Alexander Harris and the Shadow Council

This world looks fairly similar to a few that you might have seen before but on closer inspection it seems that Buffy the Vampire Slayer, The Addams Family and Harry Potter have been mashed together in a way that… works out quite well, surprisingly.

You look like you will be here a while so take these 1000 CP and get an origin to help fit in, okay? Everyone gets access to the local magic styles for free, unless you have the drawback Latent which disallows it for this Jump.

Age

Normally I wouldn't really care how old you wanted to be, unfortunately this is a school so standards must be met. All new students will be entering their first year, ranging between just barely eleven to almost thirteen.

Gender and Race

Here I have my usual freedom, the truth is I don’t care what you call yourself. Be whatever you want as long as that would be valid for schooling in the wizarding world. If you buy a race’s advantages as a blood gift from Proven Lineage you may choose to have an ancestor of that race.

Origins

All origins get their first perk free and others discounted.
You may choose between **Newcomer, Oldblood, Chosen, and Traveler**.

Newcomer - All this seems new and strange, it also seems so very fascinating doesn't it? Maybe you were just raised muggle like Xander or you might actually be a Wild-blood like Willow or Hermione. On the other hand, you might be a drop in, with no prior memories or history.

100 CP - Work Ethics - Dedication is a watchword of yours isn't it? At any time you may set a single educational goal for yourself and steadily work towards achieving it. Even without an instructor you will come across references or anecdotal evidence and make rapid progress to mastery but with a teacher you will learn ten times faster. You may change your goal to stall progress in the last and begin the new one. With this perk you may eventually learn anything that is already known and doesn't require some specific bloodline that you do not possess.

200 CP - Escher School of Invention - You tend to think in twisty ways. You can look at something that's been in use for ages and manage to come up with a different way of doing it. This will sometimes be better but will most often simply be different. You won't always necessarily make a better wand but it will be serviceable and a lot easier for multiple users, for example. You also find it easier to create things and integrate different technologies together.

400 CP - Relentless Progress - You just don't give up, do you? With time and some experimentation you can figure out the limitations and practical uses of anything that you encounter, as well as the best ways to abuse it. Not only can you figure out the rules and laws of a force of nature that you have just encountered for the first time within a few weeks to a couple of months, you will also probably figure out the caveats, exemptions and ways around the usual limitations that others are sure can't be beaten.

600 CP - Promising Student - You are the cream of the crop aren't you? You can train and push yourself until your power is in the top 1% in the world, discounting actual freaks of nature. More importantly, with great effort you can continue to improve yourself at a reduced rate beyond what would normally be your mortal limitations. This applies to every facet that is measured by whatever systems you use for every supernatural source of power you have access to.

Old Blood - It seems that your family has some history here, that can be good and bad depending on how you've prepared yourself. You have a good grounding on what is expected of you and might have influential people in your corner. The only reason that is a "might" is because of just how many old lines have been brought to the very brink of destruction by the last few wars. You may choose any pureblood family to be a scion of; magical benefits still require the corresponding perk.

100 CP - Twisting Tongue - You have a way with words, don't you? Like the Addams family you seem to have the gift of tongues, or perhaps just a tongue? You can understand and be understood by any living beings (with a fairly generous definition of living that also applies to animated objects and the odd item that is simply trying to convey information to you.) This has obvious applications in translating the many languages that people possess or have used and some that are less obvious as well. Understanding applies to any method of communication that you perceive but being understood by others will only occur in person.

Since this is a magical effect you may find that despite most creatures actually being really stupid they can reply as if they had always been a human intellectual equivalent, understanding concepts that they would never actually comprehend and remembering things that they otherwise be incapable of.

This is only a magical effect, and the creatures are otherwise normal. Unlike the Addams family you are not incapable of learning a second language. You may, over time, imbue the intelligence effect into creatures you regularly interact with as an actual ability of their own. This ability is similar to the wizarding method of making familiars and thus also grants them similar lifespans to yourself and a few minor thematic magical abilities of their own. For example owls or similar birds can home in on a targeted individual, carry heavy packages as if they were only a fraction of their actual weight and reduce the distance between themselves and where they are going so long as they are unobserved. I'm trusting you to come up with a small number of similar abilities for whichever creatures you apply this to.

200 CP - Proven Lineage - Your birthright is clear as your heritage. Many in Harry Potter universes will try and say your blood purity is important but this one shows it is somewhat true. Old bloodlines actually are developed to be absurdly better at certain magic than others could ever be, other bloodlines developed actual bloodline gifts like speaking with the dead, transforming themselves or controlling an element... With this perk you may choose one or another for yourself.

You may purchase it again to have a second pick due to your storied ancestry... well the fact is most of the bloodlines are fairly mixed at this point.

Finally you may purchase it a third time to be part of the oldest and most storied bloodline of all. The Addams family Matriarchs have, since time immemorial, been improving the bloodline; it's not unlikely for any given member to display half a dozen of the talents that are incredibly rare in other families.

You may have up to six specific abilities or twice as many affinities for magic. In future jumps you may have a handful of minor tweaks that might be able to be achieved with dozens of generations of eugenic engineering.
This doesn't give you access to bloodlines that you would otherwise have to buy, however you probably have ancestors that had the bloodline and have access to resources related to it that you might otherwise not be able to get ahold of.

400 CP - Thrice-Blessed - Some might call it faith, others would call it skill. You can push the envelope on your inherited abilities, bringing them to new heights and surpassing developmental tiers or barriers in your way. An example would be Wednesday taking a blood gift that generally relates to that bad feeling in your gut and making it an actual sense of the level of the Spider-Sense of Marvel comics fame. You may train any ability that you have in this manner; it will take time but you are guaranteed not to get 'rusty' or otherwise lose progress to disuse.

600 CP - Rite of Integration - Well now, this is something else isn't it? You now have a method of having a willing individual add their talents to the bloodline. While most family Matriarchs would be content to allow a simple marriage to begin the process of mingling the bloodlines together, you have a short, simple ritual that allows you to give or gain a copy of any skill, perk, ability or bloodline that the participants desire. Keep in mind that last part; this is entirely voluntary and will in fact not work under supernatural compulsion.

Chosen - Remember earlier when I mentioned that a Newcomer could train up to that 1% before a soft cap? That didn't take these guys into account, these are the real freaks of magical nature - probably chosen by magic itself, your Harry Potters or Tom Riddles.

100 CP - Prodigious - Choose a branch of magic or skill, you are now ridiculously talented at that. Among the best in the world for your age and situation even if you don't put much effort in it. If you do try at it you should easily be able to stay at the top and perhaps push the envelope a bit. You may purchase this again at an undiscounted rate to choose another application of magic or skill to specialize in.

200 CP - (Lesser) Plot Armor - This isn't as strong as it might otherwise be in a Harry Potter universe as it seems to have been spread out somewhat between multiple people, however it still should allow those who are paying attention a heads up on upcoming events that they should probably prepare themselves for. As long as you or your allies actually knuckle down and study or plan, you should be ready for most everything the setting can throw at you... you might want to get help with the big bads though.

400 CP - Rulebreaker - Choose a magical rule. Have you chosen it yet? Good, now break it. You may choose to disregard a single aspect of magic that is otherwise held as an immutable law. For example, perhaps you didn't know that transfigurations are not permanent due to an ancient wizard cursing the world to prevent it and so made everything you change different forever with all that implies. If you wish you may purchase this multiple times to either choose another rule **or** choose a magical rule to break in future jumps.

600 CP - Freak of Nature - You are the reason bell curves are not remotely fair. Your magical capacity is so far of the charts that they literally have to make new ones to account for your freakish existence. This applies to every facet that is measured by whatever systems you use for every supernatural source of power you can access. The difference between this and Cream of the Crop is this is front loaded and the other one keeps growing.

Traveler - A continuation to the story has our intrepid hero sent rocketing through the multiverse - or at least into the DC universe.

100 CP - How did you survive that? - Somehow you managed to do what should have been impossible, survive traveling to another dimension. (Just roll with it.) You now possess a limited resistance to and protection from hostile realities. Memetic hazards, hostile reality infrastructure, time-traveling plot to wipe you out or all-seeing monsters that would otherwise wipe you out the instant you step foot there no longer bother you much. Keep in mind that this is only resistance to the incidental stuff; that same all-seeing monster can still attack you once you bring yourself to its attention.

You may purchase this at an undiscounted rate for a second benefit.

You don't work quite the same way others do; maybe the way you do magic isn't what would normally work in a new reality, maybe the physical laws wouldn't quite support your biology. Either way you won't have to deal with the usual unpleasant consequences of such. This gives the normal Fiat backing to anything you have or know that otherwise wouldn't have it. Perhaps you yoinked a copy of Kryptonian biology with an Escafil device or learned a local branch of magic that wasn't on offer in a previous jump?

200 CP - Very industrious of you. - Normally landing in a new universe without all your normal infrastructure would be… inconvenient to say the least. With this, however, you shouldn't have an issue, being able to find local equivalents to remake anything you could already create.

400 CP - And they say you can't teach an old dog new tricks. -You have a knack for learning new ways of doing things - perhaps you actually are learning the local ways of doing things or maybe you just figured out a way to do it in a more familiar system. Either way you can learn local magic, skills or technologies as well as integrate them into the systems you already have. In future jumps you may continue to do the same with whichever ones you encounter.

600 CP - Crafty or Sneaky? - As far as you are concerned there isn't much difference. You've dealt with the real monsters and their natural advantages over normal folk long enough that you've picked up some tricks. Crafting and preparation play a big part in how you can keep up, this gives you a mastery of enchantment, potions and rituals as

well as tactical and strategic acumen to punch far above your weight class with a little time to get ready.

Items

Items under the given heading are discounted for the associated origin.

A Focus - Free to all - This wand is exceptionally well matched to you, it will never change allegiance, tends to be overlooked unless you draw attention to it, will not break, and will always be at hand when you go for it - regardless of its former location. Spells cast from this wand take less energy and attention to detail than they would with any other focus. In future jumps you may choose a new form for it, so long as it is appropriate for a local focus.

A Bauble 200 CP - This small glass object is the size of a Christmas tree ornament and appears to have several different colored fluids just barely separated within. It will not break until you deliberately destroy it, at which point you should probably get pretty far away since it will cause those fluids to mix. The end result is of course a volcano that will continue erupting for a few years. The box this comes in also has the Alchemical notes needed to reproduce more, as well as the spell work to prevent it going off until you want it to. Scrawled in the margins is the original author's notes on how they meditated on the rim of an active volcano and received the insights needed to create it... perhaps you might be able to bottle other natural disasters?

An Invention 400 CP - You sure are a lucky one aren't you? Shortly after you arrive you will accidentally create something with a very high marketability potential and will receive enough cash to live on the royalties so long as you have a modest lifestyle with some set aside for tinkering around.

You may choose what exactly you've created; it will be in wide use with a heavy demand and will be manufactured and distributed by other parties for you. This will happen in all future jumps as well. More importantly this comes with recognition in the field as a prodigy with a proven track record, with everything that entails.

Optionally, you may purchase this for free so long as you are always terribly embarrassed by the results. You may end up known across the land as the guy who spawned countless boners... are you sure you really want that?

Newcomer

A Grimoire 200 CP - This magic tome has hidden within its pages the knowledge of some of the brightest witches of their age... back when they were in school that is. This functions as a collection of study tips and personal mentors for the sort of stuff school kids might reasonably find themselves trying to learn on their own. It isn't going to be at the level of a master of the craft but it is a good grounding in most subjects. In future jumps this can get you to a solid journeyman level of skill in any trade or skill that isn't restricted for some reason.

A Key? 400 CP - Well, sort of. In the story Xander makes a bit of a name for himself by creating a portable room at a frankly ridiculously young age. If you're interested, I'm sure you could find his research notes stashed somewhere. However impressive that may be, this is Jumpchain! We do things big! This item looks a bit like a garage door opener at first glance, but further inspection shows a dial with the numbers one through seven embedded in the side.

When pointed at a suitably clear area will cause space to fold back and reveal a room that you may decorate as you like. The first three rooms will only be about the size of a Hogwarts classroom and come with 'windows' that show the current weather and view in a generic area that you choose when you open the door.

Rooms four and five are about the size of a cinema with a few side rooms attached. These rooms have magical fixtures that emulate lighting, climate control and plumbing in addition to the giant window in the previous manner that may be turned into either a mirror or a view screen for a connected device.

The final two rooms, numbers six and seven, are flats that may be designed and decorated in your preferred manner upon purchasing this item; they have all the previous accommodations and surprisingly large larders that prevent spoilage of food or drink stored in them.

Only one room may have living inhabitants at a time as the number dial is stuck until the room is fully evacuated. The device will not arouse either suspicion or recriminations and will simply be seen as really interesting by those who know of it. If broken, lost or stolen you will find it at hand the next time you reach for it.

You may close the door while the room is inhabited, however that leaves the 'door' in the same place. While it may not be interacted with from the outside, individuals within

will still show up on magical methods of detection. The interior of the door will have a window that shows the current location the door will exit from, however there will be no indication from the outside.

A Map? - 600 CP - Roll six D6, and multiply by one hundred. You may use the Artifact section of the Chosen Ones Items to build Artifacts that will have been left around the setting. You will find hints to locate them and can obtain them after a fun adventure that wouldn't be out of place in a childrens or young adult novel… Odd that.

Old Blood

An Addams Family Library Card 200 CP - The Addams family have been around a very long time and one of the things that they have done is gather as much information as they could. With this card you may access this collection of knowledge in the form of a warehouse attachment. It may take some time but with dedication you should be able to find out anything that was put to paper at some point in here. However the books contained within are written as if by the Addams Clan... with all that entails. Try to keep in mind that while Great Uncle Lurg is a valued member of the family, most wizards still insist that mountain trolls are definitely not people.

A Deed 400 CP - This deed is associated with a modest home or small business that you now own. You may purchase it again to have a well equipped and maintained manor house and attached land or a moderately successful business, and may purchase it a third time to have a large parcel of land equivalent to a small European country or American state with a large castle and a few large farms and small towns and/or a major multinational corporation. These all will be seen as legally yours and all associated taxes will be paid in full. They run and maintain themselves and merely require you as a figurehead who sets the policy. These will remain as they are, equivalent to their current setting, but do keep any improvements that you give them. They will be manned by locals who will be absolutely loyal but otherwise not particularly exceptional.

A Shopping District 600 CP - Well, not really... This is a set of mail order catalogs for just about anything you could get from the wizarding world and further, as well as an endless amount of stationary and an empty mailbox. You may purchase anything you want at a fair market value and will have it delivered to your warehouse immediately. In future jumps you may also purchase anything that may legally be purchased in this and future jumps will be available in this manner.

Chosen

Artifact 200/400/600 CP - You have an example of a local magical item of your own description, as well as enough information to make copies or adapt them to your needs. This item will never break, and if lost or stolen will be available when you next reach for it. You may decide what these do, however keep in mind the setting. Particularly potent Artifacts must be impossibly Rare or Epic. This is purchased in tiers, the first is Common objects like Omnoculars or a Wizarding Wireless set - as long as it isn't too expensive for the common folk to buy. The second tier is Rare like an Invisibility Cloak or a Pensive - they need expensive reagents or a dedicated master to create, theoretically anyone could get one but they might be restricted or just stupidly expensive. The third tier is Epic, these are usually one of a kind objects made by unsurpassed geniuses of their fields, like Cadmus Peverell's 'Resurrection stone' or Nicholas Flamel's Philosopher's stone - these are items with significant benefits and abilities, as well as notoriety. Normally these are not available for fame or fortune, usually only one exists and they are jealously guarded - keep in mind that being known to have this paints a big target on your back as it will draw interest and desire.

Traveler

Research Notes 200 CP - This bundle of loose parchment is covered in brief notes for a number of revolutionary ideas, ranging from magical cell-phone equivalents, to incredibly tough wands that can match expertly made wands in particular fields, on towards methods of turning common enchantments like expanded rooms or broomsticks on their ears in ways the world has never seen before and at the very end hints at magical capacitors and even methods of doing away with wands entirely for all but the most finicky work among other similarly impressive works. Unfortunately all this seems to be is those notes; you are going to need to get the basic understanding behind them first. Once you have the background knowledge however this will cut years of R&D into a few hours of prototyping. Have fun turning the world on its ears with... I don't know, automated spell-crafting?

A Mentor 400 CP - Well, a contact and reference at least. With this you can secure training in any specific branch of magic or trade from an accredited master of the field. They will be one of the best in the world at that one specific thing and will teach you what they can. This individual will not be capable of being a companion and may not be an existing named individual from the source material. For example, if you pick monster breeding / biomancy you will not get Hagrid teaching you the finer details of getting two abominations of nature to make even bigger abominations together as you tend the ground of Hogwarts, you will instead get Emily Elizabeth Howard teaching you the finer

points of magical genetic engineering as you feed and tend to the messes her giant red dog Clifford makes. You may only have one Mentor at a time and they will teach you honestly and fairly as their apprentice. Once your mentor agrees that you are now a master of their field, you will be recognized as such by all your new peers and may use this item to seek out a new mentor at your leisure.

A Prototype 600 CP - At various times Xander has attempted to make magical batteries and equivalents to technology that the mundane world has developed. Usually he has had to shelve many of these projects as unfeasible, though he did eventually make magical capacitors to store the excess energy that he would have inevitably lost to disuse. This jewel sits in an unusually heavy setting on a chain around your neck, and can both act as a battery that you may charge from your energy without upper limits and a primitive computer. It also acts as a Spellphone and can access other similar devices if they are networked together and have the proper permissions set.

It can run complex computations, store data, and acts as a magical focus. It can only hold about as much data as a commercially available computer from the nineties, has similar computational capacity, is operated via intent much like a broom, and most interestingly has eleven ‘flaws’ within itself that act as small wands. The largest one may be used by you to perform any spell that you know as long as it is not particularly power intensive but the other ten may be programmed to tap the battery to perform a single spell whenever the proper circumstances are met. For example, if you are falling it might levitate you slowly to the ground, or if the temperature drops below a given threshold it will cast a warming charm, etc. Perhaps if the story didn’t have him leave official magical schooling and eventually get banished from reality altogether he would eventually have made something like this? These programmed spells may be changed, however it isn’t swiftly done. Imagine writing and installing your own updates to a commercial computer in the nineties. The box this ‘Computational Jewel’ necklace comes in has the design notes and background data needed to both understand and eventually improve the design as well as design applications for its use.

Companions

Import - 50-200 CP - You may import up to eight Companions at fifty CP per individual, they each gain an origin and discount on all its associated Perks and Items along with six hundred CP to spend freely.

Doppelganger - 300 CP - You may freely import any Companion that has a duplicate here into their double. They have the abilities and characteristics their double had as fiat but otherwise do not receive points. They may temporarily split into as many bodies as they have imported themselves into at will. This is expensive so treat this as an ongoing perk for future jumps and Companions as well.

A familiar face - 300 CP - You will encounter a canon character of your choice shortly after your arrival and find them favorably impressed with your actions and behavior. Should they remain friendly with you, at the end of your time here you may invite them to join your journey.

Speshul OC (Donut Steel) - 200 CP -You may design a character to be a companion, they may have one origin and eight hundred CP to spend on this document.

Do you… Free - requires the drawback I Do - See drawback in question for more details.

Drawbacks

Toggle - A lot of background details are sadly left hidden between the two worlds, with this you may decide how the differences between them play out. For example, perhaps there are two forms of magic, one that is fairly safe but requires strong personal reserves which wizards and witches use, the other form requiring worship and sacrifices to outside powers which only requires the spark of magic that Latents possess. Or maybe you want to determine what happened to a character that isn't named in the story itself. Maybe the recruiter that went to pick up Tara McClay flew into a rage at seeing her treatment and she is now a ward of the Magical Government because her 'family' is a bit busy being farm animals. All these details are yours to decide.

No, this is your story! **- 200 CP -** You have replaced Xander Harris as the main character; optionally you may find that you are another of the main characters instead. Hopefully you have the right set of skills to replace them or this might get ugly...

Hogwarts Express - 200 CP - You will inevitably be caught up in the plot, no matter how you try to escape.

Locked Warehouse - 200 CP - You may not access your Cosmic Warehouse for the duration of the Jump.

The Slow Path - Variable - You may spend another **Ten Years** here for an additional **100 CP**. You may take this multiple times.

Latent - 300 CP / 600 CP - You are a latent magical or as the Europeans would say, a Squib. While you can still use some magic like potions, some rituals or using a magical item, you will be a social pariah. Technically you could call on outside powers as all 'Wicca' do but many of these so called 'Powers' are not exactly benevolent and there is always a price to pay. For extra points this also applies to all supernatural powers from other settings. The same restrictions still apply.

I do... - 600 CP - Or rather, not yet. This person is your ideal spouse, perfect in almost every way. The problem here is that almost, the fact is they really are the way they have portrayed themselves but have been sent by their family to get you to finally settle down. If you fall for them and get hitched before your time here is up then you are going to be sticking around. If you hold off and manage to avoid upsetting them enough to break it off despite their family's objections however then you will gain them as a

companion that may freely insert into future jump under any free origin with a 600 CP stipend, ignoring normal companion limitations.

Choices

At the end of the jump you are faced with three choices.
Do you:

Go Home?

Stay Here?

Keep Going?

Changelog
28/8/2020
Spelled out that all who visit receive the local magics and improved the Companion section.