Partially Kissed Hero

By Perfect Lionheart

CYOA (Jumpchain Compliant)
Version 1.2
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Introduction

Dumbledore is the embodiment of evil, Moody is his henchman, Harry Potter is the Prophesized Savior of the World, who is a fairy prince now (or will be shortly), along with Luna and Hermione... what is going on?

Welcome to the universe of Partially Kissed Hero, a work of fanfiction one-hundred-and-three chapters long, by none other than He Who Must Not be Named, the Curse of the HP, Naruto, Buffy, Ranma, Sailor Moon, and Worm Fandoms, Perfect Lionheart, aka Skysaber.

In this world, many things you know from the Harry Potter world are the same, and many things are... not. Albus Dumbledore is the most powerful Dark Lord in the world, with several horcruxes, all set up to bring him back any time he dies. But he doesn't appear to be so, being, as far as anyone local can tell, the same harmless old man he was in canon. Snape is his bootlicker and has a Horcrux, Ron is his agent and spends his time badmouthing Harry behind his back, and Luna is related to half of Disney.

Both the fey and the dwarves are as they're seen in other media, instead of the servant race and pests they are in canon. LOTR may or may not be the far past of this world, leaning towards may. There is a thirty year time loop under works, which has its own implications and problems... should be fun, right?

Take **1000 CP**, you'll need it.

Age and Gender

Roll 1d5+10. That's your age at the start of the jump. Or you may choose, so long as it's in the given age range, for 50 CP. Your gender remains as it was before the jump, or you may change it, again for 50 CP.

Origins

Drop-In

You will likely immediately notice that something is very VERY off about the world you (probably) were familiar with. Thankfully you're just the Jumper to make sense of these changes and, depending on your morality, do something about them. Or make things worse, if that's your thing. Regardless you'll be poised to make a difference here, one way or another.

You live in an apartment that's in your name, regardless of how odd that may sound as a very young teen, and it's paid up for the next decade. Optionally you can live in an orphanage, if that floats your boat.

Dursley level abuse optional. Or not, depending on what you pick below.

'Hero'

Congratulations, you're a Hero, Jumper! You are the manifestation of goodness and light, born to horrifically torture and ruthlessly murder every evil person in the world! That doesn't sound heroic?

What nonsense, they're *evil! Of course* you should rape their minds and souls! Jokes aside, you don't start with this mindset, but tread carefully, as the slope is *very* slippery. You're from Old Money either in the magical world or in the muggle world, though your parents may or may not already have passed away.

Villain

Your name may or may not be Ron (no relation, probably) but it doesn't change the fact that you're a "villain". Really though that word could probably apply to a LOT of people in this world, so feel free to determine whether you're properly evil or just a witch/wizard trying to make their own way in this crazy world. You may or may not have leather pants. You are probably from a wealthy and influential family, but you don't have to be.

Location

All origins start at their home (wherever that may be), one week before Harry Potter blows up his aunt Marge and moves to the Leaky Cauldron for the rest of his summer. You may or may not be in the same year as Harry Potter, depending on your age roll.

Either way, he will be starting his Third Year this September. If for some reason you were particularly curious about that.

Perks

The 100 CP perks are free for their respective origins, the others are discounted to 50%.

General

Wand Magic - 0 CP

This is sort of a prerequisite for coming here, what with it being a Harry Potter Fan Fiction (albeit by Perfect Lionheart). At the start of the Jump you can use your wand as well as an average student of whatever year your age roll places you in, and by the end of the Jump you should have enough skill to use it as well as any adult witch or wizard. Certain perks may allow you to start out a bit more skilled.

Worth noting, while this magic system shares many similarities with that of the story it is based on, there are notable differences, and as such coming in knowing HP style magic from a different jump won't necessarily mean you're equally skilled with this version. Though it will likely give you a leg up.

In future jumps, you can teach this form of magic to anyone you like, simply inducing talent out of nowhere if needed.

Protective Shield - 0/200 CP

It would be a shame if you fell under the sway of a certain character's "charisma" and/or "convincing arguments", so consider this a contextual immunity to the seeming reality warping effect of the local gary-stu in regards to twisting your mind, soul, or body. Everyone gets this for free for the duration of the jump, and you may pay 200 CP to take it with you. (see notes for details)

Oracular Protections - 0/300 CP

As it so happens, both the 'Hero' and the Villain in this story have the services of powerful Oracles at their side. It would be a shame if you were to be snagged by one of them because they were forewarned, wouldn't it? This perk makes it so no Oracles or any other form of precog can account for you.

Any predictions that are made are made without taking you in account, and if seeking you out directly, all they get is static. You have this for free in this jump, but you must pay 300 CP if you want to take it with you.

Magic in the Air - 300 CP

And the ground, and the water. You have a great power with you now, Jumper. Within you is a wellspring of of magic, and you find that it pours out just waiting for your will. You have a a chaos aura of sorts, around you. All around you, things behave weirdly and oddly, changing both randomly and somewhat according to your will.

For your average mortal witch or wizard this effect is limited to making technology malfunction and some bouts of accidental magic that do somewhat weirder things. But for someone... greater, it comes closer to unchanneled reality warping, all things said. In a small around the fey the world around is transformed into something like Wonderland, only here on earth. Roads turn into peanut butter, old chewing gum sprouts roots and becomes a tree, things transform randomly into items and creatures, so on and so forth.

Potions and Crafts - 300 CP

There are a lot of very powerful and very weird artifacts and potions to be found in this world, from elixirs to cauldrons of plenty and whatnot. A pity you can't add to them eh? Well, now you can. With this perk you're among the absolute greatest enchanters, potioneers, artificers and alchemists this world has ever seen.

You have profound, *ridiculous* talent for making items and potions of incredible power and use, being able to enchant items or make potions for just about anything you can do yourself. On top of that, you learn such fields with mind-numbing speed, and are soon pioneering new innovations and levels of mastery in each of these fields, possibly simultaneously.

Making the greatest masterwork items Wizardkind can make these days is child's play for you, and while you can't *quite* mass-produce Cauldrons of Plenty or Deathly Hallows just yet, your talent is no lesser than their makers and you could get there in a fraction of the time it took the original luminaries, making items of equal or even greater power.

Finally, this also gives you the same degree of talent when it comes to magical construction, making you, once you spend a bit of time developing your skills, capable of putting up buildings on the scale of size and complexity as Hogwarts in minutes, if not less. In future worlds too, you find you have the same talent in all the fields analogous to the ones mentioned above.

Horcrux Memories - 400/700 CP

So it seems Harry wasn't the only one who absorbed the memories of a Dark Wizard through their Horcrux. You have received the full life experiences, and all knowledge and magical skills of an extremely powerful Dark Wizard.

For 400 CP it can be someone like Lucius, Snape, Moody or so, up to and including Voldemort. For 700 CP, though, you get the real motherlode. The full set of memories of the most powerful Wizard in the world, the Dark Lord Albus Dumbledore.

Fairy - 600/400 CP

You're fey now, Jumper. An eldritch being of tremendous power and ability, your magic is 'more magic than most', meaning mostly that you have several fairytale based 'tricks', such as a transfiguration that ends at midnight, placing someone in long sleep, and other similar stuff. It's never something huge or defining, but some rather clever tricks.

You may become one of the highest of the High Fey, a Fey Prince or Princess. That is, a child of the Fairy Queen herself. Your old, human body was dissolved, and its remnants mixed with the Queen's essence to birth you. For all intents and purposes, your old body serves as the father of this one, while the Fairy Queen donated the mother's side of your genes. This provided you a host of powers, the least of which was an appearance that puts to shame anything mortals are capable of. You're quite literally supernaturally good looking, to an extent that means that even the most beautiful, stunning mortals would be dirty, diseased vagrants compared to you.

Beyond this, you have shapeshifting that puts any Metamorphmagi to shame. Your body is half magic and the flesh half might as well be clay. You can look like anyone, change any and all details of your body, limited only by your own imagination. This is not, by the way, limited to humanoid forms. You may turn into any and all mundane animal forms at will. You can turn into magical forms too, but that requires you to consume Polyjuice Potion with something of theirs. This provides you all of their biological and/or magical powers, but any higher 'goodness/evil' based or spiritual powers cannot be acquired like this.

Alternatively, you may choose to be a dryad instead, for 400 CP. And not just any Dryad, but a Dryad with several additional abilities. You can control your hair, elongate and shorten it, not to mention lift some very heavy things with it. You also have enhanced strength, courtesy of the

Re'em blood that was in the cordial you somehow imbibed. Beyond this you're immortal for all intents and purposes, until your tree, or trees as the case should be if you're smart exist. Those trees, by the way, can survive on any amount of sunlight and a bare minimum of water and minerals in the soil.

You can flash to any of them in an instant, emerging from them like from water. Finally, you can control the growth of these trees perfectly, and even fast-grow wood in any shape you want, up to and including designer furniture. You may choose any mundane species for your tree. Or if you have any trees or plants from previous jumps, you may import them and receive all the benefits.

Dryads are uniformly female in this world, but of course, you're a Jumper. Being a male member of an entirely female species is likely far from the strangest thing you've done in your life. Just call yourself a Treant.

Both types of fae have magic 'deeper' than mortal magic, being able to see through illusions, look at magic directly, in what some would call Mage sight or somesuch. But your powers here are greater still. You can pierce through even the greatest of protections this way, seeing even the through the fidelius, and grasping the truth of the world. You can even see things like the morality of people reflected in their auras, sense their intent, and so on. You have a degree of control over any etheral or supernatural planes like the Nevernever or Wonderland, and can use it for a variety of purposes.

You also have the 'classical' fey abilities, such as making bargains and deals trading in, well, *anything*, from firstborns, souls and 'favors', to things like 'happiness', 'goodness' or someone's memories or ownership of a place, or loyalty of their friends and subordinates and all the rest. This comes with an innate talent for business and law, and everything else needed to make most advantageous deals possible for yourself.

In any future realms you carry this status with you, among the local Fae and/or whatever other supernatural species, factions or races exist. Both princes and dryads find themselves developing new powers and abilities based on the closest equivalent to their position possible, and you either start with the social and political position secure already or gain it in short order.

A Curious Relationship with Time (Requires Fairy) - 400 CP

All fey interact weirdly with time, but few have as thorough a grasp over it as you. Your powers over time border on godlike. You can stretch a single moment into hours if not days, or make weeks go by in a blink, and create realms where such effects occur naturally. You can do things like adding untold years of age to yourself and even other beings in an instant, or reducing those same years, providing them all the benefits of such increased or reduced age with none of the negatives.

You can even time travel, if only in the past. And while you begin only able to go a few hours back, you can increase this time by pushing in more power into this ability. While in the past you're not going to a different timeline or reality, mind you, but the real past. Any events being changed or paradoxes being caused is a strain on you, and you can only make changes that you can bear the weight of. Mind you, it depends more on your connection to the events being changed than on the world.

That is, you would have little to no trouble in changing the shape of global geopolitics even to begin with, but trying to alter the fate of a close friend or a family member would be too much for you to begin with. The other thing here is that this works through perceptions and the actions being committed, not the changes themselves. If you save someone's life but hide them away so the world thinks they're dead, it works just fine.

Drop-in

Bit Character - 100 CP

The limelight in this universe is a strange phenomenon. It does one good, certainly, to come into the notice of people who are at the axis at which this world turns, and yet it comes with its own problems. For the better or the worse, you have the power of staying away from it. People tend to forget your name and face, even if their memories are perfect. Indeed, they tend to forget your existence, most times. Even if you're right in front of their eyes, if you make even the slightest effort to conceal yourself you get a sort of SEP field around you, which makes gazes just pass over you.

This will not hold up if you start attracting attention in any way, but as long as you just want to stay away, ninety nine times out of hundred you'll achieve it flawlessly. Even if you do attract attention, just lay low for a while and this perk kicks in. How long it takes depends on how much attention you attracted.

Detect Bullshit - 200 CP

You can detect when people are trying to pull bullshit on you, metaphorically, literally, magically, etc etc. You know how they're doing it, their general aim and reason for doing it, and their identity if it isn't already obvious. You possess a general sense for whether or not they're a patsy or the actual plotter, and whether they're aware of it or not (if they are a patsy you will have to figure out who is behind them yourself).

This does not give you any inherent ability to do anything about their bullshit mind you, but being aware is generally the first step in doing something to rectify the matter.

Armored No More - 400 CP

Many things in this world happen only because the plot wants them to happen, and characterizations, causality, facts and events are liberally rearranged and modified to allow them to happen. Not so around you, anymore.

Faced with you, Plot Armor fails, and casual coincidences no longer are. No deus ex machina will save your enemy, and no long hidden measures will come to the fore in the face of your total victory just so tension can be preserved.

This extends to any of your plans too. As long as they're robust by themselves, you can count on no freak accident of luck derailing them. People will have to work for it if they want to bring you down!

Oracle - 600 CP

You are a seer of some considerable power, Jumper. You get knowledge of the future at intermittent times, in one of many unique ways that you may choose. It's a very strong gift, much like Trelawney. As a matter of fact, you're every bit her equal, as far as Seers go. The bulk of your strength is dependant on what you choose to focus on.

You may choose something broad, like viewing into the future of an entire nation or civilization, in which case you get semi-regular bursts of high insight, in which you enter a fugue state for several minutes where you may view or just 'know' whatever you want. Or, you may choose a narrower focus, such as one person, or one type of thing, like 'business' or 'homework' or such, in which case your gift manifests much more frequently and effortlessly, and you can tell most of what is to come at all times.

Finally, you have a high predilection for any spells that allow you to trigger the talent in a controlled manner in any other seers you encounter, without overly harming their gifts.

'Hero'

'Heroism' - 100 CP

You are the Hero. You are the Hero because you're doing good things, and everything done by a hero is a good thing. Nothing can shake you from your conviction.

This allows you to stick to your guns come hell or high water, and allows you to bull your way through even the dullest or most mind-numbing tasks as long as you realize how essential they are. In addition, you have a not insignificant resistance to any magical compulsions or manipulation that might try and ensnare you.

To be clear, this does not force any specific kind of reasoning or thinking on you, but works on whatever beliefs you already have.

'Charm and Charisma' - 200 CP

You are convincing now, Jumper. Oh you are so very convincing! It's almost like an aura surrounds you that turns everyone around you into drooling idiots who will do anything you say, although actually it's just your natural charm.

Grizzled old politicians will sign incredibly advantageous perks for you into law, girls will drop their pants for a few shinies and a potion that makes them beautiful, enemies will monologue out all their plans to you. It's amazing, really!

'Righteousness' - 400 CP

You are the Hero, Jumper. And even the world knows it. Fate bends around you. Convenient coincidences abound. People planning your demise, destruction or even just your humiliation, people normally excellent at planning, make stupid mistakes around you.

You just 'happen' to encounter mysterious artefacts and people, who are always far too willing to assist and serve you. And this is just when you're passive. When you act, your crude, haphazardly made plans turn out to be, nine times out of ten, as well made as you thought!

This isn't an absolute 'I win' button. If you do something stupid enough, even this perk won't save you. But the leeway you have before you get to 'stupid enough' is now nothing short of breathtaking.

The Jumper Who Lived - 600 CP

You're no ordinary person, Jumper. In coming to this world, you somehow underwent an 'idealization' process. It gave you a number of nifty abilities, not the least of which was a considerable talent for wandless magic. You find yourself able to entirely eschew any kind of focus, without your spells suffering in the slightest.

Not just that, but all that magic is far simpler and easier to perform now. Complicated, long spells with multiple words and wand movements take casual offhand gestures to perform perfectly and long, elaborate and finicky rituals take about as much work as a slightly complex potion.

Beyond that, you have certain 'tricks' that follow you around all the time. Surfaces are clean whenever you need to use them, things float to you as soon as you need them, you're always perfectly clean. More than all that, you also *learn* new magic at an unbelievable rate.

As long as it relates to magic, you can master in days what would take others months, or even years in cases. Spells that you have no business learning by convention, common sense or the laws of nature come easily to you. You regularly pull spells out of your ass others haven't even heard of. Really, it's almost as if you're a children's books invincible character.

All these abilities follow you, adapting to provide you equal abilities in whatever magic or other supernatural techniques or powers you develop in future jumps.

Villain

Malacaw Venom Immunity - 100 CP

You're hard to curse, Jumper. Well, in a way. While normal curses like the Avada Kedavra or others affect you just as they would any other, curses that would work subtly, such as by bending your fate or affecting your luck just... slide off.

This perk perfectly protects against anything that would give you bad luck, and while this alone does not make you any more lucky than average it does not disable you benefiting from increased luck via other methods.

Convince and Soothe - 200 CP

It takes a lot of work to maintain one's hold on an entire people, more if you do it so the vast majority of them don't even realise what you've done. This was what Dumbledore was able to do in the story, and this is what you do now. You have the words, Jumper. You have the best words.

You know what to say, how to say it, the tone, the actions to take with it, everything. You could turn a situation around with a single sentence, and charm a group of people so smoothly they almost deliberately ignore the dagger you're carrying in your other hand. Beyond these abilities you are a master actor, able to flawlessly come across in whatever way you want in such a convincing manner that you could convince someone you were just a genial old grandpa or an innocent little child, even as you secretly plot assassinations and world domination.

Dark Ravenclaw - 400 CP

Ah... the true sign of evil. You're a *planner*, jumper. And not just one of your everyday planners, either. Plans within plans, wheels within wheels, plans so delicately woven few can see them even as they manifest, plans that come to fruition over years if not decades... all these are child's play for you.

While you *can* do short term plans, you don't have quite the same level of ability for them. Grand plans unfolding over a fairly long time is where you shine the brightest. In addition, this covers more than just raw planning, as it takes a lot more than plans in the air to get the reins of power in your grubby little paws. You have the knowledge and skills to gather resources, amass wealth, build contacts... indeed, your plans tend to require these quite a bit.

Good thing you have the peripherals, eh? So long as you manage to get all your ducks in a row concerning the foundations of your plans and plots they're all but foolproof, requiring someone with plot armor or similar to disrupt. Keep in mind, however, that just because a plan goes off flawlessly doesn't mean it will succeed if you didn't account for everything, so be sure to plan for all the variables you have information for.

Evil Research - 600 CP

Ah, now these are the basic essentials, aren't they? 'Magic is Might', after all. Knowledge of magic, and the skill to use it, is necessary as breathing, if you want to be a proper evil Dark Lord. And even if you don't, come to think of it.

Your abilities at finding esoteric bits of lore about magic, and then learning to use them, is nothing short of spectacular. Ancient spells, long lost potion recipes, rituals and techniques, it takes you little work to find them all, no matter how deeply they might be buried. It's so easy for you to find these things in fact that you practically trip over them every other step, so long as you put in even a minimal effort to go looking for them.

Even apart from the depth of your research the breadth is nothing to sneer at either. Journals and notes, coded or otherwise, are eager to reveal their secrets to you. You may trace part of a hieroglyphic to a few lines of a poem carved in a rock somewhere to a barely-formed ghost who knows a few rumors to a single memory hidden in a glass vial... but as long as it's related to magic, you finding it is pretty much just a matter of time. Your skills aren't limited to just knowledge either as you can locate long lost artefacts, ancient citadels and buried cities, whole fortresses and domains and items of vast and terrible power just as easily.

Items

The 100 CP items are free for their respective origins, the others are discounted to 50%.

General

Wand - 0 CP

One wand. You can cast magic with it. It has one of the normal woods and a normal core, nothing special. If you already had a wand or similar magical focus you can import it with this option for free.

In all future jumps, you get more wands for everyone you teach magic to. People develop the talent for this world's magic simply by picking up a wand you got from here for them.

Fey Transformatives - 400/600 CP (Discount Fairy)

Basically what it says on the tin. For 400 CP you get a dose of Dryad/Treant Cordial that provides all the benefits of the 400 CP version of the **Fairy** perk, along with the recipe.

For 600 CP, you receive a warehouse addition Cave, where someone, left overnight, will be turned into a 600 CP Fairy Prince(ss) once a decade.

Secret Settlement - 400 CP

Okay, this is a nice thing you landed, Jumper. This is a small settlement, that you're the absolute ruler of. It comes in two ways. One is a faraway, out of the way village of Dark creatures that serve you and are just awaiting your call to rise up as your army and slay all those who stand in your path. They're hidden somewhere remote and out of the way, and are continuously growing their numbers by slowly breeding or infecting others. Typical creatures you can have here are Werewolves, Vampires, Hags, Acromantula or other similar ones, or a mix. Either way, the total population is somewhere around ten thousand, of a single type or mixed.

This is just at the beginning. It grows steadily, at about five percent every year. The secrecy measures at this place are amazing, as are the magic which serves to strengthen and train your future troops. Werewolves start acquiring control over their transformation after a small time, Vampire become ever so resistant to whatever their weaknesses may be, so on and so forth.

The other way you can have it is a proper town of your own! It's a small one, with about five hundred families or so, but it's exquisitely made. It has a central castle for administrative work and as a dwelling for you, and has its own school, bank, places of worship etc., every relevant civil building.

Dwarven construction means it'll stand for eons, and that's before you take the other measures here into account. Multiple layers of walls protect this place, along with numerous magical wards and defenses. It's extraordinarily well protected against any people you don't like. In addition, tiny seashells buried in the stonework emanate a continuous song at very low volume, barely within the hearing range of humans.

It makes it so people you like feel rejuvenated and happy while here, while anyone you don't like feels uncomfortable, like a constant itch all over them.

It's also very receptive to any measures taken to protect it, magical or otherwise. Indeed, in every future jump you go to it will update its defenses to the common measures found in that world, so that it's at least as well protected as any ordinary city or town. The same applies to all the other facilities in the town. It won't be truly exceptional without you working on it, but it won't lag behind either. If imported to a world with defenses lesser than what it already has, it is not downgraded.

Private Wonderland - 600/800 CP (Discount Fairy)

A personal realm for you, in the land of the fairies. A peer to Oz and Wonderland, this kingdom acknowledges you as its sole ruler, be it as a king or otherwise. Things like distance and time are... weird in the Wonderland. There is, strictly speaking, no known limit to its size, and no one knows how mutable such a limit would be.

Belief and will shape Wonderland and this place is no different, except that it's your will that shapes this place. Except any 'real' people you bring in here, you can have the kingdom and its people be anything you would like, from creatures in folklore to creatures in popular media. The denizens of this place are up to you to determine, but either way they are untold numbers of them, all loyal to you. You can raise an army from here numbering several tens of thousands, each of them extraordinary and capable of taking down several mortals single-handed. You can reshape the very fabric of this place, bending time and rocks and trees and even Space. Even time spent here need have no real association with time passed in the real world.

This place also has some more exotic features, one of which is the Garden of Personalities. For an additional 200 CP, you can get a place where you may, if you choose, manifest your whole psyche, personality, memories and all, as a garden. And people may make changes, just as a gardener works his/her garden! It's not limited to you either, your companions may undergo the same experience, as may anyone else you shove in.

It can accommodate up to four minds at a time. And while you and your companions must be willing for their gardens to manifest, random people you shove into it have no such protection. They can and will fight you magically and/or physically, though.

Moreover, you can copy or transplant personality traits, skills or memories just by taking cuttings or moving the plants, not to mention cut away undesirable parts of personalities, exactly like how you would do in a garden.

Alternatively, you can buy an effect both stronger and weaker than the garden for this world. Normally once the kingdom has taken shape, it would be barred from the beliefs and concerns of the world outside, being bound only to you. But if you wish otherwise, then you find that while you maintain all your control, this world is still mutable to common stories and desires. While drastically weakened compared to normal circumstances, this place can have new beings show up, or existing beings and items change and improve, all based on stories. It would take forever, but the magic that makes stories true transforms items into perfect, enchanted versions of them, or people into similarly perfected ideals, all depending on what the world outside believes.

Drop-in

Bucket of KFC - 100 CP

What it says on the tin. Refills every few hours. Anything you could order from a KFC you can get from this bucket, pulling out the things in question in their own containers if they require them. Thanks to magic these taste *much* better than actual KFC food and, while not the healthiest, they aren't unhealthy either. Magic!

Language Lozenges - 200 CP

This, by its looks, is just a case full of Lozenges. But beyond appearances, each of the lozenges comes in a wrapper that mentions a language on it. All you need to do is to pop one and suck on it till it's gone completely, and this gives you the ability to read, write, speak and understand that language, all with native fluency.

Right now it carries all the Earth languages, even the dead ones, and it updates every jump with all the languages that are still spoken and/or read. In addition, anyone who knows a language themselves may manifest a Lozenge in this box just by willing to, at which point it's added permanently.

Once a language has been added to the box, you may create Lozenges for it just by willing it.

Property-Mover - 400 CP

A simple, staff-like device, this has a hemispherical cavity at one end, and is covered with runes and powerful spells. By touching the cavity to the ground in any place you own, be it through

jump-fiat or acquired in-jump, you can shrink the property into a snow-globe sized, portable form, which you can then move freely.

To place it back on the ground in its full size, you need to just put the globe back in the cavity and touch it to the ground in any area of sufficient size. Examples of property moved are greenhouses, manors, castles, farms and chunks of forest, up to and including mines and lakes.

Golden Acorn - 600 CP

This is, as it says on the tin, a golden acorn. But it's not solid all the way through. Rather, it's wood that is plated with thin golden sheets, and hollow wood at that. Inside the acorn are shrunken golems, seeds, a cottage, supplies and a lot of other stuff.

In short, this acorn carries everything you need to establish a small settlement, capable of supporting a few dozen people, anywhere in the universe. And it really does mean *anywhere.* From the vacuum of space to live volcanoes, open one of these and in about six hours or so, or one week in the very worst, least hospitable areas, you will have everything you need to stay there for years upon years.

You get one every ten years. And yes, you can repack a settlement back into an acorn to move it elsewhere any number of time. This doesn't include any additions you make to the settlement, but any damage is repaired.

'Hero'

Shinies - 100 CP

These are a cupboard full of very pretty clothes for both males and females, with the associated accessories and jewellery. There are an infinite number in infinite varieties, enough for any number of people.

You can give them away for free but can't sell them. Attempting to profit from them makes anything sold suddenly look like rubbish, being less fashionable than a smelly potato-sack and just as uncomfortable to wear.

Fairy Hedge - 200 CP

Fairy Hedges are shrubs that surround sites important to the Faerie, which prevent everyone from crossing except the people who they want to let cross. You have a cutting, now. It already surrounds any Fiat-backed property you have, and you can plant more from the cutting. You may either choose some specific people or type of people to allow through them or deny access, or a specific Black/Whitelist, or any combination thereof.

White it *is* possible to blast one's way through this, it takes a lot of power, about half of what it would take to get past you if you were defending the place personally with your magic. The protection stretches both upwards and downwards proportionately, forming a complete enclosure.

Item of Legend - 400 CP

This is an item from the ancient legends of Europe, such as the Cauldron of Plenty or the Girdle of Lions, or Dorothy's shoes. Put simply, you may pick any of the legendary items mentioned in the Partially Kissed Hero story. Just one, though. A few examples are provided in the notes below. You may take this multiple times for different items.

Time Turner - 600 CP

A Time Turner, much like those used by Harry, Hermione or Dumbledore. Made from Fairy wings, the time turners of this world are notable in that unlike what you find in other Harry Potter worlds there is no limit to how far back they can go or how many times you can relive the same day. If you want, you could relive the same day a dozen times over before moving on.

In addition, you receive a renewing supply of ethically sourced fairy wings and all the knowledge and parts needed to make more of these Time Turners.

Villain

Evil Wardrobe - 100 CP

Who said evil couldn't look good? You have a full wardrobe, done in dark colours, which highlight your inner evil on the outside. Black robes, leather boots and gauntlets with slightly disturbing appearances, so on and so forth. But one thing that is always true with them is that you always look very good in them. It might be a 'sinister devil' sort of handsome, or a 'vile temptress' brand of beautiful, but you look *good.*

Safe-House Network - 200 CP

This is a huge network of safe-houses and stashes, concealed across the length and breadth of Britain, or another country if you so choose. You may have anywhere in between one or a dozen. The resources you have in these stashes and the security of these safe houses is inversely proportional to how many you have, though. If you have less than half a dozen, they hold untold fortunes in gold, potion components and magical substances and materials, not to mention rare artefacts.

If you have just one or two, they might hold enough to make a magical nation (of this world) look poor in comparison, while having more defenses than 99% of Egyptian Tombs and Gringotts put together. But the more of these you have, the less they hold and the worse protected they are.

In future jumps, you may choose to have this world's supplies follow, or to have some or all of the stashes to acquire equally valuable stuff from the local universe.

Contacts and Allegiances - 400 CP

In addition to everything else, you need good henchmen if you're going to be properly evil, Jumper. You have a whole organization around you, now, ready to serve your will. Dozens of Witches and Wizards who will do whatever you say, and most of them are in influential positions in society beside being exceptionally skilled.

Beyond them, you have hundreds of lesser servants, such as werewolves or trolls or other dark creatures. You swiftly acquire similar organizations in every future world you enter if you bother to go looking for them.

Hoard of Horcruxes - 600 CP

Because who can stop with just one? You have a number of soul anchors now, each tethering you to life. You may have anywhere in between three and thirteen, and depending on how many you have they're very well protected. This works similarly to your safe houses and stashes. If you have all thirteen they start with weak protections, about as strong as the protections Voldemort had on his Horcruxes in canon.

And from there, the fewer you have the better and stronger the protections get. At three they're all but impregnable, with multiple layers of wards, spells, golems and enslaved guards, requiring a small army to make the slightest dent. You don't suffer any of the damage to your soul or madness that would naturally occur due to this.

In future jumps, these measures are enacted on any properties you possess as of entering the jump, but you may move each one wherever you want. Only once, though. Lastly, any horcruxes destroyed over the course of a jump are restored after the end. Unless, of course, you lost them all and got yourself killed after. I don't need to tell you what happens then.

Companions

Import - 50 CP

You really want to inflict this on others? Fine, fine... They get 800 CP, one origin and the freebies.

Full Parade - 300 CP

You *really* don't like your friends, do you? Very well, bring everyone. Yeah, the sapient kitchen sink too. They get 600 CP each, along with an origin and assorted freebies.

Local Companion - 100/300 CP

Why the fuck? Whatever, take anyone for 100 CP. Except Harry and Dumbledore. Pay 300 for either of them.

Phoenix Familiar - 200 CP

Dumbledore has one as a slave, but you have one who has genuinely chosen you their companion. They have all the powers attributed to phoenixes in this world, and are sentient and sapient besides.

Fey Friend - 300 CP

You have a fairy friend of your own! This may be a Prince/Princess or a Dryad, and they have the **Fairy** perk. Along with it, they have one origin free and 400 CP to spend.

Drawbacks

You may take any number of drawbacks.

Twin of Ron +0/100 CP (Villain origin only)

You are now the identical twin of Ron Weasley. Somehow no one is aware of this outside of your immediate family, no doubt due to your nefarious plotting, and you use this cover to forward your villainous(?) plans in relative safety, switching in and out as necessary in order to keep everyone else fooled (somehow).

People will likely be extremely confused between the sudden shift of a competent and intelligent Ron Weasley (you, probably) and the actual Ron Weasley, but it's unlikely anyone will figure it out unless you actually tell them, as everyone will be relatively convinced that Ron

is too stupid to actually secretly be a competent evil wizard, seemingly overlooking the fact that identical twins are something the Weasley family is already known for having.

Don't worry about Ron spilling the beans either, no one will believe him because he's Ron and therefore worthy of nothing but contempt (probably). No one else in the family will reveal your existence either, even in passing, perhaps too dim to realize that no one else knows Ron has an identical twin. If you actually wanted to do this sort of thing you get no CP for taking it, but if you loath the idea of being Ron's identical twin or part of (this fic's) the Weasley family then you get +100 CP. You may still decide whether you're actually evil or not.

Family Troubles +100/300 CP

You have a fun family, Jumper. And not in the good way. For 100 CP, your family history includes several very embarrassing figures, such as Villains in children's stories, ancient dark lords, and the like.

This doesn't actually do much to harm you, but is embarrassing at gatherings. For 300 CP, however, you have an extended family that wants nothing more than to either kill you or put you completely and utterly under their thumb. They are all wizards, they are all at least decently capable, and they'll come for you repeatedly and regularly.

Ornstead Syndrome +200 CP

You have opinions, Jumper. And you're not afraid to state them! Trouble is, if only you weren't so ridiculous about them. Whatever opinions you have doesn't matter. For the course of this jump you will state them loudly, repeatedly and worst of all, tediously, boring everyone around you to tears. You will find ways to insert rants about things you consider bad in everything you do, and praises of things you find good will be just as prevalent.

Whenever you write something, you will find that you write the same thing over and over at least half a dozen times, using different words each time, before you can move on from the point. You're dull, Jumper.

Folding, Spindling and Mutilating +200 CP

The universe exists to humiliate you. People seem to find great joy in pointing out your shortcomings, and coincidences stack in order to embarrass (but not necessarily harm) you.

Filibuster +300 CP

Or maybe it's not you. Now instead of you having this problem, the rest of the world does. Everyone you meet seems to want to push an agenda, almost as if they're some sort of Author voice piece.

New Age Narcissus +300 CP

You have a problem, jumper. You're like the fae. Not in terms of any cool powers, though. Instead, you're stupidly in love with your own reflection. Any time you lay eyes across your own stupendous (to you alone) beauty, you get entranced, just looking at it much like a certain Greek figure. It takes a major shock or surprise, or someone (sometimes literally) shaking you out of it to get out. Mental discipline will help, but you need a *lot* of it.

Soulless Fiend +300 CP

Well, not really. As it turns out, you actually do have all of your soul. But for some reason, you suffer all the symptoms of having only a small chunk of it. You cannot enjoy art of any kind, be it literary or musical or paintings.

It is literally just noise and colors to you. You do not have a sense of humor anymore, being entirely unable to distinguish between any normal words or a joke. You have no reflection in the mirror, and require extensive drama coaching just to get through the day. I do hope you got something nice with the points.

Ministry Stooge +300 CP

Hello jumper looks like something interesting happened. You seem to have been born loyal to the Ministry of Magic. You are unable to see its faults and all you want to do is join the ministry when you get older. While you still remain you your ultimate loyalty is solely to the British Ministry of Magic and everything you do in this jump is for the benefit of the Ministry.

Troubled Souls +400 CP(Requires Item of Legend)

You have a spot of trouble with Horcruxes, Jumper. It seems the legendary items you bought here have been scattered amidst the worst villains of this world, and these would be the designated ones, not the ones you see as villains. Moody, Snape, Dumbledore, Riddle and their ilk have turned these items into their Horcruxes, and will rip you apart before they let you so much as look at them.

Which you need to, and more, because if you don't retrieve and cleanse them before your jump ends, they will use those very items to drain everything you bought in this jump away from you, making you leave this jump with nothing to show for it. Get Hunting!

Target of the Fey +400 CP

Bad news, Jumper. Someone told the fairies that you are a threat, to both them and to fairy kind in general. And now they're after you. Getting rid of you completely and utterly is second only

to Dumbledore on their priority list, and they will not stop at anything to achieve it. This includes, eventually, Harry, Hermione, Luna and all of their friends, associates and servants.

That means over a hundred absurdly powerful dryads are after you, as are literally hundreds of witches and wizards, multiple dwarf clans, and anyone else who answers to them. Not to mention the great Gary-Stu himself. They will not stop for collateral damage, they will not stop for any losses on their sides, they will not hesitate until they have destroyed you completely and utterly. You're seen as a threat equal to Dumbledore, after all.

This can't be taken along with **Hail Harry!**

Hail Harry! +600 CP

Oh, what happened, Jumper? You seem to have fallen into the orbit of one Harry Potter. You became his 'friend'(read: servant) as soon as you arrived, and are now an integral part of his team! Quite obviously, this drawback disables both **Protective Shield** and **Detect Bullshit** against Harry, meaning that if you are to ever extricate yourself, you have to do it the hard way.

He will use your abilities freely, and while one of the few perks of being at his side that your death is rather unlikely, living with yourself is a different matter. See, you retain your morals exactly as they were, functioning perfectly. It's just that you're never quite able to say no to Harry.

The good news is that this drawback falls off a decent while *before* your jump ends, so your decisions at the end regarding your chain, companions etc can in no way be affected by this.

This can't be taken along with **Target of the Fey**.

Malacaw Bite +600 CP

Oh dear. That desperate for points, are we? This drawback inflicts you with the bite of a Mackled Malacaw, a lobster-like creature found along the rocky coast of Europe. You now have terrible luck, meaning you can depend on losing literally every gamble, bet or venture where luck plays the slightest part.

Murphy is your constant companion now. If it's possible for a floor to be wet and slippery, it'll be wet at exactly the wrong spot for you. Banana peels appear almost magically. Potions you need go bad all of a sudden. Spells fail. Things fall on you from high in the sky, animals get loose when you're close by.

And yes, this isn't affected in the slightest by the Malacaw Venom Immunity perk.

On Dumbledore's Radar +600 CP

If you don't know why this is bad, don't take it. Really. Oh well, I can't force you. You have somehow come to the notice of Albus Dumbledore, as the author of all his misfortune, or as having something he sorely needs to fix it, or a threat on the same scale as Harry's but one who doesn't have fate-bound protection from him. This is, bar none, the most capable wizard alive, and he is utterly, unbelievably evil to his core.

He has virtually unlimited resources, several armies' worth of minions, and unsurpassed magical knowledge and skill. This is a man who went from having an entire nation intricately and completely aware of every single one of his wrongdoings, hating him to their core, to regaining his total control over it in the span of a couple hours.

His fighting abilities make Voldemort look like a drooling idiot, and he will soon be acquiring the service of Lord Voldemort as his lieutenant, not as any last ditch measure, but as a convenient distraction. And he will be, in short order, be using all of that against you. I'd wish you good luck, but you either don't need it, or it won't help.

Ending Choices

Go Home – Too much for you? Would be for most other people too, no shame in that.

Continue on – That's the spirit!

Stay – Hahaha, nice one. Wait... really? Okay, as a freebie I've removed any mind influencing stuff you probably were laboring under, how about now?

Notes

The **Protective Shield** perk prevents outright reality/narrative warping effects from taking hold on you and twisting your mind/body/soul, but it wouldn't stop someone, for example, just walking up to you and using the Imperius spell to mind-control you, or twisting your body into knots via some sort of biomanipulation power. In effect, it is the anti-Mary-Sue perk, and its defensive properties are primarily geared towards dealing with such characters and the effects they generally are seen to have/utilize.

To jumpers thinking "well I'll just take out Dumbledore and Harry real quick" in order to solve some of the major problems of the jump ... well, you best prepare yourselves. This version of Dumbledore makes memetic Batman look painfully unprepared, and Harry has a "true prophecy" that implies that anyone that kills him will themselves be struck down, even if the

death is done indirectly through proxy, and this prophecy is literally the only reason that Dumbledore himself hasn't already killed the boy. So, basically, consider yourself warned!

The magic of this world, especially in Fairies, emanate a chaos aura that fucks up muggle technology and other things to ridiculous extents. this aura come entirely under your control, giving you the ability to either reduce it to the point it's removed entirely or to boost it by feeding it your power.

Examples of Legendary Items:

The Goblet of Fire – Useful in several rituals. Story examples include a ritual to grant yourself near-total immunity to fire, and rituals to bind magical beings to you in service. May have other, similar powers, can be discovered through study and research. Supposed to be the 'fire' object among a set of four element based objects.

The Horn of Aeolus – Grants control over the wind, to a significant degree. Was never used in the story, only mentioned, so it's full powers are unknown. The wind element artefact of the aforementioned group, supposedly.

The Cauldron of Plenty/Blood – A simple cauldron by its looks, this cauldron has multiple powers that were hinted at, but the ones we know are that in the Blood form it can turn any cadaver you drop into it in an inferius instantly, without any other measures or spells being required. In its proper form, it can multiply anything you put in it a hundredfold, without suffering any ill effects. One item can only be multiplied once per jump. This is the Earth Object.

The Fountain of Youth – The water element artefact. Doesn't need much explanation. No appearances in the story, but several mentions.

Skin of the Nemean Lion – Doesn't need any explanation. It looks really ugly, almost like a dishrag, having been ill used over the millennia. But it still has all its powers.

Other similar objects may also be taken, but their powers cannot exceed the general power level of these items. Horcruxes and Dryad Trees do too work in the warehouse. Because at this point, why not?