A "Happy" Harry Potter Fanfiction

A Jumpchain CYOA

Version 1.1

By Esper



Introduction

Welcome Jumper to the world of Wizardsville, or Harry Potter as it's known. I bet you know the story, amirite? A young child with miserable relatives finds out he's got special powers, goes to a school for others like him, and has adventures full of mystery and intrigue? Sound familiar? Yes, yes, I know that's the premise of just about every Young Adult novel, but you're not here to discuss genre tropes are you Jumper? No! You're here to live that life and have an adventure or several in the world of magic and whimsy! The fanfiction version.

Hm? What whimsy, you ask? What do you mean, what whimsy? There's plenty of such things in fan-oh wait a moment *shuffles papers* Oh dear, I understand your confusion. It seems in my excitement I grabbed the index of grim, dark, and general nastiness universes. These aren't like most fanwank versions of the setting, these ones tend to be an unholy amalgamation of everyone's worst traits exaggerated to create the worst possible events that still, somehow, end in a victory. Whether that victory is bought by the skin of the character's teeth or everyone goes out in a pyrrhic end, it doesn't usually end well, but you can change that. Can't you Jumper?

Go ahead and pick the very finest fanfiction you've enjoyed. Or the finest trash, if you're not judgemental. Either way you'll be going to the darker versions of these for ten years. If you don't have a particular story in mind, expect to get a mishmash of tropes that'll make the trip suitably grim like most traditional vampire stories tend to be. Expect to see things like Harry getting trained up only to be captured and tortured beyond what he should reasonably be able to stand by Voldemort, Hermione getting killed by the troll in first year leading to the philosopher's stone being stolen, the masquerade being broken resulting in the genocide of all wizards except the chosen hero, or Voldemort winning his second Wizarding War and sitting on a throne of muggle skulls.

Here's **1000 CP** to help you get started, good luck Jumper!

Age and Gender

I don't think you really need the drama of deciding to spend points on this or not, so you get to choose for free. Keep in mind though that a female gender can make you a target of unsavory actions in this setting.

Time and Place

Choose freely or roll a 1d8 for random chance. Here are some places you can visit.

1. **The Leaky Cauldron, July 31, 1980.** The date of Harry's birth and the beginning of the end of the first war against Voldemort. You'll have 11 years to catch up to the events and prepare for your new world.

2. **Platform 9 ¾, September 1, 1995.** You want to get right to it ey? Brave considering it's the year you'll have to put up with Umbridge. You'll be jumping into the deep end here, you'll have everything you need to survive at Hogwarts including education, just not the prep time to Batman your way out of something. So if an event that could have been circumvented comes along just remember, you picked this.

3. **London, June 13, 1991.** A month and a half before Harry gets his letter. You'll have to find Diagon Alley on your own but at least you'll have some time to get things done.

4. **Hogsmeade, May 16, 1970.** This is a year before the Marauders, Lily, and Severus begin their school years at Hogwarts. This should give you plenty of time to acclimate to your new surrounds, derail some plots, and prepare for the first war against Voldemort.

5. **New York, April 7, 1923.** That's pretty early Jumper, 3 years before Grindelwald and Newt cross paths in fact. You'll have to spend time planning for two Dark Lords and WW2, unless you do something about Tom Riddle before he changes his name.

6. **Godric's Hollow, March 3, 1899.** Hoo boy you really want that head start don't you? Tread carefully here Jumper for this is the time Dumbledore was still plotting revolution with Grindelwald. Ariana hasn't died yet but you might just end up facing both of these powerful wizards if you interfere.

7. **The Burrow, November 13, 2010.** You missed the canon events by a mile, which means bad things for the world you've arrived in. Voldemort won, whether that means non-magicals are all slaves or inferi run around in a post apocalyptic Earth is up to you. If you want to change anything here you'll have to work twice as hard, so take the Work Ethic Perk for free, though you'll have to buy the secondary effect unless you pick the Orphan origin.

8. **Free choice!** You get to pick anywhere in the world or timeline, that's some excellent dice skills you've got, Jumper!

Origins

Just pick one or roll 1d4 for random fun.

1. **Drop-in**
You know what this means. You arrive just as you are with not a thing to your name in this world except what came with you. While that's not a huge issue if you stick to the wizarding side of things, you'll have problems if you try to interact with the non-magical world for anything other than the basics.

2. **Orphan**
You grew up in an orphanage Jumper, the only thing that distinguishes this from Drop-in is at least you're in the non-magical records, making business ventures a little easier. It's not the greatest start but it's what you got.

3. **Single Parent**
You were raised in a single parent household, how that happened is up to you, but at least you've got someone to help you adjust. Roll a 1d8 to determine if you get a magical parent or not. Numbers 1-4 for non-magical and 5-8 for that leg up in the magical world.

4. **Family Unit**
You picked the lottery on this one, raised by two parents in a nurturing household you have the biggest chance of success for your future in this world. Roll a 1d8 for both parents to determine their magical status. Who knows, maybe you'll get the best of both worlds?

Hidden Magic

What kind of special hidden powers do you have, Jumper? Pick three that are below 600 CP in price, for free, buy the rest. If you take the No Magic drawback, you won't be able to use your hidden powers until the jump completes.

Metamorphmagus (100 CP) You've somehow inherited a rare magical trait allowing you to look like anyone and even change small features into more animalistic ones such as your human nose into a pig's snout, or slit your eyes like a cat, make funny faces with pointy ears, and creep people out with sharp teeth and a forked tongue. Want tattoos but hate needles? Or piercings without seeing a professional? Just morph them directly on your skin, no pain necessary.

Parselmouth (100 CP) An equally rare magic as a multi-animagus is the ability to talk to serpents and it is one you possess now. But this version has been upgraded to allow you to talk to anything with scales as easily as you speak your native language. Share gossip with a mermaid, sit down to tea with a dragon, and listen to the nattering of fish at the local aquarium, you are now a friend to all things scaley.

Psychonaut (200 CP) Your mind has always been more fortified than others and your magic has followed this pattern. Your mind is shut tighter than a clam, with a formidable occlumency shield to protect it, and within the structure of your thoughts is an organised and efficient psyche more well regulated than a modern military. You learn things at double the rate and can recall them faster, able to link ideas with breathtaking speed, have greater mental stamina as well as capacity, forming an inner sanctum inside your head is simple, and you know how to defend your thoughts from anyone who steps on your turf. With this achieving Legilimency will be a snap, it just takes a little practice, and when you do your skill in the mind arts doubles in potency. You're able to read surface thoughts, speak telepathically through eye contact, plant suggestions, and that's if you're just casual about it. Delving deeper lets you scan memories, put a damaged mind back together or restructure a healthy one, even blast an opponent back with psychic power. Just make sure you check for face tentacles, you don't want to get in the habit of eating brains do you?

Alchemist (200 CP) The fine art of turning lead into gold in the quest to create the immortal granting elixir of life. What few remember is that alchemists rely on more than just magical ingredients for their mixtures. Chemicals, elements, oils, tinctures, spices, metals, it is not the

magic that matters to you but the results of the combined reaction. Your abilities at brewing are beyond that of even the most skilled potioneers as anything that relies on ingredients to create you can make. Your favorite marinade, new alcoholic beverages, beauty products, intangibility potion, napalm, whatever you set your mind to, you can make it a reality. You know all the proper techniques and tricks to squeeze the most essence out of your ingredients, how to harvest them without botching it, how to store them so they don't lose any of their potency. You know the best ways to prepare them, the best time to add them, how to get the reaction you want and all the steps to achieve it. You can even tell which ingredients compliment each other best based on smell, taste, touch, and any record of their properties. If being a master potion maker isn't your goal well there's always opening a bar, getting your own cooking show, or running a chemical factory of some stripe because a philosopher's stone is something you could make by just cracking open a few chemistry and potion books.

Astromancy (200 CP) Maybe you were born under a rare cosmological sign, maybe the planets aligned upon your arrival, or maybe it's just luck but your connection to the stars and the movement of the spheres grants you a greater sense of time and the seasons. You know the exact date down to the millisecond if you just think about it, the perfect time to harvest ingredients or plant a garden, and the effect of the cosmos on the world. More than that the stars and their mysteries have an effect on you as well, your magic will be stronger at night, some signs and planets affect certain spells more than others, you'll have endless stamina during the full moon, and possess perfect night vision. You'll also be capable of finding and harvesting truly rare ingredients such as stardust, sunshards, moonbeams, shadow cloth, etc. You'll also have a natural understanding of the prophetic significance of the passage of the celestial bodies in the sky, day or night. Those conversations with centaurs will finally make sense to you.

Diviner (400 CP) Visions, spirit walks, palm reading, tarot cards, the arrangement of animal bones it matters not the method because you can divine the future and the past from them all with perfect accuracy. Use a crystal ball to learn why Salazar Slytherin broke up the band, or divining rods to lead you to something lost, build a fire and predict someone's birth from the coals, whether the method exists or was just created by you the events of the world are laid bare to you. This magic will grant you the natural ability to know what happens in the next ten seconds, as well as whether time has been messed with in some fashion, even to view the present one second after it happened. You will also have dreams of the most likely future that pertains to you, the more frequent the dreams the closer that future will be.

Druidsong (400 CP) Perhaps you received a shaman's blessing, were raised in the wild, or maybe your parents were high on shrooms when they conceived you, regardless you love nature and it loves you. You know exactly how to care for plants and animals, what sustenance they need and how much, if they're sick or injured and the best way to heal them (this includes humans) and how to maintain their ecosystem. You can also speed up the growth of plants, cross pollinate them to get new and weird species, create golems of wood and stone, and have a keen sense for unusual happenings when surrounded by organic life. Taming creatures and

training them has noticeable effects as well making beasts smarter, bigger, and loyal to you, you know the best and most humane methods to achieve this, as well as read the body language of all beings much easier. Playing with wolf pups in sight of their sires is like a family reunion, running with unicorns an everyday activity, and raising a herd of pandas is as easy as shoveling a few cow pies. Nature empowers you to be stronger and faster so you can jump higher, climb with the grace of a lemur, swim like a shark, and lift with the power of an ant. So go out there and get that bear you've always wanted to ride into battle on.

Multi-Animagus (400 CP) Something strange happens when you perform the Animagus ritual whether a rare gene mutation, a lunar/solar eclipse, struck by lightning at the end, or a large meteor shower, whatever the case you've somehow unlocked the rarest form of this ability. Now all creature forms, both magical and not, are available for your transforming pleasure, what's more you understand the forms intuitively and have perfect control of them, although you may find that your senses are heightened while human, including those outside of the physical five. You might even gain a new one or two depending on the creature and how often you stay transformed.

Spellweaver (400 CP) Maybe it's your outside status or some cosmic power favoring you but magic speaks to you in ways unknown to others. You create spells like a master of the craft, chain cast like a boss, combine existing spells into something different, all the ways that magic moves you know it. This allows you to anticipate what spells your enemy is about to throw at you, predict when a charm is about to backfire, and even work out how enchantments interact with ease. You can also silently and wandlessly cast spells naturally and even teach this skill to others to great effect.

Scriptomancy (600 CP) Runes and Arithmancy are your bread and butter, magical symbols, numbers, and languages just click with you like an empty slot in your mind being filled. Drawing out complex arrays is something you do for fun, combining different scripts is just a Saturday hobby, solving large arithmetic problems can be done in your sleep, and creating your own magical language as easy as it takes to write your first letter. As a result, you have a great capacity for learning foreign and especially dead languages quickly within a week or two depending on their complexity and how many available samples of those languages exist. I shouldn't have to tell you that runes are the foundation of all enchantment, right? And arithmancy the base of all rituals? Which means you're also very good at breaking rune based curses and protections as well as forming, shortening, and disrupting rituals based on their arithmetical properties. You'll either make the Gringotts goblins cry or wring their hands in glee.

Geomancy (600 CP) Congratulations you are now the magical equivalent of the Avatar, however that came about. Not only can you fling tsunamis around but you can also do fun things like firecall anybody without floo powder, or a fireplace, or even a fire as a candle will do just fine. You can also fire travel without the need of a fire, if floo powder can do it from an unlit fireplace then you can do it anywhere. Elemental spells are twice as powerful when you cast them, fiendfyre dances to your rhythm, and you can make the earth crack open to swallow your

enemies whenever you please. Form ice skates out of actual ice and glide across a lake leaving a trail of frozen water behind, fly using just the air pressure from the wind, form constructs like weapons, tools, armor all is within your ability. How you manipulate the elements is limited only by your imagination.

Vital Magus (600 CP) Life, soul, and death are some of the most conceptual mysteries in magic and have been the subject of both debate and pursuit by magicals and non-magicals alike. To one such as you though they may as well be an open book. You know all the hidden depths of the soul and its interwoven aspects, what heals it and harms, and the various systems and redundancies that protect it. Likewise you know how to bottle its pure essence, purify it of malicious spirits, and call it back from the great beyond, even learn how to kill the unkillable. Or, if you prefer, you can animate the vessel it once inhabited, create creatures that are an antithesis to life, and separate body and soul to store the latter in an artificial object, but such things as those may have consequences you didn't intend, Jumper. You can be a master of life and the soul, or death, but I'd decide carefully because the effects may not be reversible.

Perks

100 CP perks are free with their origins. Discounts are half price.

General

SERE Training (100 CP) Survival, Evasion, Resistance, and Escape. You are intimate with each and every one, Jumper. You can eke out a living roughing it in the wilderness, establish safe houses and caches in any city, and easily gather supplies from both to live out your days wandering a post apocalyptic future. You also know all the tricks for avoiding your antagonists from the classic 'lose them in crowds' to covering your tracks in a forest, laying false trails, and hiding in plain sight. Spotting when you're being followed is a simple affair and distracting or obstructing the one in pursuit as easy as a Sunday stroll. For times when you've been backed in a corner you can set up your defenses with the best of them and hold out for days if you need to before help arrives, but should you find yourself in the hands of the enemy you can withstand their interrogation to a point as you plan out how to resist them in other ways, giving out information that's of no use, being clumsy and slow if they make you work, among many other things. While you resist the villains, your mind is also hard at work on escape. If there is a tiny mistake on their part when they grab you, you can spot it and take advantage to enact your plan, break out of holds, use every dirty tactic in the book, and leave trails for someone to find you. You can also plan your escape in the event of long term scenarios with little to no chance of rescue, if your enemies keep you that long.

The Apprentice (100 CP) No man is an island, is a true enough saying but not everyone who comes to help out has useful skills beyond 'move this heavy thing', sometimes that person is

you, Jumper. This perk makes it so that anything you learn from others can be taught and used by your apprentices regardless of whether your students would normally be able to do so, such as Chakra based techniques while lacking a Chakra system, how to waggle their tail even if they don't have one, and anything else you see fit to share. You also find it easier to locate masters in whatever you are looking to learn insofar as a master exists, if not you'll find the closest equivalent. Just keep in mind it will only help you find them; actually convincing them to teach you is what you'll have to worry about, but once you do, you can absorb any lessons they'll teach you. Learning rate is improved and increased for yourself, as you pick things up smoothly, as well as for those you teach with the lessons being understood in full comprehension. You can have a minimum of ten students and train anyone up to just below the rank of master within a week, after which the apprentice must progress on their own.

Naming Conventions (200 CP) Names have power, it's an ancient maxim relevant even now, but usually people are giving names to what troubles them allowing them to identify the issue more clearly to deal with it. It's not quite as conceptual with you though. If you give a name to something it can either boost the power of it or reduce it. Give Voldemort a mocking name like Oldy Moldy and his magical greatness as well as self assuredness will be nerfed for the duration of your interaction with him, give an ally a heroic title and their power as well as confidence will be buffed for the dangers ahead. You can use this to target a single person or a whole group just by giving them a name and with it raise anything from morale to fear and lower them in turn, even fight off similar effects whether they stem from spells or the dreariness of life. It doesn't work on yourself, unfortunately, but it does come with a toggle switch so you don't have to worry about accidentally calling a sewer some grandiose title in jest and causing its stench levels to grow out of pride.

Shadow Hands Stealthy Feet (400 CP) Darkness, the night, both are sources of danger and protection. You are the former and have gained the latter. You can shape six extra arms from darkness for various tasks and meld with the shadows enough to be invisible even from things meant for detection whether spells, devices, or smells and attack from your hiding place before your enemy knows you're there. You also have a touch of aura sight as you are capable of seeing living beings, undead, and artificially animated things in spite of the blackest of nights or the obstacles between you. Your extra limbs are totally silent, can pass through things like cloth and glass or stuff that has gaps or seams and the like in them, and each has twice the strength of a man. The arms can extend twenty feet (6.096 meters) from your body in a bright environment and even further in a dark one up to fifty feet total (15.24 meters), they also won't trip any traps with no one knowing you're there unless caught on camera or by the naked human eye. You are also a master at moving in shadowy surroundings without stumbling, crunching things under your feet, or tripping over anything in your path. In fact the darker it is the stealthier you become with the shadows moving to envelope you and muffle any sounds you make as you creep about. You could easily be the greatest thief that ever lived or the most feared assassin if you choose.

Dexterity King (600 CP) Movement, flexibility, reflexes, and speed are all things that can be increased with enough dexterity and Jumper you have enough for days. Of the four, speed is your lowest and only for the sake of fairness, this is not a comic book based jump after all, but you can still outpace most average runners with the speed of a mid tier athlete in a sprint for short term with the endurance of a multi marathoner in the long term. Your flexibility comes next and is at the highest end of human limitations, you have no trouble at all contorting your body to fit inside a square foot box and be perfectly comfortable to boot or do flips without getting dizzy. Your reflexes are inhumanly sharp as you're capable enough to take down three people in succession before any others in their group can move and you possess both a mind and body that can keep up with your dance and react quickly to take down the rest like a badass while dodging plasma fire. Movement is where all these things come together, you can parkour around any obstacle or vertical surface in ways that shouldn't be possible like some sort of 2D platforming master. Wall jumps, wall running, precision acrobatics that would make the best in their field green with envy, wall climbing, rolls that absorb fall damage from four stories, even a freaking double jump and all other ways you can move without losing momentum. Not only that but you know exactly where to plant your limbs and balance yourself to pull off all these amazing feats. What is the ground to you, Jumper, but something you've forgotten to walk on?

Drop-in

Optimism (100 CP) Whether from the experience of previous jumps or the excitement of changing the world for the better you arrive with an optimistic attitude about things. You can see the potential of the setting around you and what you need to do to lead it in a more positive direction, and this optimism spreads. Sharing your ideas with people causes them to naturally gravitate towards you like a fire drawing them in from the cold until they too start to see potential and ways to improve. This has the added effect of benefits being made with more sensible goals in mind so you don't have to worry about sudden idiot balls setting the train ablaze and driving it into the abyss.

Safe Haven (100 CP) Sometimes it's hard to find places of safety when you've been tossed into dangerous areas or situations but you have an easier time than others at it. You have a knack for finding safe hidey-holes around the world and in large buildings to sleep in as well as generous and kind people who are willing to feed you and put you up for a night. You won't be found for a whole night regardless of the resources or abilities geared to look for you and so long as you leave the next day no one will trace you to the place you previously stayed. However this only lasts so long as you don't visit the same place twice in one week exactly, if you do your adversaries will be able to track you down within hours without further protections. When the Curiosity drawback is in play you get an hour per day since your last visit before your enemies zero in on your location. Go carefully into the night, Jumper.

Error. Energy.exe Has Crashed (200 CP) As a Jumper you are a strange problem for some worlds to deal with, even more so when they have esoteric energies like magic as part of their

physics package. As a result you are immune to things like magical diseases and other degradation caused by foreign powers. Barriers meant to keep those without such energies or inherited traits out don't work as well on you allowing your eyes and senses to detect things you shouldn't. Low level spells have a hard time latching on to you, the Jelly Legs Curse may as well just be someone sticking their foot out to trip you for all the effect it has and memory altering charms break down within a week of them being cast on you as does being Charmed in general. This perk of course has no effect on your own powers even if they are the exact same as those used against you.

Dread Gazebo (400 CP) It's just a gazebo...or is it, Jumper? Paranoia is a useful tool against your adversaries, after all the wicked tend to be the most superstitious and in a magical world even more so than usual. This perk will allow you to add an aura of dread and danger to anything you wish at any intensity. Make an ordinary object appear simply suspicious, an old abandoned house too creepy to enter, and even an innocuous gazebo like the most fearsome horror of all. Even experts will be fooled if you crank it high enough, and if you happen to hide something actually dangerous among the things around it? Well, it's not your fault if they fall for it, is it?

Summon Dread Gazebo (600 CP) This is exactly what it looks like, Jumper. Like some nightmare Cosmic Vending Machine the Dread Gazebo has taken a liking to your presence, for whatever reason, and decided to give you permission to call upon its fearsome might by speaking the phrase "You have angered the gazebo!". Watch your adversaries mocking jeers turn to screams of fear when this wooden terror displays its menacing teeth. It is immune to all magic, including the killing curse, and its physical durability is nothing to sniff at either as it can tank blows from giants. At the end of this jump the Gazebo will continue to follow you so you can continue to summon it on future adventures without it counting as a Companion and taking up one of those valuable slots.

Orphan

Silver Lining (100 CP) Maybe you haven't found yourself in the best circumstances, Jumper, but you're good at spotting the shine through the rust. This perk is like having a pep talk to cheer you up when you need it, even if you've been bound in chains and thrown into the deepest darkest hole you have a knack for finding the bright spot in your situation. This knack of yours will keep you warm when you're cold, allow you to remember good things during bad times, and look forward to the future even if it's centuries away. To you it doesn't matter when bad times come or how long they last because you know they have an end and it will arrive, eventually.

Work Ethic (100 CP) Good things will come to those who wait but the best things in life come when you work for them and you work especially hard because you have nothing. Whether it's bookwork or physically demanding you get more gains out of the work you do than others who go at it twice as hard and the longer you stay at it the better those gains get. You can get up to a

professional level in academics or from physical training within a few months and keep improving from there. Your mind is good at remembering what you need but it can be better, for an extra 100CP you can retain all you learn perfectly.

Spirit of Cleanliness (200 CP) There's only so much time in the day to do what you like and sometimes you'll be too busy to clean and look after yourself, then before you know it the work piles up and takes all day to deal with. But with this perk you can let those worries fall away. When you're not present, paying attention, or otherwise asleep things where you live will inexplicably be clean and polished when you turn back to them, except for things you're currently using like a mug of hot cocoa. The bed will be made with fresh linen, clothes will be washed and pressed, work spaces free of strange smells or substances, and things will be put back in their places with not a hint of dust, rust, or mold anywhere. This affects you too, Jumper, as you'll wake nice and clean even after passing out on the bed or couch while covered in mud from a tiring day of work. The most you'll ever have to worry about with this perk is what to cook for dinner.

Kinetic Dispensary (400 CP) Perhaps it's how much you value your friends or maybe you just live by principles that can be summed up as 'don't be a douche' either way you sort of have this saving people thing and your powers have taken steps to help you in this mindset. You can absorb damage, Jumper, and either channel it into your spells or physical body. Take on the full brunt of a blasting curse and you can throw a petrification charm with double the force, leave small craters in concrete from a kick, or lift double the weight of what you could before. If you absorb enough kinetic damage you can even release it all at once in a radial blast around you strong enough to cause a small giant to stumble back.

Muscle Wizard (600 CP) Despite all the exercise they get walking up all those stairs, carrying books, and the extra bit of durability from their magic, wizards are still thin little twigs any giant could snap in half. Not you, Jumper, you get swole from all that exercise, not muscles stacked on muscles jacked but Charles Atlas ripped. On top of that you gain the mighty power of The Fist which works even if you don't have magic. This is much more than a nuke blasting punch, it is an entire martial art built around the concept of crazy anime martial arts. Want to have falling concrete buildings crack against your hardened skull as you walk intimidatingly towards your enemies? Pick up giants with ease and throw them like baseballs? Shatter mountains with a single kick? With training you can be the real Muscle Wizard you were meant to be in just a few months. So go on, cast us a spell won't you?

Single Parent

Helping Hands, Healing Hearts (100 CP) Life is hard and you know that better than most, but as difficult as things get they can always get worse. Not with this perk, because you know not everyone has it great you can't help but want to ease people's burdens and bring a bit of good to their lives, and you really do, Jumper. Doing nice things for people brings fortune and

happiness to their everyday existence. Small things like giving encouragement, complimenting them, or carrying someone's groceries may see them happy, upbeat, and able to slog through the rest of their day with a smile and a little more inner peace. Larger stuff like helping them work on a project can give them motivation for weeks as their personal issues begin to resolve and their living conditions improve. The longer they interact with you the faster and stronger this takes effect and furthermore it spreads, like some sort of Pay It Forward virus, the world around you will just naturally grow a bit brighter. Maybe if you have time, the world will lift itself out of the grimdark it's mired in.

Master of Snark and Sundry (100 CP) The one thing a world can always use more of is humor, and you are great at it. One liners, comedic timing, dad jokes, you know them all as well as the perfect moment to deliver them. What's more is you can get the most dour and sour of individuals to crack a smile the more jokes you tell them making your zingers excellent mood breakers and conversation starters. Against your enemies though well, you can make any of them look like a laughingstock as they trip over themselves trying to shut you up.

Social Butterfly (200 CP) For some people the most terrifying thing they'll face in life is socializing with other people, but for you, Jumper, it is the least scary thing you'll have to do. Reading body language is all well and good but it doesn't give you the knowledge of the ins and outs of complex social encounters. Now this won't be a problem whatsoever for you. You can read the mood of any room you walk into, spot when your political opponent is laying a trap in their questions, notice when a friend is hurting even when they try to hide it. You can also act the part that is expected of you in varied circles such as walking and speaking with the poise of a born noble among the aristocrats at their fancy gatherings even if you weren't actually born into that world, or appearing as a harmless bartender serving drinks and gathering juicy secrets, and as an average person living on the streets, invisible and unseen by the masses. Mind, you won't be more intelligent nor gain any information you don't already know and if you aren't wearing the right clothes people will notice the odd outsider in their clique, but you'll never be afraid to get up on stage in front of a crowd and tell a few jokes.

Touch of Improvement (400 CP) Charity can sometimes be slow to change the world simply because it's impossible to help everyone without burning out, unless you have the means to affect multiple people at once that is. This is not that perk exactly but with it you can target important places, rundown areas, and buildings to give them three types of improvement in utilities, atmosphere, and security. Utilities targets the things in that category from electrical wiring and plumbing to the appliances and furniture, Atmosphere focuses on how friendly the place is and whether people find it easier to relax or focus, Security takes care of all the protective stuff from enchantments and animated armor to metal detectors and locks. Three things can be improved in each category after which you'll have to make any changes yourself manually. Perk does not provide improvements in the form of people such as adding human guards for security.

Sir Bearington, Is That You? (600 CP) That smooth baritone voice, the wizened aura of age, and the genuine smile of a pretty face, even if you are none of those things you have the bucket loads of charisma needed to change people's perceptions of you, Jumper. You have a supernatural ability to bewitch people with mere words convincing them that what they see and think is anything but the truth, almost regardless of logic and any evidence to the contrary. Persuade them that a lampshade is a best friend who betrayed them and they'll attack it in a rage, tell the Queen of England that you're Prince Ali Ababwa and she'll celebrate your arrival with a feast, convince a crowd that a very real bear is just a paid actor and they'll believe you. You can do all this and more, especially if you enhance the effect by looking the part. However, the more wise or intelligent the person the less effect this perk has on them but the more persuasive your act the more even they will fall for it, with the illusion only breaking if they happen to look into your background or someone not under your sway tells them otherwise.

Family Unit

Wonderful World of Whimsy (100 CP) You're entering a magical world, Jumper, and magical worlds should have whimsy. By taking this perk you tend to encounter more silly, charming, or otherwise fantastical things than the average local. Hot candy that sets your head on fire and lets you breathe smoke, spindly clockwork devices that spin through the air and fire confetti on random people, bumble fairies* that snort skittles and poop rainbows, whatever shape the whimsy takes you're assured to find it. In addition, if a setting doesn't have whimsy or very little of it your very presence will begin shaping the world so that it appears and in greater amounts, starting from your local vicinity before spreading, and this has a permanent effect. This perk works for any magical world you go to.

Agape (100 CP) When Lily died to save Harry she displayed the purest form of this type of love that went even beyond the normal *Storge** type. Due to the vibrant caring environment you were raised in you also have a love shield imbued into your very being, no parental sacrifice necessary. Anyone who has so much as touched the darker magics of this world find it painful to lay hands on you in turn, their skin burning or they fall to dust depending on the severity of the darkness tainting them. Curses and other dark magics also have a more difficult time affecting you and if you die by killing curse you will revive once, and if you die protecting your loved ones or sacrifice yourself for them while this is active they too will gain the same immunity. This one-up effect works once per Jump leaving you with just the shield against anything short of the killing curse or similar death spells.

Fortune Smiles (200 CP) Luck is a wonderful thing to have but so is success and you have an interesting relationship with both. On one hand, whatever you set your mind to you will be successful at so long as it is within human limits and capabilities. On the other hand, you tend to be very lucky to where it's not unusual for you to come across small change and bills on the street, or for enemies to miss hitting you a little more often, and even to be in the right place at

the right time to capitalize on some opportunity. It's not exactly plot armor but a nice bit of security nonetheless.

Bright Eyed And Bushy Tailed (400 CP) It's no secret that to achieve your goals you need all the rest and preparation you can get first thing in the morning but you don't always get those peaceful nights and wake up grouchy more often than not. From now on you get the rest you need even if you went to bed just minutes before. No longer will stress keep you from the best sleep of your life as you'll always wake refreshed and raring to face the world with new ideas to help you conquer the challenges you have to face. You'll also have plenty of stamina to keep focused even through the three o'clock naptime hour and if you're left with fifteen minutes to get ready that's still enough time for you to shower, get dressed, have breakfast, be on your way to work or school, and arriving at your job or class with just a minute to spare.

Meta Art Shenanigans (600 CP) When you were small and dipped your tiny little fingers into paint, the world opened up to you, enrapturing your infant mind with the things you could create. Now older, you've put your heart and soul into refining that artistic talent to the point it became a bit...mad in the process, Jumper. You can manipulate 2D and flat 3D images in impossible ways like making non-magical paintings talk, turning a picture of running shoes into actual running shoes, and if you draw a T-Rex bursting out of the wall with chalk it can attack and drag people into the wall with it, and many more strange things besides. You also have a close connection with the things you draw as well as the 2D dimension and can interact with them in strange ways. Draw a dark tunnel with an exit at the end and you can walk through it like a portal, stick your hand to a flat wall and become a 2D cartoon painting that can move and travel through deep cracks to enter rooms, even create traps just by drawing them where people will step. You can do all this and more, Jumper, so long as you have the materials or viable surfaces, as your artistic talent could make Michelangelo weep if you put enough thought into it.

Items

If you still need an edge here's a list of items you can get. Personal items return to the warehouse good as new after 12 hours, or somewhere convenient if it’s closed.

General

Trinkets (Free) Two in one souvenirs and candy dispensers featuring an animated bobblehead statue that guards whatever candy you put in the dispenser from sneaking sneaks who sneak. The distributor itself will not run out of candy and can switch between any candied delights you've placed in it before. The bobbleheads can be swapped with any others you've acquired.

Wand (Free, or 50 CP with No Magic drawback) A wand perfectly tailored for you, if you selected Drop-in it may even be made of some rather unusual materials making it many times more resistant to breakage.

Marauder's Map (50 CP) A self-updating, password protected GPS, to-scale-map of Hogwarts on parchment paper that shows anyone with a soul, as well as their name. This souped up version pierces through all illusion based magics, potions, and whatever people can come up with to hide their identity. It can also reveal passwords or the method to opening doors or secret places. It's highly resistant to damage from destructive elements and won't tear.

When your jump concludes this will be updated to a full blown planetary map for any world you visit and include loads of useful map features such as height and depth. You'll never be lost again with this work of art!

Black Cauldron (50 CP) No not that one, just a standard black cauldron for all your common potion brewing needs. Comes with a mid quality potions kit that has all the average and a few not so average ingredients and preparation tools to get you started as well as a potions index full of useful things like the properties and common reactions of the ingredients in your kit. Tools will remain sharp and in good condition, the ingredients also replenish over time. A set of fifteen unbreakable empty vials are included which when filled with a potion of your choice will continue to produce that potion ex nihilo, so pick your choices with care.

Storage Trunk (50 CP) A standard wooden trunk that can hold much more than it seems in its single compartment. Comes with anti-theft security, featherlight enchantments, and a password activated shrinking charm. The trunk is also fire and waterproof, it is also slightly more durable against blasting curses and can self repair if damaged.

Etching Pen (100 CP) A specialized etching tool that can carve stone, wood, metal, or other hardened surfaces like a hot knife through butter or switch to a regular pen that can write on any softer surfaces such as rice paper. The tool is capable of erasing any damages it causes, reversing inked mistakes, and even absorbing certain fluids like blood, acid, ink, or venom to write with. The tool will always be sharp and never run out of whatever fluid it has currently absorbed. It comes with a dictation enchantment so it will write what you speak when activated and can be commanded to write runes if you can’t for some reason.

Astro Specs (100 CP) These glasses can let you see the night sky through things, buildings, underground, bad weather, and during the day. It comes with handy features that allow you to highlight constellations, zoom in on distant objects and bodies, and display information about them such as their history, symbolization, and magical significance.

Wyldsong (100 CP) An instrument of your choice that can entrance any beast when played. Small woodland creatures will be drawn to you while larger herds will stay awhile and listen. Dark creatures will halt their advancement and be put under a sleeping spell, enraged or

panicked animals will be soothed, and even the more intelligent beings will stop their attacks as they fall into a trance.

Magic Carpet (200 CP) What's more handy than a flying broomstick? A nice large rug, that's what! This beautifully patterned bit of floor covering can get you anywhere you need to be in the world in just a few hours, or less depending on distance, or longer if you want to just go on a leisurely flight. And nobody will pay attention when you ride it, not even if it's illegal. Take that Britain! The carpet can expand to allow up to ten people to fly comfortably, with luggage even, it's never too cold, hot, or breezy, and there's plenty of safety spells to keep the flight smooth and prevent people from falling off even when you do a loop de loop. Best of all you can just roll it up to take with you and hardly anyone will find it strange and it neither needs maintenance or cleaning.

Cloak of The Sneak (200 CP) A cloak that hides your presence completely from detection spells, devices, and even sharper noses. Also makes you camouflaged against any backdrop if you desire, muffles all sound from you so long as you wear it, and casts your face in shadow while distorting your voice. The cloak is tear and piercing resistant, proofed against the elements, and can resize itself to fit the person using it. It also won't snag on anything or get in the way nor block your hearing or vision. Truly a cloak of wonder.

Walking Storage Trunk (200 CP) Remember that Skyrim mod of the walking trunk? This is basically that. A loyal companion with infinite space to carry your things, guard them and you when the occasion calls for it, and enchanted to hell and back against thieves and especially elements that could destroy it and what it carries. You need not worry about losing your faithful wooden friend as it is spelled to appear by your side or nearest vicinity when you call its name and it can disguise itself as an ordinary trunk, wheels included, or turn invisible if necessary. It is also self-repairing, can be shrunk for ease of transport, and the space inside will be perfectly preserved with nothing lost even if the trunk is smashed to bits, with a dragon's resistance to most destructive spells included.

It comes with multiple compartments for all your needs including a housing compartment with a three story home within the expanded space with all the necessary enchantments to maintain it, providing fresh air even underwater, utilities, food, etc.

Mirror Mirror (400 CP) A magic unbreakable mirror that can freely scry anywhere in the universe or its adjacent dimensions, even through a Fidelius Charm. Comes with a talking reflection of yourself that can comment on your appearance and fight off any beings that use mirrors as gateways should you run across any in other jumps. It also keeps those beings from scrying on you through the mirror itself.

Time Turner (400 CP) A device with a tiny hourglass that can turn back time or maybe even forwards, it depends on which version you picked up from your chosen story. Otherwise this is the standard time turner, it only takes you back in time up to one full day and you're not to use it

to muck about with time like meeting yourself because bad things happen. I will throw in one upgrade free of charge (it'll get incorporated into any version you buy) that will allow you to turn back the clock to the precise minute you want within the hour you want, but that is all. If you get one that can also go forward it will do the same thing as well just in reverse. As a safety feature the hourglass is indestructible until you throw it at something and won't turn on its own when it's jostled around, it must be done manually in order to activate.

Basilisk Parts (400 CP) A lucky find of a case full of the preserved skin, fangs, venom, eyes, bones, and other bits of a fully harvested Basilisk snake, an old one too at least twice as old as the one that lives under Hogwarts. The collection is quite potent and don't worry about the eyes; they no longer hold the power of its gaze when looked upon, but I'm sure they'll make a fantastic ingredient in a potion. When you've used up all the pieces the case will refill with more parts.

Magic University (600 CP) Is there a magic school in your chosen fanfic that you'd love to take with you? Now you can! It doesn't have to be Hogwarts as it could be the American school Illvermorny, France's Beauxbatons, Durmstrang, or even a magic school from a crossover event and all you need to get it is to have some background with the place in question. Maybe you're an exchange student who attended the first few years in Japan's place of learning? One of the people attending the Triwizard Tournament? Or maybe you're the wizard who got isekaied to the strange new academy? You do you.
The school will have all the features necessary for a place of magical education, including NPC copies of the teachers who are excellent at their jobs, and any extra bits mentioned in the story you're visiting like hidden towers, guardian dragons, maybe it even flies, or floats on the back of a giant turtle! You are the headmaster of your aspiring university although you can slack off and it'll pretty much run itself but any improvements you want to make such as additional defenses, extracurricular activities, rules, etc. will have to be run by you first.

Post Jump your school can teach any magic or other power system you come to learn to anyone, magical and not, with proper classrooms, grounds, and teachers generated for the new systems as well as books on the basics to fill out your library or which can be added with copies you get in the Jump. This means you could have students learning Magic and Chakra or even planet busting Ki side by side in the worlds to come. You can also decide how hidden or available you want to make your school in the new setting and how your academy chooses new students, or just keep it as an attachment for your warehouse. Heck if you have a history with multiple schools you can purchase this multiple times for each one and get a copy. One thing to note, if you buy items focused towards learning and training, like technique scrolls or gravity chambers, you can expect your school to have some copies available for student use, just a little something to cut down on your resource management.

The Black Cauldron (600 CP) Yes, that one but a much more user friendly version. A magical indestructible cauldron in which any potion can be brewed to perfection even if the actual results produce a failed solution. With this you'll have no need for silver, gold, brass, or any other type

of metal made pot to create your elixirs in and it can be set to produce an infinite amount of whatever potion is made in it until you require another. The cauldron will also eat any sludge left over so that the inside is clean when you next need to use it. The cauldron will produce an undead army on command with the proper chant or revive one person per year to full life and health. Is enchanted to be featherlight so you can lift it without strain.

Comes with a complete index of ingredients, their properties, and reactions when mixed, which updates with each world in their own section, as well as a high quality alchemical master's potions kit with all magical and common alchemical ingredients, all the tools and stirring implements to prepare them, plus twenty unbreakable vials, as well as protective gear. The tools are self maintaining and the ingredients self replenishing. Finally, the whole ensemble can be found in the warehouse if lost or stolen.

Gringotts Vault Network (600 CP) Sometimes you pick up a whole bunch of valuables and have nowhere to put them, other times you acquire super dangerous objects and want them locked somewhere where they won't hurt anybody by accident, and then there's moments when you need a bunker when the sky is falling, there's a demon on your front lawn, and Doomguy just kicked your backdoor open. The Gringotts network is all of those things.

A maze of rollercoasters with all sorts of security deep in the earth and sprawled out over eighty levels with vaults just waiting to be filled, and you have the skeleton key for all of them. The lowest level vaults are designed and magically protected to keep the worst things in or out if needed, even your first level vaults could tank a nuke going off above them. Each vault can be adjusted to include utilities and environment controls for an extended stay inside if you desire, with the network connecting seamlessly to your warehouse and other properties you own, if you desire, via a basement access with the tunnels and vaults themselves not displacing the earth wherever your warehouse settles but acting like a pocket dimension anchored to your storage building. All the vaults have specialized space expansion charms that will increase their interior size if you fill them beyond capacity, or put a base in a few, the charms are guaranteed not to fail. Keys for any vault of your choice can be made but only your skeleton key can open all of them. What's more, if you've acquired any other vault type structures they will be perfectly incorporated into the network and other underground complexes will have an access point to your secret stash somewhere within them if you don’t import them into a vault.

Drop-In

Pocket Guide (50 CP, Free for Drop-ins) More like a full sized book in content this device will provide you with historical information about important locations and people. Not all the history mind but enough for you to be privy to secrets swept under the rug, it even self updates. The device also provides Drop-ins with their universal passport providing legal papers of their existence, licenses, education, social security, and even an updating travel passport that allows them entrance into any country as per that nation's laws.

Your handy pocket guide can be used for the same purposes in future jumps and can look like any acceptable data object in whatever era you find yourself such as stone tablets, scrolls, books, pokedex, etc.

Ten Foot Pole (100 CP, Discount Drop-In) This long unbreakable pole is guaranteed to cause any enchantment it is in the proximity of to glow in your eyes with a certain color that relates to how dangerous the enchantment is. Even if the magic on bespelled rooms and objects aren't dangerous to you it will still show the appropriate color in case you have more squishy allies or plan to give the item away. Green are the harmless stuff, yellow is for inconveniences like being turned into a giant canary, red is for damaging but not lethal enchantments, and black is the sort of thing that would mean death whether immediately or gradually. If there is a tint of blue in the glow it can mean the enchantment is time based either not immediately activating or taking time to run its course, possibly both. If the tint is white the spell is hard to remove either from the enchanted thing or person.
Touching the magic affected area or item with your pole ensures the spell won't transfer to you if activated and illusions can be dissipated when you swing the rod through them.

Dark And Dreary Illusion Powder (200 CP, Discount Drop-In) If you're going to scare someone you should have the proper atmosphere for it. This upgrade to Darkness Powder unleashes such; with fog, appropriate lighting, cosmetic changes, the whole shebang. While the fog itself is real the rest are illusions to help edge your enemies into just the right amount of terror, the kind that makes people flee from a good enough scare and fall into disarray and hit their allies by mistake. The powder comes in a canister and reacts to oxygen when opened, it can last for a whole twelve hours if you don't dispel it yourself and the area it affects is as much as a graveyard. How big is that? You decide. You'll find your canister refilled with more powder if you don't use it for an hour.

Hallowed Grounds (400 CP, Discount Drop-In) In a not so happy place divine assistance can be hard to come by. Luckily you managed to find a small haven of it. It might have a church or just the foundations of one but this piece of land is infused with Holiness that will keep out the dark creatures of the world. Dementors, vampires, inferi, bogarts, it'll keep them all out because they'll get burned and dusted before they ever reach the doors. The very ground beneath the topsoil is equally Holy; purifying water, keeping the creatures from just digging their way to you, and the stones of the church or whatever building you place on its foundations will be infused the same way so that dark curses and the like slough off the sides with no effect. As a mercy to any werewolves, or humans that have undergone similar forced transformation and aren't just a demon wearing a meatsuit, they'll be changed back to their human selves and so long as they stay on the grounds they'll remain human.
Post Jump you may choose to insert this hallowed earth anywhere in your future Jumps or just leave it attached to your warehouse and its effects will work against any dark creatures in those Jumps even non magical zombies. Oh and as a precaution if you or a Companion are vampires

for this or future settings, or another creature the grounds would normally consider dark, the Holy effect won't harm you or them but anyone else is fair game.

Apocalyptic Foretellings (600 CP, Discount Drop-In) Dropping into a setting is all well and good when you're just here to see the sights but it is such a bummer when you go anyplace that's set to end in two years or something and you didn't know an apocalypse was scheduled. This book foretells the ways the world will end; not how, will, assuming no heroic intervention occurs even if it does in the original story. It also keeps a record of what can threaten a world into ending, not necessarily the end that's coming so much as if something has been set up to make the world end like a dead-man's-switch attached to a guy's heart to release a deadly virus if he dies. The writing will tell you the date the world ends, how it ends as in what type of apocalypse you're dealing with, and one key component to what sets it off which may be subject to change if you miss your window of opportunity. Artificial apocalypses are kept track of much the same way except you'll know how many dead-man's-switches there are in order to neutralize them if you're able. In future Jumps your book will expand to include not just the things threatening your homeworld directly but also those that can hurt it by proxy such as the universe or multiverse being destroyed, an incoming asteroid, alien wars spilling over into your home system, etc.

Orphan

Pocket Watch (50 CP, Free Orphan) An ornate pocket watch, perhaps left as a gift for you by a parent as a coming of age thing or something you found one day. It keeps accurate time no matter where you are, has a built in compass that never fails to point you in the right direction, can be used as a stopwatch for experiments, and even has a lunar cycle tracker in it. It will always stay clipped to your clothing or be found in your pocket when you take it with you and looks ordinary on the outside to discourage thieves. It cannot be destroyed, nor will it ever stop working, and if you lose it or it is stolen from you it will find its way back into your hands somehow, someway.

Felix Felicis (100 CP, Discount Orphan) A vial of liquid luck, a small dose nets you three hours while the full vial will grant twelve, handy for any situation but toxic if taken in excess and can cause reckless cockiness. Please use responsibly.

Wizard Catalog (200 CP, Discount Orphan) You have in hand a jumbo catalog for wizarding items, accessories, gear, etc. from all over the world and you can order just about anything from it. You cannot order one-of-a-kind items like the legendary Philosopher's Stone, slaves or people in general though you can find information for a hiring service, or really dark artifacts though you could get somewhat questionable things like The Hand of Glory, nor truly rare creatures or especially dangerous ones even if you had proper containment. Everything else? You can probably find it in here. Whenever you want to order something just highlight it with your wand and a post owl will be at your location within a half hour with your order, multiple owls

for a big order, and maybe a phoenix for the heavy stuff. Don't worry about clothes, there'll be a box beneath the tailor that will auto fill with your measurements. You can even get catered wizarding food as long as you can pay for it. Customized orders will require sending a letter to the shop via highlighting the shop name at the top of the page and handing it to the owl that shows up. Comes with free instructions on how to cast the highlight spell.
This item continues to work in future Jumps and you get new catalogs with every world where magic is present, all delivered by owl post.

Student Planner (400 CP, Discount Orphan) If you plan to rise above your station and make something of yourself then you better take this. This water and fireproof pocket item with infinite pages will keep track of all your classes, events, club activities, and assignments for you, helpfully crossing out your scheduled work when you have completed the assignment to the school's standards. It will also reveal what grade your work is worth as well as the books you need to study to pass each grade, but it can also show you books that would help you get extra credit. The planner will also auto arrange your assignments into a timetable to help you complete them in a timely manner, taking into account any events you have planned, this can include study time and free periods where applicable. The inside cover will have the number of things you haven't completed and the page number/s they're on, touching the page number will flip directly there. Finally your planner can keep track of personal goals like a quest log with hints in the description to help you work out what you need to do to move forward, these goals can be for finding things, personal growth, apologizing to someone you upset, usurping a kingdom, etc.
In future Jumps your planner adjusts to whatever job, position, or other school environments you find yourself in.

A Spell To Break Prophecy (600 CP, Discount Orphan) You were born from nothing and are an ordinary person by all metrics but for some reason the universe occasionally has in mind to bestow someone with a certain specialness, the title of Chosen One. Now occasionally foretellings of such individuals are theories that got mistaken for prophecy after a long enough time passed, or they are self fulfilling, or they are a generic pronouncement by a crackpot that just happened to come true, but every now and then you get a legitimate seer who announces what Fate or the gods have planned and the pieces of the board may as well have little agency in the outcome of their actions. You're the sort of person who probably looks at that and says, "F#$% your prophecy!" for whatever reason you have. Well, you have uncovered an old sorcerer's attempt at crafting a spell to break prophecy and give the controlling element behind it a black eye to boot.
The spell is more of a ritual than something you just wave your wand for and it is incomplete. To finish it will take dedication, a background in Arithmancy, Care of Magical Creatures, Herbology, Runes, and Astronomy, and excellent discipline of the mind. Once you have all you need for it, the ritual will do as advertised and your in depth understanding will allow you to repurpose it in future Jumps even to target multiple prophecies if there are any. If your ritual requires something like a lunar eclipse you are guaranteed to get at least one within your first year in future Jumps but only the one, so you'll need to decide whether you intend to break the

prophecies or not as soon as possible. Breaking prophecies comes with a guarantee that there will be no curse or backlash upon you due to any funky wording of the prophecy you're breaking, you might piss off a couple gods though, I recommend getting a perk for that. Also, when I said you'd be giving the controlling element behind the prophecy a black eye, I meant it quite literally. The energy keeping the prophecy maintained and any backlash that would fall on you for breaking it will loop around to strike them instead. Have fun with that.
As a side effect of performing this ritual you always know when future worlds have active prophecies and what they are, if you chose Diviner as one of your talents you can even pinpoint where in time you need to look to view how those prophecies play out in your visions.

Single Parent

Fun Tools For The Wordsmith (50 CP, Free Single Parent) This handy book has plenty of fun and funny things about words in it. From slang, to little factoids about consonants, to figures of speech, and even some proverbs which all goes towards helping you become a great speaker, you'll find plenty of wordy nerdy things to add to your vocabulary that'll be relatable to your audience. This book updates with new stuff from languages and cultures you encounter.

Two-way Mirrors (100 CP, Discount Single Parent) A set of unbreakable communication mirrors that are spelled to contact anyone holding one half of the pair by calling their name. This set can instantaneously call the person even if they are on the other end of the universe or lost in a dimension within the universe. If you or they lose the mirror they will reappear in a pocket or nearby, in the case of the person's death the matching mirror will show up in your pocket instead.

Bogart (200 CP, Discount Single Parent) A shapeshifting creature that feeds on fear and will transform into a person's greatest fear in order to do so. This can manifest as common fears such as spiders, to existential like being forgotten, to specific such as having a fear of a certain person, and to secrets being revealed though no specifics are given since Bogarts only capture the essence of the fear that makes sense to the person it targets. Your bogart knows what the best fear to use against its target is to maximize their response and comes in a handy deployable casing that you can use in combat. Even if your Bogart poofs from its laughter weakness or it and its casing are destroyed it will always come back for you to utilize in whatever way you see fit and don't worry about feeding it as it can subsist on other emotions, it just likes fear the most.

Family Clock (400 CP, Discount Single Parent) This clock is styled after the Weasley family one with hands to represent you and your kin with placeholders like work, school, home, traveling, and mortal peril instead of numbers, as the hands settle on each to tell you if your family is in trouble or not. Your version comes with a box that can hold whatever particular placard you need like 'in battle', dead, camping, etc. along with more hands to add anyone you care to to the clock face. As you add things the clock face will enlarge, until it's big enough to

give your fireplace feelings of inadequacy, once it reaches that point you can't add more to it. The hands and placard can only tell you so much but there is a display at the top that can tell you the location, such as coordinates or in the style of the Owl Post, of a person if you tap the hand belonging to them with your wand.

Bard's Book Of Rhythm Runes (600 CP, Discount Single Parent) At some point you found this dusty old book with music notes on the cover. Maybe it was in a drawer in a long unused classroom, in a chest in the Room of Requirement, at the back of the bookshop shoved behind a bunch of boring accounting books, or even hidden away in your own attic? The where of how you found it isn't important, but what's in it is. Within the pages of this manual is a collection of runes, theories, notes, and written descriptions of what seems to be someone's discovery of a new form of magic. The ability to use music to cast spells and effects. The book details instructions on how to make an instrument, the method to treat the material and what magical substances you need to soak it in, and how to carve the runes to best effect before you can use this new power. The theories indicate you'd be able to cast spells not seen before such as continuous health regen, an all cure panacea, a song to lift the burdens of the soul, call forth rain, or darker works like petrifying someone, health drain, even summoning death itself to claim your enemies' souls, and many, many more. The book also details the potion you need to drink to properly attune yourself so you can sense what notes in what order will cause an effect. Luckily, most of the ingredients are fairly common except for three that you'll need to put in effort to find or create, you'll need a background in Alchemy and Astromancy to succeed. If you fail you can try again in a future magical Jump.

Family Unit

Art Set (50 CP, Free Family Unit) A full art kit stored in a small expanded carry case for all your drawing or painting needs. Comes with a small paint can that can change to different colored infinite paint, both indoor and outdoor options, never dries out if left open, and doesn't get contaminated by dirt or other colors left on the brush. Comes with a writing implement that can change into different types or sizes of colored chalk, pens, pencils, and crayons and won't break, require sharpening, or be used up. Drawing pages or canvas can be changed to other types and sizes that will never run out with the finished picture being saved to your folder, and you get a brush that can become any type you need that will never degrade, break, or get bent, broken bristles nor run out if they're lost or pulled.

The brush comes in a range of sizes from the wide indoor wall painter to the tiniest canvas detailer. A special white eraser is included, ranging from small to large, that doesn't wear down or spread the erased material but can nevertheless undo any of your drawn or painted projects if necessary. The case and all its inventory can be found in your warehouse if lost, stolen, or destroyed.

Wizarding Board Games (100 CP, Discount Family Unit) A collection of enchanted board games your family either had lying around or that you bought or received as a gift. It has Chess in any theme you want (like knights, creatures, perfume bottles, etc.), a miniature Quidditch Game, Exploding Snap, and wizarding equivalents to three popular muggle board games. The pieces never get lost and can be re/assembled with a simple word.

School Curriculum Plus (200 CP, Discount Family Unit) Someone left you the entire curriculum for your magical education, all the years are accounted for. And hang on, it appears there's some extra books in the pile as well. Enchanting, pranking, law, you seem to have some basic introductories and primers on subjects your school doesn't cover but would nonetheless be nice to know before you attend, they aren't especially rare books but having an actual book describing famous wizards of history as opposed to the goblin wars would at least kill some time. And who knows? You might just use that information someday.

Pensieve (400 CP, Discount Family Unit) You have here a modified pensieve that has a mirror for a lid and has no limit to the amount of memories it can hold. The mirror acts as both a viewer and channel by which you can store or reacquire memories by touching the surface instead of pulling them out with your wand, or view just the person speaking or something in the memory, like an item, as a projection rather than dive right into the memory itself. This has the benefit of allowing you awareness of your surroundings and searching out a specific thing from a large amount of memories. Plus if you ever pick up amnesia you can just keep copies of all your experiences for the occasion. The pensieve reacts to your magic and biosignature so the mirror won't show anyone else things or unseal to grant them full access to the memories stored within. The mirror and stone both are unbreakable and light enough to avoid encumbrance, even a child could carry it easily.

Adoption Ritual (600 CP, Discount Family Unit) Sure it's a bit early for you to have this but I'm sure you'll want it for the future. In short it is a blood adoption ritual, or at least the book that explains how to perform it. Anyone you use this ritual on to adopt them magically into your family will gain your Body Mod benefits, the same hidden magic you bought from here, and power potential, as in if you're powerful enough to level castles they will have the same potential with practice. They also become Companions and can join you on your chain if they want. In future Jumps you'll be able to tweak the ritual to include other powers and can perform it multiple times on the same person as a kind of update. They will be your legitimate family in blood and both magically and technologically recognised as such, even gaining some of your physical traits. I wouldn't recommend using this on your spouse unless you're both into incest.

Companions

In a world where Purebloods treat lesser bloods like second and third class citizens, or hunt them for sport, taking a companion is risky. But I suppose if they signed on with you, they knew that already. As such, Companions may choose four magic powers below 600 CP for free, they

may take all the 100 CP perks for free, but at the cost of only being given 200 CP to spend, unless drawbacks are taken. I wish them luck.

Import (50-100 CP) You may import a single Companion for 50 CP or all of them for 100 CP.

Pet (50-100 CP) You may take a mundane pet for 50 CP when you leave or a magical pet for 100 CP when you leave.

Gritty Canon (200 CP) If you truly want some grim, snobby, or otherwise pathetic wallowing version of a canon character from this world to take with you, you may do so.

Drawbacks

Sometimes to get what you need you have to give a little in return. Take any drawback you want for more points and an extra challenge.

Mixed Results (0 CP) An apt name for crossovers no? Toggle this to include crossover fiction that fits the grimdark theme or that you want to give the grim aesthetic to even if that means a lot of fridge horror.

Locked (100 CP) No warehouse access for you until this jump is finished. If you take this any companions you have from previous jumps won't be able to enter the world with you even with a teleporter but you can still talk to them if you have those options.

No Magic (100 CP) Are you sure you want this one? It means you'll miss out on all the magical fun and live your life as a vanilla mortal. Even magic from previous jumps will be switched off until this jump is over. You can try to influence the wizarding world in this state but you'll need a lot of outside help for that. I hope you picked the right perks for this cuz there's no take backs, Jumper.

Sprechen zee Englash? (100 CP) Usually when you go to a world the native language is automatically understood by you but something happened this time that's completely screwed up your universal translator. If your native language is anything other than English then you arrive unable to understand a word anybody says. If your native language is English then not only can you not understand your own tongue but you also speak random gibberish. You can overcome this eventually but good luck finding help in the meantime.

Guardian Of The Year (100 CP, Excludes Drop-In) It turns out your new guardian units aren't the best of people even downright creepy at times. Maybe the orphanage matron is a hag who eats children, your single parent works for the mafia, or your little family unit has a gambling problem and practices muggle baiting. Or maybe they're just neglectful, you can't tell, either way

they are really sketchy. You might want to find out why before it works to your detriment. The Agape perk will not function with this drawback.

Narrative Fiat (100, 200 or 300 CP) A narrative driven cast can be at times stupid to the point of bullheadedness, that's the flavor you're getting. For 100 CP Main Characters are more resistant to your perks acting like you don't even have them. For 200 you'll have to put in twice the effort to get them to listen to you and steer them in the direction you want them to go. For 300 they'll remain set in their ways no matter what you do, everyone around them will be able to grow and change for the better but the Main Characters may as well be beholden to whatever script they follow.

Darwin Awards (100 CP) Evil is cunning, at times suave, and even has that cool villain factor of making plans within plans, unless of course it is of the stupid evil variety. With this drawback your adversaries embody this trope making over elaborate schemes that fall apart as soon as something goes wrong, minions acting deficiently instead of the well oiled organization you'd normally have to deal with, even fighting you one at a time instead of ganging up on you in a dark alley. So why is this a drawback? Because stupid evil is also more dangerous to other people, battles in populated places will leave more collateral damage as enemies fling blasting curses at you, random people will be taken hostage and threatened to get you to back down, and some dumb idiot will cast fiendfyre to burn your hiding place to the ground. But I suppose you can take this if you're willing to make some hard decisions, Jumper.

Trans-Mog-rification (100 CP) Something a little odd happens when you attempt human transfiguration, something fuzzy with tiny bat wings and a pompom above its head...you turn people into Moogles and only Moogles. Want to turn Draco into a ferret? Moogle. Give Dudley a pig's tail? Moogle. Turn Fleur Delacour's hair into a brown duck? Half-Moogle...wait, how the heck did that happen? Regardless, you get Moogles, Moogles everywhere. This is what happens so long as you use human transfiguration because for some reason your creature transfiguration works just fine. You must be thinking, "Why would something so gosh darn useful be a drawback?" Because every time you go to do your thing the casting backfires and turns you into a Moogle as well. You'll be this sickeningly cute thing all children will want to pet, the effects of the transformation on your victims lasts one hour but for you will last three hours, you'll be in a new form that'll throw you off balance with none of the magic boosting benefits, and even hours after you turn back you'll have the urge to say 'kupo' a lot. As a consolation for what you'll have to put up with, turning people into Moogles will become a toggleable ability with an upgrade to affect creatures after this jump and maybe turning into one yourself can become a free action with benefits if you like.

Psychological Bio-inhibitor (200 CP) You have a random detrimental response to certain stimuli that physically limits you which can stem from the mind or body. Maybe you have crippling anxiety when events around you get too exciting, perhaps you faint upon standing too fast, become temporarily blind from exposure to a certain potion ingredient, whatever it may be it happens to you somewhat often. Like the water curse from Ranma ½ if you acquire something

that should by all rights occur rarely the stimuli that activates it will show up around you more even if it has no real reason to be there.

Poe's Gothic Opera (200 CP) Some people enjoy music, while others enjoy films, and then there are those who thrust the combined might of both on the world, for better or worse. That's right, Jumper, this is grimdark: the musical. Characters will burst into song at seemingly crucial moments as the environment around them follows along in beautiful choreography and no one will find it strange except you. Worse still is due to the nature of the genre you won't be getting those upbeat and catchy songs most of the time but those deep angsty lamentations as characters express their *shudders* *feelings.* If you take this drawback you'll have to live with Snape singing a Sonata about his love for Lily and her tragic end, Dumbledore a dirge for his sister and lost love, or Draco in leather pants shouting his hatred of Potter to the tune of a death metal beat. You may even be forced to participate if you're present for any of this. I hope you brought your dancing shoes and can carry a tune, you're gonna need them.

Special Scar Boy (300 CP, Excludes Drop-In) That's right, Jumper, you get to be Harry Potter, yay! On the other hand, you're *Harry Potter*...yay? You take this and your age, possibly gender, time, and place are locked in to the first three dates on the timeline. You may have to deal with relatives who will abuse you in excess, a highly manipulative possibly evil Dumbledore, a Snape who's really not on your side, a secretly Death Eater Ron, as well as a Voldemort out to see you suffer enough torture to break the minds of most adults, or whatever grimdark Harry Potter tropes that might be active in this setting. And if you took the above drawback you can expect to be one of the characters breaking out into song at important narrative moments. But hey, at least you've got a fiat guarantee that destroying the scar horcrux in your head won't kill you, so that's something.

Creeps And Crawls (300 CP Excludes Special Scarboy) By taking this drawback you don't arrive at your chosen destination, instead you find yourself in the abandoned home of Grimmauld Place eight years after Sirius Black was arrested. Unfortunately for you the place is absolutely infested with whatever magical pests and dark creatures could squeeze into its old halls, not to mention all the cursed objects, an angry old elf who definitely won't be happy to see you, and of course that awful, awful painting of Mrs. Black. Are we sure that the troll's foot umbrella stand isn't hexed? Anyway, there are two bright sides to your situation, Jumper, the obvious one being that you get three years before Harry gets his letter to prepare. The other is more like a reward, if you can clear the house you get to keep it and all its treasures even take it with you on your next jumps with all its current protections and features, or anymore that you see fit to add, included. I can't guarantee that Kreacher won't be a version of himself that actually sided with the enemy but if not, if you can win him over, he'll be your elf from then on too and part of the jump package of the house itself. Barring that, you could always find a new elf to make friends with.

Curiosity (100, 200 or 300 CP) One of the best defenses you have when entering a new world is no one knowing your true nature, but you're not getting that luxury here. For the duration of

your stay some crazy wizarding citizens will know of your Jumper status and stalk you for study. For 100 CP they are merely annoying like the number one adoring fan celebrities have nightmares of who will do their best to get a small piece of you like a lock of hair, a scrap of clothing, or nail clippings. For 200 CP these individuals run a small organization and are quite a bit more threatening in their attempts to get a hold of you, playing all sorts of dirty tricks as well as sending minions to abduct you, if you're not careful you could find yourself waking up strapped to a surgical table. For 300 CP it's whichever Dark Lord is present on your chosen time of arrival who will seek you out constantly to either sway you to their side or lock you away in their dungeon for study and to keep you out of their hair. Worse still, if you're in a time when both Dark Lords are alive they'll both know of your Jumper status. Grindelwald will begin sending his followers after you while Tom Riddle will start planning earlier, or if you're in Harry's time Voldemort will be more fervent in solving his disembodied issue and Grindelwald will bust out of his self-made prison to find you, etc. The Safe Haven perk can mitigate this somewhat but you can expect to be targeted and on the run a lot, or having to beat back your annoying fans when you're out and about.

Clean Slate (600 CP) You begin this jump with none of the powers or equipment from previous jumps. Be certain this is what you want or unless this is your first jump then help yourself to the free CP.

I'm A What? (100, 200 or 300 CP) You must be a glutton for punishment, Jumper. This drawback ensures you're not going to be an ordinary human wizard, maybe not even human and you'll face a lot of hardship and discrimination because of it. For 100 CP you're cursed as either a werewolf or a vampire and not the cool version of a werewolf either but the movie version Remus Lupin turned into. You'll face the average discrimination from the wizarding populous for being what you are. For 200 CP you’re half something like a veela or giant and can expect Umbridge to oppose your schooling and other ventures at every turn and moving to another country won't help as some equally bigoted government type will take her place. For 300 you're not human at all but a rare magical creature. This is not a good thing as you'll garner attention from prospecting magical beings, not just wizards, looking to harvest you for parts or worse, even though you'll keep your mind and gain whatever inherent advantages the creature possesses. I hope you've got a plan in mind, it'd be hard to wave that new wand of yours around if you don't have hands.

Harry Who? (600 CP) Okay now you're just suicidal. This drawback takes away all memories you had of canon, its various fanon stories, and locks away the memories of your previous life as well as this list. Certain origins can keep you clued in to the magic side of the world if you're lucky but otherwise you'll be as surprised to discover magic exists as Harry was.

The End

Well you survived your ten year tenure in this world. You are restored to full health mentally and physically with all limbs and organs intact, all curses and drawbacks are lifted, and you get to keep all your powers, traits, and acquired items, even take someone with you if they agree. Now you must decide.

End Options

Go Home

Stay

Proceed to your next Adventure

Whatever you choose, I hope you live well, Jumper.

Notes:
Storge is the Greek term for familial love while Agape is selfless unconditional love.

For anyone curious, bumble fairies are fat gnomes with fairy wings. Hope that made you giggle.

~~Companion options are not available. This does not bar you from using supplements to bring companions with you or speaking to them on a communication device, they simply won't gain any perks or powers from this jump.~~

The kinds of people who are affected by reverse transformations when entering your sanctuary are those that still have their human souls even if not their minds. Since we don't know how Harry Potter vampires work from fic to fic you'll have to fanwank but it won't work on Buffy vampires or Dresden Files' Red/Black Court ones as both are demons wearing human bodies. You can expect the item to work on Nagini (depending on whether you accept her origin from The Crimes of Grindelwald) and other forced changes that fall into that category. If you want the changes to be permanent you'll either have to take them along on the chain, have brought something with you that'll do the job, or find a way in setting.

Change Log:

Added an eighth choice for starting places, Hogsmeade in the Marauders' era.
Polished up the wording in the drawback **Curiosity** so it reads better.
Added clarification for **The Apprentice** perk on teaching duration.
Added Companion options.

Dec/22/2019
Changed **Parseltongue** to **Parselmouth**

1.1 update

Oct/3/2020
Clarified one revival per Jump in Agape perk
Adjusted the Art Set to reduce the number of utensils and simplify the item
Added Magic University item
Added Mixed Results crossover toggle
Added Hallowed Grounds item
Added Pocket Watch item
Added Fun Tools For The Wordsmith item
Added School Curriculum Plus item
Added Magic Carpet item
Added note about Hallowed Grounds
Added Time Turner item

Nov/4/2020
Added the Basilisk Parts item.

Dec/11/2020
Added the Bogart item
Added the Wizarding Board Games item
Added the Apocalyptic Foretellings item
Added the A Spell To Break Prophecy item

Dec/28/2020
Added the Ten Foot Pole item
Added the Dark And Dreary Illusion Powder

Jan/26/2021
Added a dictation function to the Etching Pen
Made the Trinkets item free
Added a space expansion charm feature onto the Gringotts Vault Network
Added the ability to import underground complexes into the vaults
Added the Student Planner item
Added the Bard’s Book Of Rhythm Runes item