Harry Potter: Magic Edition

Original author unknown, remade by a guy
Version 1.2

You're a Wizard, Anonymous. Or, if you're a girl now, a Witch. You're on the Hogwarts Express, heading to your first year at Hogwarts, in the year 1991, so you'll be a classmate of the titular character of the series. You have to survive ten years in this new world, and you've got 1000 Choice Points (CP) to affect the outcome of your adventures here. Good luck.

Origin:

Pick your Origin or roll 1d8 and gain 50CP

1. **Muggleborn Wizard:** Both of your parents are Muggles, non-magical people. On the one hand, you aren't legally allowed to practice your magic when you go home. On the other hand, you've got the best access to 90s era technological gadgets.

2. **Half-blood Wizard:** One of your parents is a muggle, and one is a wizard or witch. Better access to technology than the more pureblooded options, and you're allowed to practice magic at home.

3. **Pure Blooded Wizard:** Your family belongs to one of the old, pureblood families with magic stretching back for generations. You've got access to their accumulated magical lore and trinkets, but the worst access to technology.

4. **Orphan:** You have no living family, pick another origin to be your background before you were orphaned or you can be a drop-in

5. **Foreigner:** One of your parents is a Hogwarts alumnus who moved overseas and started a family outside of Britain, though they decided to send you to Hogwarts rather than the local magical schools. Choose whether you're a Half-blood or a Pureblood, though you'll also get a sexy foreign accent and knowledge of your new homeland's native languages.

6. **Half-Giant:** One of your parents was a wizard, and the other one was a Giant, a nonhuman species of Creatures with great strength, magic resistance, and durability, but not-so-great intelligence. You inherited a lesser degree of all those traits, and you will grow to possess superhuman size and strength.

7. **Half-Veela:** One of your parents was a wizard, and the other was a Veela, a shapeshifting race of sirens. Right now you are a cute little girl, but once you hit puberty, you will become absolutely gorgeous. Makes you female, regardless of previous gender.

8. **Reroll:**

Age and Sex: You are 11 years old, since you're a First Year Hogwarts student, and that's how old they are. You are the same gender as before, or you can change to the opposite gender to gain 50CP, unless you got the Half-Veela Origin, in which case you are female.

Hogwarts House:

As a student of Hogwarts, you will be sorted into one of four Houses by a magical, mind-reading hat at the beginning of the year, depending on your personality, aptitudes, and personal desires. While you're at Hogwarts, the House you've joined becomes akin to a family, sharing a dormitory, common room, and most of your classes.

Gryffindor: Gryffindor values bravery, daring, nerve, and chivalry. Possessing a dormitory in one of the Hogwarts towers, they tend to be the more “heroic” house. Current Head of House is the Transfiguration professor, Minerva McGonagall.

Hufflepuff: Hufflepuff House values hard work, patience, loyalty, and fair play. Hufflepuff's dormitories are a rather cosy area near the basement, located adjacent to the kitchens. Their current Head of House is Pomona Sprout, the Herbology Professor.

Ravenclaw: Ravenclaw House values intelligence, knowledge, and wit. Their dormitories are located in another tower, and their current Head of House is Filius Flitwick, the Charms professor and a master Duellist.

Slytherin: Slytherin values ambition, cunning, and resourcefulness. With a dormitory in the castle's dungeons, Slytherin is currently home to a significant number of pureblood supremacists; if you're a muggleborn or part-human, expect to be bullied. Current Head of House is Potions Master, Severus Snape.

Magic:

As a student at Hogwarts, you will be trained in the standard Hogwarts curriculum of magic. Skill in these areas is largely determined by how much hard work you are willing to put into practicing them, and how much experimentation you are willing to do. You can spend CP to learn magic that is not on the standard Hogwarts curriculum. Discounts halve CP prices.

Wizarding: (Free)
You're a Wizard, Anonymous. Or, if you're a girl now, a Witch… Wait, we already did this. This gives you the ability to use magic and cast spells as all witches and wizards do.

Special Talent: (One Free, 100 CP Each)
You have a special talent in a field of magic which will make it much easier to learn; by the end of your ten years, you will be able to rival the best in the field. Pick one of the following fields of magic: Transfiguration, Charms, Potions, Defense Against The Dark Arts and Flying. You may purchase additional special talents for 100 CP each.

Duelling: (100 CP, Free for Gryffindors)

You learn to keep your head in a fight, as well as the accuracy and speed needed to become an effective magical duellist.

Apparition: (100 CP, Free for Hufflepuffs)
You learn how to teleport by spinning in place and Concentrating.

Magic Item Creation: (100 CP, Free for Ravenclaws)
You learn how to imbue the spells you know into items to give them magic powers.

Parseltongue: (100 CP, Free for Slytherins)
You possess the ability to talk to snakes.

Patronus: (300 CP, Discounted for Gryffindors)
You can produce a spirit animal made of glowing white light and your happiest memories; its presence repels creatures of darkness, and it is capable of delivering messages to your allies in your voice.

Silent Magic: (300 CP, Discounted for Hufflepuffs)
You learn how to cast spells simply by waving your wand, without having to speak their words aloud.

Alchemy: (300 CP, Discounted for Ravenclaws)
You learn an advanced form of magic related to potions and transfiguration, as well as the four classical elements. You also have some skill in Spagyric, the production of herbal medicines using alchemy. If you have a Philosopher's Stone, you can study it to learn to make new copies.

Dark Curses: (300 CP, Discounted for Slytherins)
You gain knowledge of an assortment of Dark Curses to devastate your enemies, including the three Unforgivable Curses.

Animagus: 600 CP. (600 CP, Discounted for Gryffindors)
You gain the ability to transform yourself into one particular kind of non-magical animal and back. Illegal unless registered with the Ministry of Magic.

Metamorphmagus: (600 CP, Discounted for Hufflepuffs)
Allows you to shapeshift portions of your body at will, though never to a fully non-human form.

Legilimency and Occlumency: (600 CP, Discounted for Ravenclaws)
Allows you to read people's minds by looking them in the eye, and to defend yourself against mental attacks.

Dark Creature Creation: (600 CP, Discounted for Slytherins)
You learn the foul art on how to make abominations or magic and nature, making things like Dementors or an army of Inferi are not out of your reach.

Equipment:

You possess all the equipment you've accumulated throughout all of your adventures to this point, however, be warned that electronics items (Any thing that contains transistors or microchips) fail to function when brought into a magical environment, and firearms are illegal for children to own in Britain. If you have access to the Cosmic Warehouse, you should probably leave them there while you're at Hogwarts.

You get one 50 CP and one 100 CP item free, and one floating discount to spend on items (discounted 50 CP or 100 CP items are free, the rest is 50% off)

Hogwarts Letter: (Free)
You get your very own Hogwarts invitation letter, this letter is proof of your enrollment into Hogwarts.

Hogwarts Supplies: (Free)
You receive all the supplies needed as listed in your Hogwarts letter (Hogwarts Uniforms x3, a Wand, a Pair of Dragon's Skin Gloves, Pewter Cauldron, a Set Glass Phials, Telescope, a Set of Brass Scales, a Set of Hogwarts Textbooks and a Non Magical Trunk). You may pick what your wand is made from, as long as it uses frequently used materials.

Cleansweep Eleven: (50 CP)
A flying broomstick. Not the best but can accelerate from nought to seventy miles per hour in ten seconds

Deluminator: (50 CP)
Magically extinguishes nearby light sources, and can then restore them
Afterwards.

Magical Games Chest: (50 CP)
You receive a chest full of magical games, this includes but it's not limited to wizard’s chess, exploding snap, gobstones and wizard skittles. If it's a portable game that's likely being played in hogwarts It would be in this chest.

Omnioculars: (50 CP)
Pause, rewind, and watch events in slow motion.

Pet Owl: (50 CP)
Counts as an item and follower, Trained to carry letters.

Sneakoscope: (50 CP)
Alerts you to untrustworthy people with a loud whistling noise.

Diadem of Ravenclaw: (100 CP)
Increases intelligence. Not a Horcrux since it's a copy.

Half-Kneazle Cat: (100 CP)
Counts as an item and follower, Magically detects untrustworthy people.

Magic Trunk: (100 CP)
Multiple compartments, all of which are bigger on the inside.

Invisibility Cloak: (100 CP)
Made of Demiguise Hair. Will not become less effective over time.

Dragonskin Trenchcoat: (150 CP)
Very tough, almost impervious to most spells.

Firebolt: (150 CP)
Top-of-the-line racing broomstick.

Flying Ford Anglia: (150 CP)
Flying car. Invisible, bigger on the inside, runs on magic instead of fuel.

Flying Motorbike: (150 CP)
Flying motorbike with sidecar. Come with a set of buttons which can produce a large net, a solid brick wall and dragon's fire out of the exhaust pipe. runs on magic instead of fuel.

Goblin Silver Sword: (150 CP)
Will become permanently imbued with anything that will make it stronger. Indestructible.

House Elf: (150 CP)
Counts as an item and follower, Magically-potent subservient naked midget.

Magical Glass Eye: (150 CP)
Can spin to grant you 360 degree vision, and can see through anything (including invisibility). Has a zoom-in function.

Marauder's Map: (150 CP)
Map of Hogwarts Grounds, with all secret passages and all people indicated with their position and names, updated in real time. Pick a new location each jump.

Phoenix Companion: (150 CP)
Counts as an item and follower, Resurrects itself in a blast of flame if killed. Song is magic, and tears have supreme healing abilities. Can carry immensely heavy loads while flying. Can teleport in a blast of flames.

Baby Basilisk: (200 CP)
Counts as an item and follower, Magical snake that kills anyone who looks it in the eye, and whose poison can only be cured by phoenix tears. Grows to be huge; killed by the crow of roosters. Highly illegal.

Pensieve: (200 CP)
Allows you to pull out and view people's memories as though you were there yourself.

Philosopher's Stone: (200 CP)

Allows you to turn lead to gold and produce a potion of immortality. Not as useful since you'll probably keep getting de-aged every ten years anyway, but it can restore missing Lifeforce . The gold is a bit more useful as by using Alchemy with a Philosopher's stone, you could turn the gold into any other noble or base metals.

Time Turning: (200 CP)
Allows you to send yourself back in time. This causes time loops, so you can't actually change anything.

Room of Requirement: (300 CP)
Get your own Room of Requirement in the form of a stone arch way.

Horcrux: (300 CP)
Contains part of your soul. As long as it is intact or the soul inside is unharmed, you can not die. Pick a mundane item to be its form.

Companions:

Canon Companion: (50 CP)
You may Select someone from this world to be a companion and if they agree they will join you as a companion In the following jumps. You'll find countless opportunities to make a fast friendship between you and the companion and Upon agreeing they will receive the 'Wizarding' perk and both 'Hogwarts Letter' and 'Hogwarts Supplies' items.

The Marauders: (200 CP)
You may import or create up to eight companions. Each companion can pick their own origin, house and gender. They also get all the freebies, 400 CP to send as they like and may take the 'Not Slytherin' drawback.

House Of Jumper: (500 CP)
You may import or create up to thirty, yes you did hear me right, thirty companions. Each will only have an origin, the 'Wizarding' perk and both 'Hogwarts Letter' and 'Hogwarts Supplies' items. Instead of being sorted into one of the four houses, they will be placed into a newly created house called 'Jumper'. The house will only have students consistent only of companions. Also, you may use 'Not Slytherin' to join this house instead if you purchased this option.

Flaws and Future:
Flaws give you extra points to spend, in exchange for significant penalties.

Not Slytherin: (0 CP)
Pick a different Hogwarts house, the sorting hat will place you in that house instead of the house you picked for discounts purposes.

Enemies in High Places: (+100 CP)

Your parents have pissed off someone high up in the Ministry of Magic. Expect the bureaucracy to hinder you in every way it possibly can.

Vampire: (+200 CP / +100 CP)
You are a Vampire Unfortunately there are very little positive benefits. You must regularly drink human blood to remain healthy, have a strong aversion to Garlic and sunlight and Have a poor social standing. For only 100 CP you are part Vampire and can pick one of the following downsides to have: you must drink human blood, aversion to Garlic or an aversion to sunlight.

Marked for Death: (+200 CP)
You've done something to arouse Lord Voldemort's ire, personally. Once he's resurrected, he'll have the Death Eaters gunning for you nearly as much as Harry Potter.

Knocked Over: (+200 CP)
You've angered the Wizarding criminal underworld. Expect conflict with the magical mafia.

Werewolf: (+300 CP)
One per month, you transform into a ravenous werewolf and attack everyone you see unless you've drunk a Wolfsbane potion beforehand. Hogwarts staff will help you deal with this; large social backlash if your secret becomes public.

Criminal: (+300 CP)
The Muggle government wants you for a major crime, and it will stop at nothing to try to catch you; if they do, expect to go to prison for the rest of your life. Fortunately, the Ministry of Magic doesn't know or care.

Dark Magic: (+300 CP)
You are steeped in dark magic, creatures of light will try to kill you and any light base magic has a strong chance of backfiring, killing you.

Afterwards:

Survived your ten years? Good on you! You've now got three options:
Go home, retaining all your powers and equipment.
Remain in the world of Harry Potter for the rest of your life.
Go on to your next adventure, on another world, retaining your gear and skills

Notes:

Change Log:

1.0:
Named the jump ‘Harry Potter: Magic Edition’ so People wouldn't get confused.
Reformatted the whole jump (I could only copy and paste from the pdf).
Put all the perks and items in proper order.
Change the cost for origin and sex to give Cp if rolled.
Removed implied perks and items and made them proper versions of them.

Replace the ‘Horcrux’ perk with ‘Dark Creature Creation’ (you only need one Horcrux)
Added a horcrux item and fixed the Room of Requirement (100cp to ‘access’ it, why???)
expanded various perks and items

1.1:
Changed ‘magic’ perk to ‘Wizarding’
Fixed some formatting I missed.
Added item discounts and some items
Added ‘Counts as an item and follower’ to pets
Turn part vampire to full vampire drawback

1.2:
Added companion section

Note - I will not be continuing the jump as I received unreasonable harassment, death threats are not ok guys. I won't name names, you know who you are.