you attempt will be successful while in effect as you will become naturally drawn to the most expedient route to your goal. Toxic if you drink too much in a short space of time, overreliance leads to recklessness.

50 CP

REFILLING ZONKO'S BAG

A bag of Zonko's products that refills. Dungbombs, sugar quills, hiccough sweets etc. Not much use but good fun.

50 CP

PET OWL

FREE: MIDDLE-CLASS AND WEALTHY

A pet owl that carries your post. Can be any owl species of your choice.

100 CP

SNEAKOSCOPE

A spinning top that alerts the owner to any nearby untrustworthy behaviour by whistling and spinning. This one is special and only goes off when untrustworthy behaviour you'd actually want to be alerted to occurs around you.

100 CP

DARK ARTS CACHE

DISCOUNT: PUREBLOOD

A cache of around 10 ancient books of the Dark Arts. Each one restricted by both Hogwarts and the Ministry. The contents are disturbing but interesting. There are some especially unpleasant curses in these books.

100 CP

NIMBUS 2000

FREE: WEALTHY

A state of the art racing broom that won't be obsolete for an entire year. You get permission to have a broom at Hogwarts despite being a first year.

100 CP

DRAGON-HIDE JACKET

FREE: WEALTHY

A Jacket made of dragon-hide that reflects minor spells. Makes you look pretty cool. You'll grow into it.

100 CP

EXTENDED MOKESKIN POUCH

A pouch that can only be opened by the owner. There is as much space inside for storage as there needs to be. Opening is around $25cm^2$.

100 CP

ASSAULT RIFLE

DISCOUNT: MUGGLE-BORN

You gain a fully functional Assault Rifle and a large cache of rounds as well as a good place to hide them.

100 CP

FELLOW MARAUDERS

You may import (or create) companions for **50 CP** each, **100 CP** for up to 4 or **200 CP** for up to 8 granting them a history as a child in the British Isles, a suitable form, natural magical ability and a place at Hogwarts. They each get an **Identity**, **Family Wealth** and **House** of your choice, any freebies that come with these and 400 CP to spend on **Skills & Abilities**. Companions may also use this CP to buy **Gear** but may only purchase **Gear** options with a full price of 200 CP or under.

Created companions will be of your description and will have a fierce loyalty to you.

PENSIEVE

DISCOUNT: PURE-BLOOD

A device that allows the user to keep their memories and peruse them at their leisure. You may also use this to remove, organise and prioritise your sets of memories.

200 CP

MARAUDER'S MAP

DISCOUNT: DROP-IN

A perfect copy of the Marauders Map. A map with a detailed, dynamic layout of Hogwarts displaying the location of everyone in the grounds as well as various secret passageways. Each jump this will change to another area (up to the size of a vast castle) of your choice.

200 CP

THESTRAL

DISCOUNT: HALF-BLOOD

A skeletal, reptilian, winged horse-like being that can only be seen by those who have seen someone die. Extremely fast in the air and excellent sense of direction. Seems to know where places you want to go are. Loyal but spooky.

200 CP

HOUSE ELF

DISCOUNT: PURE-BLOOD/WEALTHY HALF-BLOOD

A servant (slave) with various magical abilities that will do whatever you tell them. Treat them even vaguely kindly and they will be extremely loyal. Can teleport you from place to place. Can (illegally) use wand. Companion.

200 CP

POTION REAGENTS

DISCOUNT: HALF-BLOOD

A small case with compartments that has a replenishing store of a range of potion reagents. Such reagents replenish once every two weeks and come in reasonable quantities. Does not contain any extremely rare ingredients.

300 CP

GOBLIN MADE SWORD

DISCOUNT: WEALTHY PURE-BLOOD/HALF-BLOOD

An immensely sharp sword. Imbibes that which makes it stronger (Basilisk venom etc.)

300 CP

PHOENIX

DISCOUNT: PURE-BLOOD

A pet Phoenix. Able to carry immensely heavy loads, their tears have very powerful healing powers and they make for highly faithful pets.

300 CP

INVISIBILITY CLOAK

DISCOUNT: HALF-BLOOD

A perfect invisibility cloak much like Harry's. Strangely it seems to fit you and two others regardless of your size. Perhaps Ignotus Peverell made two.

400 CP

PHILOSOPHER'S STONE

DISCOUNT: DROP-IN

A stone that allows you to turn any metal into pure gold and produce the Elixir of Life which grants indefinite lifespan to those who drink it regularly.

500 CP

WAND OF ELDER

DISCOUNT: HALF-BLOOD

A wand made of Elder with a Thestral hair core. It is simply more powerful than most wands and all your magic will work better with it. While you can still be outclassed it will give you a significant edge in a duel. Unusually loyal.

500 CP

TIME TURNER

DISCOUNT: MUGGLE-BORN

A device that allows the user to go back in time by up to five hours. Must not let your past-self see you.

500 CP

HORCRUX

DISCOUNT: PURE-BLOOD

An object imbued with part of your soul. You cannot be killed entirely unless it is destroyed. Mundane object of your choice.

600 CP



SECTION FIVE

SCENARIOS

YOU MAY CHOOSE A SINGLE SCENARIO. YOUR SUCCESS IN THIS JUMP CHANGES FROM SURVIVING 10 YEARS TO ANOTHER CONDITION. SHOULD YOU SUCCEED IN THIS BEFORE 10 YEARS YOU MAY CHOOSE TO END EARLY OR ONCE 10 YEARS ARE UP AS NORMAL. EACH SCENARIO GRANTS A REWARD ONCE COMPLETED.

ALL WAS WELL

It just wouldn't be proper if everyone wasn't nicely paired up at the end. Success in this jump depends on you getting married, and then either having a child and raising them to an age that they can get on the Hogwarts Express themselves or then getting a job as a teacher at Hogwarts. You may end the jump just as this happens or stay in this world until you are ready to do so.

REWARD: Your spouse and any children you have become companions to join you in further adventures should you choose them to be.

OUTSTANDING STUDENT

An academic type, eh? There's talent, oh my goodness, yes—and a nice thirst to prove yourself, now that's interesting… so where shall I put you? Your goal is to get 10 OWLs and 5 NEWTs at Outstanding level within 10 years. While there may be something of a delay in your education here and there what with the larger political landscape but if you have to go on the run for a year or so you will be given the opportunity to return.

REWARD: You gain the aura of a true academic and people will basically never contest that you are the smartest person in a room.

ACE OF CUPS

The halls of Hogwarts are full of people totally obsessed with points, both those scored on the Quidditch pitch and those won for the glory of their house in the classroom. We all know that enough points win trophies and your goal is to make sure your house wins any 8 House, Quidditch or Triwizard cups during your 7 years at Hogwarts.

REWARD: You find accolades and recognition come very easily to you and ornate, elaborate trophies will sometimes appear out of nowhere for whatever it is you are doing.

MINISTER FOR MAGIC

The political scene of the Wizarding World is exceedingly corrupt, stagnant and stupid and you have decided you can do better. Your goal is to become Minister for Magic of the United Kingdom and Ireland and hold the office for 7 years. You will have to schmooze, grandstand or fight your way to the top and then make sure you stay there.

REWARD: You always seem an important person and somebody worth listening to, more notably the press will always spin things in your favour unless you give them serious cause not to.

STATUTE SCRAPPED

You have decided that, for the greater good, it is about time wizardkind stopped hiding from the muggles. This puts you at odds with both international wizarding law and public opinion. Whether you decide to pursue this politically or illegally your goal is to cause over 90% of muggles in the UK and Ireland to wholeheartedly believe in magic.

REWARD: Any message you have that you want spread does so like wildfire. If you want a secret or idea to get to pretty much everyone all you have to do is tell one person and before you know it they'll all know.

HOUSE ELF LIBERATION FRONT

You found the lot of house-elves deplorable the moment you learned of their existence and while most of them are perfectly happy doing menial tasks for no pay you find it an unacceptable state of affairs. Your goal is to get wages, sick leave and pensions for House Elves. Given the views of wizardkind and most elves expect an uphill struggle.

REWARD: You can foster the seeds of rebellion and the desire for a better life in even the most downtrodden, slavish and subservient individuals. Social changes for the better seem naturally far more achievable with your support.

HAIRY SNOUT, HUMAN HEART

After reading a heartrending account of a wizard's struggle with lycanthropy you have decided to take it upon yourself to try to improve their prospects and public opinion. Werewolves are for the most part shunted to the outskirts of society and are openly distrusted and despised, your goal is for over 75% of potential wizard employers (in the UK and Ireland) to say that they would employ a werewolf if asked.

REWARD: At a glance you can see if something is ethically as well as physically monstrous and you are also preternaturally capable of tackling bigotry and increasing the acceptance of a given group in society.

DON'T SAY THE NAME

Wizards are a suspicious and cowardly lot and it is for you to use that to create a climate of fear. Voldermort is gone for now and on seeing wizards wince at his name for the first time you decided this effect he had on people is pretty cool. First choose a title or name for yourself, your goal is to make it so that over 90% of the wizarding population of the UK and Ireland would refuse to say it aloud in normal conversation.

REWARD: You retain your title and while it will not automatically have the same effect everywhere it will always produce a primal sense of dread and danger to those who say or hear it.

SECTION SIX

FLAWS & FUTURE

TAKE FLAWS FOR EXTRA POINTS.
YOU MAY TAKE UP TO 600 CP
WORTH OF FLAWS.

TRIWIZARD CHAMPION

+0 CP

In your fourth year at Hogwarts you will be declared the third Hogwarts champion. While everyone will be outraged at Hogwarts getting 'three bites at ze apple' and the whole tournament may be a complicated trap at least there's a 1000 Galleon prize at the end if you win.

A HISTORY OF MAGIC

+0 CP

If this is not your first foray into the wizarding world (by jumping ***Fantastic Beasts and Where to Find Them*** first) you may choose for any changes you made to the world to be reflected in the history here. If you were sufficiently well-known in ***Fantastic Beasts and Where to Find Them*** there will now be a chocolate frog card of your previous identity. The main characters are unlikely to be butterflied away unless you did so on purpose but should you take a ***Scenario*** or any other ***Flaws*** you will find that any changes you made to history will not help you deal with them in any way.

PIGS TAIL

You have a pigs tail. It doesn't look great.

+50 CP

PROPHECY

You seem to fulfil a very famous prophecy about a dark wizard. The superstitious will distrust you greatly.

+100 CP

MARKED

Your upper arm is branded with the dark mark. Expect both Voldermort's supporters and his enemies to react hostilely upon seeing it.

+100 CP

BULLY TEACHER

A teacher of one of the main subjects at Hogwarts despises you. will be cruel and vindictive towards you and will try to make your life miserable and get you expelled. they Will be replaced by another if they leave.

+100 CP

SONNETS OF A SORCERER

An unbreakable curse. You are compelled to talk only in limericks. It's extremely irritating, both for you and for others.

+200 CP

BLACK SHEEP

Your immediate family (or the staff at the orphanage) hate you. They are generally abusive and neglectful towards you. You sleep in a cupboard under the stairs. Any magical resistance will be seen as a breach of wizarding law and will get you expelled from Hogwarts. You must live at theirs for summer holidays until your 17th birthday.

+200 CP

OBLIVIOUS

Your memory of the Harry Potter universe has been wiped besides the set of memories you may have attained from your origin.

+200 CP

SAVING PEOPLE THING

You have a bit of a hero complex and this causes you to save anybody you can and makes you extremely reluctant to use lethal force. Your fondness for heroics will be used against you and will land you into at least one trap or ambush.

+200 CP

THE TRACE

Use of *any* supernatural powers you have outside of Hogwarts will be noticed and result in your expulsion from Hogwarts. Expulsion from Hogwarts before your 17th birthday will cause you to fail the jump.

+300 CP

WEREWOLF

You have a large scar from where you were savaged by a werewolf. Dumbledore will have to make special arrangements for you. You transform 3 nights every month. It is exceptionally painful. The majority of people will fear and despise you if they should find out. You are an uncontrollable monster as a wolf. You may be able to attain Wolfsbane potion which will allow you to keep your mind during transformations.

+300 CP

PRISONER OF AZKABAN

A mad wizard will escape from Azkaban at some point in your first 3 years. He will desperately want you dead, cannot be reasoned with and is very intelligent, skilled and resourceful.

+300 CP

PANIC

MUGGLE-BORN AND DROP-IN ONLY

You panic when shown new magic or magical creatures. This often causes fainting.

+300 CP

ONCE YOUR TIME HERE HAS RUN OUT, IF YOU SURVIVE IT,
YOU WILL BE GIVEN A CHOICE.
REGARDLESS OF WHAT YOU CHOOSE YOU WILL KEEP YOUR SKILLS AND GEAR AND ANY CHOSEN FLAWS WILL LEAVE YOU.
HERE ARE YOUR OPTIONS:

GO HOME

YOU WILL SIMPLY WAKE UP IN YOUR BED.

OR

STAY

YOU MAY CHOOSE TO STAY IN THIS UNIVERSE FOR THE REST OF YOUR LIFE.

OR

MOVE ON

YOU MAY MOVE TO ANOTHER WORLD FOR 10 YEARS.

NOTES:

- The positive CP from an Impoverished or Drop-In origin does not count towards the Drawback cap. Companions who roll either Impoverished or Drop-In do not gain the additional CP, companions who choose them however do.
- Some guidelines for choosing a family:
  1) You can choose either an existing canon family to be a member of or make up your own.
  2) The text in the Identity has to be correct.
  3) No overly contrived pairs of parents (also known as the Lord Voldermort/Aunt Petunia Lovechild Clause).
  4) No ruining the plot necessarily by the nature of your existence (Sirius' son automatically ruins the plot, Sirius' cousin doesn't. Ron's twin brother Dave probably ruins the plot but doesn't do so necessarily as he could just be a bookish Ravenclaw that doesn't get involved).
  5) No families that are extinct at the start of the first book.
- Fiendfyre is a magical fire capable of burning basically anything in this world, usually gets horribly out of hand and manifests as giant rampaging animals and monsters made of the stuff.
- The Pottermore wiki is a pretty good place to look at what sort of wand you want. Generally all the wand woods have good points and the three cores each have both pluses and minuses (differing mainly in terms of power, consistency and loyalty).
- *Wands* with cores not frequently used by Ollivander will still be purchased in his shop and will still be of a high quality but will have been made by different wandmakers.
- You may import any vehicles you have as the *Comet 260* or *Nimbus 2000* options, any pets you have as the *Thestral* and *Phoenix* options, any companions you have as the *House Elf* option, any similar item of clothing as the *Dragon-Hide Jacket* option, any melee weapon as the *Goblin Made Sword* option and any tool or weapon you have as your *Wand* or *Wand of Elder* option. Doing this grants these objects all of the abilities of your purchase as well as an alternate form allowing you to switch between the appearance of your original object and the purchased Gear.
- You may use the Wand of Elder option to replace the Wand option so you get it from Ollivander. You may still have the Wand as a spare appearing in a box under your bed.
- Failure to succeed in a scenario allows you to Go Home or Stay but makes it impossible to Move On.
- You cannot choose Lord Voldemort as your title for the purposes of the *Don't Say The Name* Scenario.
- Cool cats don't trip.