The Other Harry Potter Fanfiction Jump

Version 1.0

So I know what you're thinking, aren't there already two jumps for Harry Potter fanfiction? And a couple for specific fics? Yes, yes there are. But there is quite a lot of Potter-based fanfiction, enough to have its own genres even, and plenty of ground to cover so why the hell not have another one?

So make yourself comfortable, you're in the Fanon Tainted Wizarding World, possibly not for the first time, for ten years. Take 1000 Magic Points(MP) to help you get settled in.

Age, gender, and all minutia

The default assumption of this Jump is that you're a Hogwarts Student, so your age should be appropriate for a student of the year you're entering. However, if you'd rather go to another school, be a teacher, start before Hogwarts, or just not engage with the magic schools at all feel free to pick whatever age makes sense. Gender can be whatever—in fact, if you switch sex from whatever you were before or express a sex/gender outside of the traditional binary, have an extra 100 MP on the house because it'll tick off Rowling.

Origins

So, you're a Harry Potter Fanfic Protagonist, congratulations... But what kind are you? Any of these can be taken as a drop-in, and all origins receive their associated perks and items at a 50% discount with 100-point perks and items becoming free.

Independent: You won't let nobody and nothing control your destiny. Not Dark Lords, not Manipulative Old Geezers, not the Government, and certainly not so-called Prophecies.

Slice of Life: Screw the War, we're partying, socializing, trying to score a date, or just hanging out at that coffee shop.

Creature: You've got the blood of a magical creature in your veins, somehow. It could be from interbreeding, it could be some form of ritual empowerment, an artifact of some kind, an oddly beneficial 'curse,' or freak, unrepeatable circumstances.

Crossover Character: Either you're from another setting entirely, which may or may not have been fused with the Wizarding World, or else you're an example of a protagonist with outside context powers. I mean, you were that anyway, you're a Jumper, but still.

Villain Protagonist: You're the bad guy, the question is more whether or not you're honest about it and whether or not the other bad guys are worse.

General Perks

Magic (Free): Yeah, you kind of need this. By default, this gives you access to the canonical Harry Potter magic system(which is honestly better than most fanon) as well as common fanon spells like time telling, "point me x" to find specific things instead of just having a compass, or the existence of "wards" consisting of deeply rooted, permanently affixed, and customized spells laid on a location as opposed to just specialized charms and jinxes placed over an area. You will additionally get whatever you need to fake the local system if it's significantly different. This also includes the 'extras' that witches and wizards seem to have, like lifespans two or three times that of a normal human, slowed aging, remaining spry and healthy even when nearing the end of your lifespan, and general immunity to most non-magical infections.

Magical Cleanliness (Free): The wizarding world's culture and technology resembles a hodgepodge of time periods ranging from the medieval to the victorian with a few smatterings of modernity here and there. While cleaning spells and cleaning products exist, we do see examples of them going without use. Additionally… Would you want to be stuck using only public lavatories and bathing facilities for most of a year if you had a choice? This perk ensures that every part of your body down to your very pores is always perfectly clean and expertly groomed. Additionally, you no longer need to excrete. This perk can be freely shared with all of your Companions, Followers, and so on.

Education (Free/50 MP): It'd be really embarrassing if you flunked out of school and/or couldn't function as a member of a magical society so for free you have the equivalent knowledge and experience of someone who aced their OWLS and NEWTS for all of the "core" subjects taught at Hogwarts(Charms, Transfiguration, Potions, History of Magic, Astronomy, Herbology, and Defence Against the Dark Arts) as well as three of the OWLS level elective Subjects(Divination, Muggle Studies, Arithmancy, Ancient Runes, and Care of Magical Creatures) of your choice. For an extra 50 MP a pop, you can add an additional elective, which can also include NEWTS level electives such as Alchemy or 'Movie Only' electives such as "Ghoul Studies" which sometimes get elaborated on in fan works.

No Snooping (Free/100 MP): While not an outright immunity to legilimency or mind reading, this perk will ensure that no nosey old men or antique hats or what have you will find any of your meta-knowledge, proof of your extradimensional nature, knowledge of your outside context abilities, information about your real age, or anything else that would inherently prove that you don't belong here. This is free for the duration but for 100 MP you can keep it, applying to similar things in other worlds.

Talent (100 MP): While the Education Perk refers to skill and education, this perk covers a general affinity for magic. Choose one of the following: General Charms, Defensive Charms, Dark Charms(IE Jinxes, Hexes, and Curses, plus a few other things) Healing Magic, Transfiguration, or Potion Making. This particular type of magic comes naturally to you, to the point that you could cast a spell almost perfectly after having only seen it cast once a few months prior, or with only a bit of rudimentary experimentation, intuitively create drastic improvements to a potion recipe such that it would allow someone with very little talent in the

subject create masterworks if they used your version over what was in their textbook. Additionally, you find it easy to apply your skills in that subject to other ones or even blend them together if possible. This perk can be purchased once for each field.

Proverbial Heir of Flamel (100 MP, Requires Talent in Potions and Transfiguration) Alchemy in this world is a combination of potion-making, transfiguration, mundane chemistry, and assorted magics relating to the four classical elements. With this perk, you gain a talent for Alchemy on par with that granted by the base perk while your talents for chemistry and any magics relating to the elements are elevated to match. With enough practice and education, you may even be able to create the Philosopher's Stone.

Quidditch Prodigy (100 MP): You're a born expert on the broom, able to outfly professionals in a race with little practice and dominate in all flying sports with similar ease.

Disciple of Trelawney (100 MP): You are incredibly skilled at cold reading and at making general predictions of things that may come true in a general time period. You're also a talented showman, able to cater to a general audience, and when push comes to shove you're pretty good at BSing your way out of a corner. Now if you want to be an actual seer, that's another Perk.

Wait, How Old? What Year? (100 MP): For some inexplicable reasons, a number of fanfics tweak the ages of the characters as well as the starting age for Hogwarts admission upward. For some reason. *cough cough shipping cough* And for some reason, a lot of fics seem to forget what years the series is supposed to take place in and either explicitly move the setting forward in time or else make pop culture references that are out of place, with or without changing the ages and history of the characters. With this perk, you may make similar adjustments to the world once per Jump, prior to the start of the jump proper, shifting the timeline up or down and tweaking age demographics, though not to the point of major changes to history or characterization prior to your insertion, though it may have consequences going forward.

Protection From The Consequences of Youthful Shenanigans (100 MP): You'd think that a boarding school that houses thousands of teenagers for most of the year with no apparent sex education would be drowning in teen pregnancies, as has been pointed out a few times in certain fan discussions. Given the nature of Fanfiction, as awkward as this is, I feel obliged to offer a general purpose 'you have full control of your fertility and all relevant cycles and functions and are immune to sexually or socially transmitted infections' perk. As a bonus, you can freely share this perk with others just in case you end up in one of *Those* fics.

In Separating A Work From The Artist (100 MP/200 MP): The original source material has a message that includes the idea that love in all of its forms is stronger than hatred, the inherent immorality of bigotry or forcing an ideology on someone and that what you choose to make of yourself is more important than your circumstances or the judgments of others. Unfortunately, Rowling as it turns out doesn't practice what she preaches in this regard. Luckily for any Trans Jumpers out there, most fanfics predate that bit of hypocrisy becoming common knowledge and

many depict LGBT stuff as being unusually accepted in the Wizarding World given the time period. Just in case, however, for 100 points, you will never be judged for nonheteronormative or other non-traditional behavior, presentation, or attitude and will always count as your preferred gender for all legal, social, and supernatural purposes regardless of current form. For 200 points, you'll possess a specialized form of the Metamorphmagus talent, one under your perfect control, that will let you at will switch between male, female, both, neither, or in between and you'll be counted at all times, if relevant, as whichever is most beneficial to you even when they contradict.

Seer (200 MP): You're a seer. Someone with the ability to foresee the future. While the ability can be trained to an extent, for the most part, it's inborn. By itself, this Perk gives you a talent akin to Trelawny, where you will merely spout off a cryptic prophecy at important junctures that predict a possible future if properly deciphered, with the caveat that unlike her you'll remember what you said, and maybe get an occasional coincidental or accidentally correct prediction, but if you also took the Divination elective for Education and thus have a full NEWT level degree of training and experience, or else actively train the talent you will be able to make *much* more frequent and deliberate predictions of the near future.

Lord Hadrian Jameson Potter-Black, Duke of the House of Evans, Heir of the Four Founders, Esquire (200 MP): The names and titles that sometimes end up attached to 'Harry' in some of these fics... Regardless of how ridiculous your name or pompous your titles are, as long as you have this perk people will take it seriously and treat it as normal. You may also give yourself ceremonial titles relating to your deeds or history, such as "the serpent slayer" for killing a basilisk or 'The chosen one' for being a child of prophecy and no one will think you're pretentious. Whether these titles hold any rank or clout, however, is another matter.

Emancipated Minor (200 MP): A number of Fanfics have Harry, either through his own actions or as a side effect of some other thing that happened in the fic, becoming legally recognized as an adult with all attendant rights and responsibilities. Usually at 15, but often at 14 or even younger. With this perk, you will always be considered an adult in all legal, supernatural, and social situations no matter your actual age or physical appearance whenever it would be to your benefit. You will also have ready access to valid legal documentation of your adulthood should you need it.

Favorable Marriage Laws (200 MP): Shipping fics can get weird and also a lot of fanfic writers seem to forget that Dumbledore died in the closet. As long as everyone involved is aware of what they're getting into and is capable of consent no legal or social consequences will befall you for dating someone noticeably younger or older than you, or trying to marry more than one person at a time, or getting involved in a homosexual relationship in times or places where such is frowned on or illegal, or being engaged to a dark elf from another dimension, or what have you and such relationships will by Fiat be considered to be legally and socially valid. Actually making the relationships work out, however, is on you, and this perk won't protect you from the consequences of being a creep. This will let you freely Companion romantic partners who are willing and know of your nature as a Jumper.

Hearty Son of A Gun (200 MP): Magical people are tough by default, especially in regards to bludgeoning and blunt impact, but they aren't invincible by any means and seem to be just as vulnerable to slashes and stabs as regular people... In canon. Fanon, on the other hand, either ignores this entirely to criticize Wizarding society's flagrant disregard for the dangers of extreme sports or else exaggerates it. With this Perk, you're in the exaggeration camp, being immune to any blunt force trauma short of that which would reduce an ordinary adult human body to the consistency of chunky salsa, which will still do considerably less damage, 'minor' explosions, conflagrations, and electrocutions will be slapstick at the worst, cuts and stabs are only about half as effective as they should be, and you could probably walk off a handgun shot as long as it's just the one and you get the bullet out soon enough. Bleeding out from anything short of dismemberment is unlikely. And that's if you're *just* a wizard, the more perks and powers you have to toughen yourself up the more punishment this perk will let you take.

Blended Genres (200 MP): Very few stories are exclusively one genre and that applies to fanfics as much as it does to official literature. A lot of Independent Harrys would be the villain in any other story, some creature inheritance fics are more about the social impact of the manifested non-human traits than adventure, and honestly, crossover stories run the gamut. For this Jump only, select a second origin from this document and receive both sets of discounts.

Great Teacher (200 MP): Maybe you'd rather be a teacher than a student, or maybe you'd like to establish something akin to the DA a bit early. Either way, you're remarkably talented when it comes to teaching what you know to other people in a way that will let them put it to practical use.

Beast Tamer (200 MP): You have a knack for understanding the instincts and body language of non-human creatures, which not only makes them easy to get along with if you're so inclined, but easy to train if that's the sort of career you're going for.

Emotional Support Dragon (200 MP): Officially, Hogwarts only allows cats, owls, and toads as pets for students, though as Ron could bring a rat, enforcement is lax. Some fics however take it a little too far. From now on, any exotic beasty or non-human being, no matter how potentially dangerous, intelligent, or otherwise improper for a pet will be considered your pet or familiar and will be allowed into places that allow pets, though you need to either own the creature in question if it's just an animal or have it agree to be your pet or familiar if it's intelligent and able to communicate, and its behavior will be judged like any other pet's would be given the circumstances. Also, if you claim that an animal you have is a service or support animal, people will just accept that.

Good Genes (400 MP): A number of fanfics make Harry or the replacement protagonist *actually* a pureblood and heir to several long lines of pureblood noble families, almost as if the authors misunderstood the message of the books or something. Or missed how it's explicitly stated more than once that all purebloods are related to some degree. You'd think you'd have physical, mental, or health-related problems when your family tree is four double helixes that are

themselves twisted into double helixes that crisscross with each other several times a generation and the whole apparatus is twisted into a Mobius strip, and that's before we consider the fics that throw in 'creature inheritances' or magical gene splices into the mix. With this perk, no matter how twisted or convoluted your family tree is or whatever tinkering has been done to your biology you are always free of genetic diseases, defects, or harmful mutations. This will carry down to any of your blood descendants as well, and as a bonus you'll be slightly healthier overall and your aging but not rate of maturation will be slightly slowed.

They Like It, I Swear (400 MP): The Question of House Elves is a complicated one that grows more complicated still when one considers that we have no clue how such a situation came about. Fans still rage on as to the morals and ethics of the problem, how to solve it, or if it even is a problem and… It's all a complicated mess. So just in case it becomes relevant, here's a perk that means that anyone bound by bonds of servitude to you, especially supernaturally enforced ones, who claim to enjoy it… actually will. This is not by any means brainwashing, it simply means that 1: they won't lie about whether they're okay with the arrangement or not, and 2: fate and probability will skew heavily toward allowing people who might genuinely find some form of satisfaction or enjoyment from the arrangement to do so. Naturally, the better you treat them the more effective this Perk becomes, and, as a side effect, it will actually *undo* any mental tampering or conditioning that would compromise their ability to decide if they like the arrangement of their own accord… Though I suppose if you're a *bastard* you can have that last clause not apply to things you yourself did on purpose.

Note that this won't help you if the being in question genuinely desires their freedom more than any enjoyment or fulfillment they could gain from the arrangement, or if they have a good reason to dislike you. Anyone willing to remain a servant at the end of a Jump can be companioned for free.

Magical Core (400 MP): A nasty bit of persistent fanon is the idea that magic runs on a specific magical energy, rather than being a force in its own right, and that people have an inherent 'core' of magic somewhere in their meta physique whose size amounts to an inherent base power level. Regardless of whether that's true in the particular fic you're jumping, you've got such a core of magical power and it's a pretty big one. As a first-year who just learned to shoot sparks, you'd be able to outlast Dumbledore in a contest of nonstop spell-slinging. Additionally, your magical core grows larger and more potent passively over time, as though you were constantly practicing magic. This passive growth will apply to other forms of Internal energy as well.

Unbound Potential (400 MP): Relating to the above bit of fanon is the idea of someone, usually the "Manipulative Headbastard," placing 'blocks' or 'limiters' on Harry's magical core for some inexplicable reason because biggatons are the only way some fic authors can think of to make Harry 'better' than canon. Regardless, that's not something you'll ever have to deal with, as you are categorically immune to any and all attempts to bind, restrict, suppress, drain, steal, or damage any aspects of your power or energy.

Soul Bonds (600 MP): And then there's this doozy. In some fanfics, well… You know what, I'm just gonna explain how they work here, for you, because there are no consistent rules in fanon. You and another, willing being who share some strong emotional bond can elect to bind your souls together. This will allow you to communicate telepathically and share emotions instantly over any distance, know if the other is in distress, and share your supernatural abilities with each other. However, note that this is a *permanent* bond so if the strong emotional connection you had isn't sustainable, well, then you have a problem on your hands. The only limit to how many such bonds you can have is how well you can juggle *that* many relationships that are *that* intimate. Soul Bonded relationships allow the other party to become Companions for free if they'd like. Alternatively, you could also instigate such bonds between third parties who would be willing to have such a relationship.

So Mote It Be (600 MP): In some fics, there exists the idea of a Wizard's Oath where if you swear that the statement you're making is the truth or that you'll perform some task "on your life/magic" and finish with "so mote it be," that's a magically binding contract and if you lied, or failed to perform the task, you'll die or lose your magic or something. Let's ignore every bit of canon that violates and all the problems such a thing would solve for a moment: Whether or not you're in such a fic if you perform such actions, people will believe that you're telling the truth or that your word is good and… That's it. It won't *actually* bind you, it's just a useful tool for manipulation, though be wary of abusing this too many times with the same people.

The real fun, however, comes when you make someone else swear such an oath to you because in their case it very much *is* binding. Should they have lied, or failed to complete the task they failed to complete, you will know immediately and can then either will them to drop dead, permanently claim their supernatural powers for yourself, or both. This will be accepted as a perfectly normal and reasonable thing to happen and you won't find yourself charged for the death.

A Mother's Love (600 MP): In the canon story, the sacrificial protection on Harry was a bit of vaguely defined ancient magic that apparently in the whole world only Lilly, Dumbledore, and Voldemort knew about, though Tom learned about it as a teenager so figure that out. In short, Lilly told Tom to kill her but spare Harry, Tom killing Lilly in response counted as accepting, so he became unable to touch Harry without being burned or harming him with magic without the spell rebounding until he took Harry's blood for his resurrection ritual. Some fanfics, however, have expanded out to a more general immunity to the killing curse and/or take Dumbledore's initial 'lies to children' explanation of why Tom was burned literally. So this perk gives you both: Contact with your body or blood will cause severe blistering burns to beings of supernatural evil or any purely malevolent being who intends you harm, although you may reflexively suppress this effect if you desire or apply it selectively, and you are categorically immune to any and all supernatural effects of any kind that would render you dead without a physical cause, such as the killing curse or the gaze of a basilisk.

Blood Adoption Rituals (600 MP): Another bit of fanon is the idea that via a magical ritual involving an exchange of blood, you can make someone be considered part of your family,

legally, for all legal purposes, and… Why that's necessary to legally adopt someone is I don't think adequately explained in any of the stories that have it. Anyway, it also has the benefit of sometimes letting the adoptee gain the special abilities inherent to a magical bloodline, or count as a blood relative for magical reasons, which makes more sense and… Actually does have some small basis in canon, see Voldemort's resurrection ritual. So via a ritual involving an exchange of blood, you can share with anyone any special traits you have, including perks, that are tied to your biology, heritage, bloodline, or that are literally bound to your blood. Or, conversely, if they are willing or helpless, take their blood to gain their appropriate abilities for yourself. Whether or not this actually counts as a legal adoption is up to you at the time you do it, and regardless it won't make you actually genetically related. If they *are* properly adopted, they can become Companions for free if they want.

Wizard People, Dear Jumper (400 MP): When you were but a year old, it was realized that you were a being of immense talent and potential, a near godlike being. A beautiful animal, a destroyer of worlds… You're a magical badass, is what we're trying to say. Even as an untrained child, improvising wandless spells that bend or break the conventional rules of magic is nigh effortless, and as you grow stronger and more skilled this talent will only grow. Additionally, you'll find that this raw aptitude applies in other fields as well, allowing you to perform impressive feats of athleticism while daydreaming or writing lengthy, convincing essays with just a few hours work. This perk also serves as a Capstone Booster.

Independent Perks

Dress Codes Be Gone (100 MP): A number of fanworks have Harry or the replacement protagonist flouting the Hogwarts dress code to some degree or another, sometimes as a deliberate choice and sometimes because the author only saw the later movies and forgot there *was* a dress code. A few also have the protagonist wear custom uniforms that do not violate the dress code only to get in trouble because the uniform is not 'standard' in order to either score a cheap 'win' or justify bashing the school staff. This perk will let you get away with one while not having to deal with the other, as long as you are complying with necessary safety regulations(or are immune to those risks) you and your friends, Companions, or Followers can get away with whatever flashy/sexy/edgy/badass-if-only-in-your-own-mind outfits you want.

Hands Off (200 MP): Have you ever noticed how brazenly those independent, rebelling against authorities Harrys strut around Hogwarts/Diagon Alley/the Ministry like they own the place, never being stopped by concerned authority figures, even when he's in open opposition? Or when he just leaves school without permission? Sure, he might be sneaking out but you'd think it would be noticed that he was gone for hours and was spotted in a public location. With this Perk, as long as you don't do anything overly destructive or disruptive, any rule-breaking you commit, any unexcused absences, or so on will be overlooked by the relevant authority figures *if* they become aware of it at all.

Made to Last (200 MP): Something about the ambient magic around Hogwarts, and only Hogwarts in canon for some reason, futzes with electronics but you'll never notice as

‘anti-technology’ effects never seem to apply to your possessions. Likewise, magic items in your possession seem to shrug off anti-magic.

Badass (400 MP): Most people who write independent fics are trying to make their protagonists come across as a badass. Many of them fail. You, however, actually *are* a badass. You are confident in yourself without being arrogant, and that confidence is well-placed as you are at the peak of physical ability and physical talent at least insofar as your age range and species goes. You’re a natural at all kinds of sports and in a physical fight, always have a pithy one-liner or cutting quip on hand, and never freeze up or panic in an emergency.

Fate-proof (400 MP): Fate doesn’t actually exist in the canonical version of this world. Divination only shows what is likely to happen and even genuine prophecies explicitly don’t always come true. But some authors don’t get the memo and depict Fate as an extant entity manipulating things and trying to subvert free will in favor of her(always her) narratives. Luckily for you, you’re immune to such things, a prophecy about you will only be true if it is to your benefit, and even then only if you want it to, ‘fate manipulation’ type effects can only be used to your benefit, and you can ignore the fates of others and just do what you want with no consequences in such regards.

Peggy-Sue (600 MP): Ah yes. This trope. Simply put, once per Jump, when you encounter a situation that would make you Chain Fail and fail to escape from it, you may start the Jump over from the beginning, reverting physically to the state you were in at the start of the Jump but keeping all memory and power. The same also applies to your fiat-backed companions and followers, and anyone you’ve soul bonded with or similar, but in all other regards it is as if the previous attempt never happened. Note that this will reset resolvable drawbacks that you’ve already resolved.

Infinite Loops (Boosted): First, the basic effect of this perk expands so that it recharges on a decade’s basis rather than being strictly per jump. Second, you now have more chances with the ability to try ten times per jump or decade, not just once, with all expended uses recharging exactly ten years after Jump Start/the last recharge or the start of a new jump whichever comes first. Finally, you may optionally trigger this effect whenever you would trigger the use of a One-Up perk or effect, which consumes that One-Up instead of one of these uses.

Slice of Life Perks

Just Chill (100 MP): So yeah, bigoted terrorists led by an immortal psychopath are trying to kill you and take over the country, the government is smearing your name, everyone thinks you’re the second coming of medieval wizard Hitler, and your Headmaster may or may not be a manipulative bastard plotting to sacrifice you for the ‘greater good’ but does any of that *really* matter? As long as you’re not actively pursuing participation in the ‘plot’ at the moment, the ‘plot’ will not directly affect you or your loved ones beyond maybe dressing a scene. Even if you are actively participating, you’ll still have plenty of time between “beats” to relax, hang out, or pursue a romance, if only because time seems to stretch and bend to accommodate it. Aspects of this

perk can be toggled on and off if you'd rather go without one, and can be shut off entirely if you want to be more naturally immersed in the narrative at the time.

Isn't This A School? (200 MP): You know, all that studying really cuts into your socialization time. Wouldn't it be great if you could just read the textbook once and memorize it like that Granger girl seems to do? This Perk gives you a perfect memory that is fully retroactive and comes with all of the bonuses you'd expect from a perfect memory perk, including but not limited to infinite storage space, total recall, protection from the effects of harmful memories, your memory becoming utterly tamperproof, and gaining the ability to instantly suppress and unrepressed unwanted memories at will without any lingering trauma or negative effect on your psyche. Additionally, you're prodigiously talented when it comes to practically applying your knowledge, and synthesizing and cross-referencing what you learn with what you already know and vice versa.

Charming (200): You're charismatic in an easy-going way, fun to be around, easy to get along with, and pretty skilled when it comes to making new friends or seducing romantic partners. In particular, you're rather talented at getting past the shells and walls others put up and getting them to reveal their true self to you.

Don't We Have Homework? (400 MP): Of course, even a gifted learner has to actually take the time to do stuff, and depending on your year and course load there might not even be time to do all of your homework and required reading, especially since all the assignments seem to be writing assignments with strict minimum word lengths, and still have time to be a person. This perk means that that's not a problem, as whenever you have something you need to do that does not require face-to-face interaction, it's as if another you is mono-focused on it in a parallel reality, doing it to the best of their ability in the time you're doing other things while you inherit their memories of doing it and reap the fruits of their labor. Also, bathroom breaks, taking medication, daily self-maintenance tasks, and the like similarly happen 'off-screen.'

Life of The Party (400 MP): You know how to have fun, and you're great to have around at parties and great at organizing parties. You know all sorts of fun party games, you're a talented singer, you can hold liquor very well even if you really shouldn't have been able to get ahold of it, you always know just what to say to get others to let their hair down, and you're pretty good at kissing and other things along that line.

Mundane Utility (600 MP): While there are allegedly some hard limits to what magic can and can't do, such as creating food from nothing, they seem far and few between, and even then they seem to be soft limits—if you have some real food, for example, you can multiply it many times over. For the most part, magic just does whatever is convenient. You are an absolute master of such spells, being able to casually work great magic even as a novice as long as it's to make things easier for or improve the quality of life of you and your loved ones. Cooking spells, drying spells, cleaning spells, using levitation charms to move things more easily, mastering those with ease regardless of where your talents lie is only the beginning. With this Perk, with only a little practice you will be able to twist almost any spell toward such a purpose,

often drastically increasing its versatility in the process. This will also apply to other powers or systems of powers you may gain in other worlds, especially if they are similarly inherently versatile.

Kitchen Witch (Boosted): If you're not careful, some people might think you're a House Elf in disguise.Your ability to manage mundane tasks with casual magic takes a quantum leap forward, and you'll find that it's backed up by mastery of the skills needed to do it by hand. You may very well find small objects flying to your hands on their own, surfaces you plan to use cleaning themselves as you approach, and texts you need to reference levitating so your hands remain free, though never if you'd rather they didn't.

Creature Perks

Creature Inheritance (100 MP): You by some means be it natural conception, curse, infection, some attempt at empowerment, an unpredictable reaction to rare magics, or the results of experimentation are imbued with the bloodline, and thus magics, of some sort of creature. A non-human Being or some sort of Beast, perhaps, or maybe something stranger still. First and foremost, this Perk opens up access to the Bloodlines section of this document and grants a +100 MP stipend for use in that section only. Additionally, your non-human heritage makes you slightly heartier all around, being just a little bit faster, stronger, tougher, and so on than you'd otherwise be before accounting for the effects of your heritage.

Instincts (200 MP): A surprisingly large number of the creatures whose blood you may have been gifted with or inherited are some kind of predator. Others have warrior aspects of their cultures, and others are simply dangerous or aggressive besides. You've inherited that temperament to a degree, and find that your instincts are finely honed for hunting and battle making such things come naturally to you. Your senses, meanwhile, are very good at picking up the danger to the point that a hidden assassin may be revealed to you by the hairs standing up on the back of your neck.

I'm A Monster, So What? (200 MP): You're partly inhuman, so it's not really fair to hold you 100% accountable to human standards. As long as you aren't causing permanent physical harm to good or innocent people no one will care if you, as a vampire, suck a little bit of blood. Or if you as a veela are flirty and make frequent use of your aura, or if your more bestial inheritance means you're a little underdressed in the name of having a more free range of movement.

You Sexy Beast (400 MP): You're… surprisingly good-looking, all things considered. A perfect 10 out of 10, if only by your own standards. Whatever exotic or inhuman features you possess by your creature inheritance or other non-human traits you may possess are prominent only to the degree that you wish them to be and always manifest in a way that is complementary to your appearance with no cost to their effectiveness—for example, a half-giant who wishes to only be slightly taller than they'd otherwise be will be no weaker than one who is the full ten feet tall. Post Jump you'll be able to toggle such things off entirely, or, if you prefer, dial them up a bit in the case of less humanoid bloodlines. Additionally, if you so desire, you may exude a proverbial aura of raw animal magnetism.

Chimera (400 MP): Some creature inheritance fics don't limit themselves to *one* inheritance. You don't need a perk to have more than one bloodline, but this perk will ensure that your bloodlines will blend together in the most beneficial possible way. Additionally, this will allow you to blend together or merge down any races or organic alt-forms you may have, even making them part of your base form, in which case they too will combine with each other and your bloodlines in the most beneficial way and benefit from other Perks in this line as if they were bloodlines.

Alpha (600 MP): Okay, let's get this out of the way, the concept of an "alpha male" is often misunderstood and originated from a study on wolves that was later debunked when it was understood that what was at first thought to be natural wolf behavior was essentially their equivalent of prison rules as they'd taken unrelated wolves and kept them in captivity while real wolf societies are based on family units. It's really only used seriously anymore by trashy supernatural romance novels and people with toxic attitudes regarding masculine ideals. But it comes up in this kind of story and hey, it's a useful shorthand. This perk makes you a prime physical specimen and ensures that you have access to the greatest possible potential of your race, species, breed, or bloodline. It also takes any abilities you have that are tied to your biology or bloodline and cranks them up to 11. Optionally, you may adopt a more 'naturally dominant' temperament, though the effects are mild and it can be toggled on and off.

Just Like Those Supernatural Romance Novels (Boosted): You're now as far beyond the base Alpha Perk as the Alpha Perk is beyond a creature that lacks it. Additionally, other creatures or creature-descended beings, especially those similar to yourself, will take on a submissive temperament around you and be highly likely to obey your orders if they are your actual subordinates or have some personal loyalty or attraction to you, though not to the point of completely overriding free will so if you act like a jackass you can still drive people off. This can be applied selectively, if you'd rather not affect certain individuals.

Crossover Character Perks

No Context (100 MP): You've got powers that nobody in the wizarding world is particularly familiar with, even if you're not the only one with them. That makes it really hard for others to properly understand what your powers are, how they work, their limits, etcetera without your help or at least permission. Additionally, this perk unlocks the Outside Context Abilities section and grants you a 100 MP stipend for use in that section only.

Transfer Student (200 MP): This is sometimes the explanation given for why a Japanese anime character is going to school all the way in Scotland or why a character is joining after the First Year. Anyway, anything particularly strange about your actions and behavior will be assumed to just be because you're from a different culture or because "your kind" does things differently. Thus, your eccentricities will be tolerated and your faux pas excused as long as they aren't particularly egregious, though this won't necessarily help you deal with people who dislike you specifically, or for example, with getting along with a pureblood supremacist if you yourself are muggle-born.

Cool (200 MP): It's always easy to tell when an author favors one side of a crossover over another. You just exude a palpable aura of 'coolness' that means that people are much more likely to like or at least grudgingly respect you. In particular, people are much more likely to be impressed or jealous of any of your supernatural powers even if they normally wouldn't.

Fusion (400 MP): A fusion fic is like a crossover, but instead of characters from other worlds meeting or multiple narratives coexisting in a single setting, characters and concepts from two or more settings are blended together. It could be as simple as not only the Dresden Files and Harry Potter coexisting but using different forms of the same magic — so, in theory, you can learn both to make your magic better in general — to as complex as a story where Harry is the simultaneously hated and exalted living sacrifice who serves as the vessel of the infamous Nine-Tailed Demon Snake Voldemort after his mother gave her life to invoke Death itself to rip the Dark Lord's soul from his body and trap it within the boy he intended to murder who is now attending the Mercenary School Hidden in the Hog's Warts. This Perk will… Not let you do anything so drastic, but it will let you freely combine your different powers from various worlds, allowing them to work together even if they shouldn't, run off of each other's energy if needed, and blend them together to create greater results than they ever could alone, and with enough work even outright merge together your powers and energies permanently to create things with exponentially more breadth and depth in terms of what they are capable of.

My Rules are Not Your Rules (400 MP): The thing about having more than one kind of power is that they don't necessarily play by the same rules, and that's a major advantage. A shield spell might block even the strongest blasting curse but chakra isn't magic and Kido is a completely different *kind* of magic. With this perk, anyone trying to counter your supernatural powers needs to be using a specific counter for that specific kind of power, no general purpose "anti-magic" effects will apply to every kind of magic you have, psi-blockers won't stop legilimency, etcetera. This also applies to piercing immunities.

Stomp Fic (600 MP): Ah yes, these. Some authors write crossover fanfics solely to bash one setting while exalting another, with quality varying from "okay in a guilty pleasure kind of way" to "the author has issues." Regardless, this Perk lets you benefit from those tropes: In a clash of powers or tools, yours are always inherently 'better.' In a battle of raw power, for example, against someone who was otherwise your equal, you will find that you are able to slightly overpower them, while a power discrepancy in your opponent's favor provides significantly less advantage than it otherwise would. While this won't save you outright if your enemy is just overwhelmingly more powerful than you are, it'll certainly help. In the case of more… esoteric abilities, where raw power is difficult to judge… Yours win.

Anything They Can Do (Boosted): You can do better. Whenever you use an "outside context" ability to achieve a similar result to what someone else has done, or alternative to try and undo what they have done, your result will be "better" even if it shouldn't be after accounting for the base perk. It's as if all of your abilities are just conceptually "better" than anyone else's, and this applies especially to any abilities you possess that are supposed to be "perfect," "absolute," or "infinite" when faced with similar abilities used by others.

Villain Protagonist Perks

Parselmouth (100 MP): You're a parselmouth, someone who can naturally speak parseltongue, the language of snakes. But apparently, that's not cool enough for some people because in fanfics it lets you do things like have a secret written language that only parselmouths can read and talk to dragons too and make spells ten times more powerful but at ten times the cost by saying the incantation out loud in parseltongue and snakes/dragons, even non-sentient ones, are instinctively subservient to "speakers" barring magical compulsions otherwise. This perk gives you the ability to speak parseltongue reflexively and to figure out how to do everything else easily enough.

Leather Pants (200 MP): You know what they say about bad girls and bad boys, right? A lot of fanfic writers end up thinking that the bad guy is oh so much more interesting than the hero, or is just hotter, so they end up whitewashing their negative traits. And some authors fail to realize just how despicable they've made the protagonists and so other characters don't react appropriately to their wickedness. What this Perk does, is it lets you get away with a lot. By which I mean, that as long as you are not antagonizing a given person, or they don't have a good reason to oppose you, or your actions don't harm them and theirs… People just don't *care*. You could literally get away with murder because someone thinks you're hot and you could crack a joke about people that you've magically enslaved and your friends will laugh along even though they by all means should be horrified.

Indoctrination (200 MP): What do both dark lords and the sociopathic protagonists of certain fanfics have in common? A disturbing tendency to acquire followers and indoctrinate them to their cause. You have a dark sort of charisma that allows you to easily talk others into shedding their inhibitions, embracing their darker traits, or coming around to your way of thinking. It's most effective with people who already share your values, or at least the values you proclaim to have, as well as the emotionally vulnerable in general but given that this talent is paired with masterful skill at indoctrination, radicalization, and outright (mundane) brainwashing both subtle and blatant very few can resist your charms for long with most average people being like putty in your hands.

Darkest Arts (400 MP): You're a natural master of the darkest of magics. Not everyday dark magic like the hexes and curses that anyone can learn, no. The nasty stuff. Perfectly casting the Unforgivables every time even when your heart isn't in it? Child's play. How many inferi can you animate? How many corpses do you have on hand? The only thing this perk doesn't cover is the creation of a Horcrux because any *competent* dark lord would understand that those are a trap, *Tom*. Furthermore, it seems that your affinity for the Dark Arts protects you in a way. Terrible spells that should invoke a terrible cost don't. No number of cold-blooded murders with the Killing Curse will split off so much of a sliver of your soul, any corrupting side effects wash over you harmlessly… It's like you can't be negatively impacted by your powers or attempts to grow them at all.

Reborn (400 MP): At some point, you died. But you didn't… *die*. Your spirit lingered, intangible but still alive until it was enfleshed in a rudimentary, homunculus-like body and then regenerated back to your full form and power using a ritual and a potion imbued with the bone of your father, the flesh of your servant, and the blood of your enemy… But unlike some lame-ass wannabes, *Tom*, your regeneration potion was crafted by an experienced genius on the same level as Snape who made drastic improvements to the formula, your rudimentary body was fed on a variety of beneficial potions, drugs, and other substances, as were your servant and enemy while your father's bones were left to stew in the same. Thus your new body is conditioned to perfection in a way that leaves you twice again as great in all physical attributes as you would otherwise be and the substances that now infuse every aspect of your body bestow upon you potent abilities of self-healing, making you eternally youthful, immune to all poison and disease, and able to quickly and perfectly recover from what would to a normal wizard be mortal wounds or permanent dismemberment in mere moments as long as your head is attached and your brain intact.

Life Debts (600 MP): Yet another persistent bit of fanon is the idea that someone can come to literally owe you their life and magic itself will compel their service if you call it in. Save someone's life? Life debt. Have a good reason to want someone dead but insist on them seeing proper justice instead? Life debt. Rescue someone that you *think* is in danger? Life debt. The rules are incredibly vague and seem to change whenever it would be convenient for you with only 'an argument could be made that they owe you their life' as a hard limit. Now what can you do with a life debt? Honestly anything short of maiming or killing them that you'd accept as payment, but a disturbing number of stories default to "make them your magically bound slave for life" so… For some inexplicable reason society, in general, doesn't have much of a problem with this phenomenon or anything you might ask of your debtors and often pay it no mind unless you draw attention to it, though specific individuals might if they or a loved one are on the receiving end of it… Not that it'll do any good to resist or complain. Anyone bound to your servitude permanently with this Perk can be made a companion whether they like it or not.

Slaver (Boosted): Yeah, no ifs, ands, or buts about it, you're one of *those* guys. First, it stops so much being 'life debts' as 'debts in general.' They owe you a vast amount of money that they won't be able to pay off anytime soon? You make plans to kill them but change your mind at the last minute? Defeat them in battle but spare their life? Yeah, they owe you now. And people who come into your debt who you would really like to have possession of for some reason or another will seem oddly willing to offer themselves up as your magically bound slaves as a means of paying off the debt, even preemptively, and with this version of the perk such beings are, for all intents and purposes, your property. Deliberately killing or maiming them is going to be frowned upon but altering their bodies, brainwashing them, using them in your experiments, treating them like furniture, leading them around on leashes like pets, and other things besides won't draw much in the way of negative attention.

General Items

Wand (Free): You're going to need this if you want to work any magic here. This is a super special awesome custom wand made of rare and exotic materials that are so much better than

boring old holly and phoenix feather, canon be damned. Whether it's made of whomping willow and dementor bile, petrified devil's snare and basilisk bones, or kyber crystal and Zeus's left wisdom tooth, this wand is perfectly suited to you, absolutely loyal, and by sheer coincidence will find itself perfectly adept with whatever magics you're interested in learning and/or have Perks that bolster the use of, retroactively if need be. It may be freely combined with or imported into any other items you possess or gain in the future that serve as a focus for supernatural power.

School Supplies (Free): Everything you need to attend Hogwarts, or whatever other magic school you were enrolled in. School robes that are perfectly tailored, adjust to always fit, self-mend, and are always clean, a trunk that's bigger on the inside and can comfortably hold all your stuff while still being light enough to carry and that can shrink to fit in your pocket, whatever textbooks you need this year, your potions equipment and a regenerating supply of standard ingredients, a telescope, and anything else you'd need. If you're not a student, take it anyway, it might come in handy.

Luxury Trunk (100 MP): Your Trunk is even bigger on the inside, and contains within it an apartment with a study, plenty of shelving for whatever collections you might have, and a secure back door into your Warehouse.

Sound Track (Free): You know, the movies have a pretty good score. You get the whole of it as a playlist that you can have running in your head or out of thin air. Also, for some inexplicable reason, the entire MCR and Evanescence discographies. No, we don't know why, please don't ask too many questions *clamor* nothing to see here! Everything's under control.

Trust Vault (100 MP): You've got a personal, highly secure vault at Gringotts or some other magical bank that is just filled to the brim with gold galleons, silver sickles, and bronze knuts. How much money is in here… Well, a lot. Barring the kind of spending sprees that would make a jaded, out-of-touch billionaire ask what you were compensating for, it'll be hard to deplete your vault and it's regularly topped off with money from an "estate" that in and of itself seems to have infinite income. Don't worry about messing up the economy or anything, but while your liquid funds are not infinite it'll take some extreme circumstances for you to ever have to worry about money again. Additionally, you have access to a magic coin purse that is always on hand, can't be stolen, and will let you withdraw money directly from your vault without having to go to the bank. A simple spell activated by an incantation of your choice will allow you to convert any currency you withdraw into any other form of physical coin or cash you might need and this just works out somehow. Post Jump, the Vault will become a warehouse attachment and any other income you have can automatically be transferred into it.

Private Dorm (100 MP): It's like the people who write HP Fanfiction don't know how British boarding schools work or what their purpose is. Anyway, you've got surprisingly luxurious private quarters at the school with its own sitting room, reading/study room, and bathing facilities on par with the prefect's bathroom, a kitchenette, and a private dining room catered to by the Hogwarts elves or just fiat if you have an ethical problem with that, guest rooms if you'd like friends to stay over, and a spacious bedroom with a large, comfortable bed that's always the

ideal temperature for sleeping all self-maintaining and miraculously furnished to your taste. Post Jump, or if you aren't a student, this becomes a warehouse attachment instead unless you also purchase Hogwarts Castle.

Collars and Vests (100 MP, Free with Emotional Support Dragon): For any animal, beast, or non-human creature you have as a pet or familiar, you gain one collar, vest, or some other sign of ownership that will mark them as a pet/support animal to any who see it, allowing them to go about their business and if you have Emotional Support Dragon benefit from that Perk even when they are not currently with you. This will also let you bring non-fiat-backed pets with you as followers.

Racing Broom (200 MP): A high-quality custom sports utility broom that will always be considered top-of-the-line. Indestructible, able to reach top speed in less than a second, and loaded with all sorts of quality-of-life features that make it perfectly suitable for long trips but that nonetheless don't disqualify it from sports use. It has whatever badass name you want it to have.

Emancipation Papers (200 MP, Free with Emancipated Minor): These legal documents, once filled out and signed, will grant anyone who is of sound mind and knows what they are getting into the full benefits of the Emancipated Minor perk. You have as many copies as you need at a given time. You cannot use these on yourself.

Philosopher's Stone (200 MP, Requires Proverbial Heir of Flamel): You could have made this on your own, but maybe you don't have the patience, or you'd like a sample to reverse engineer, or you'd just prefer the security of a fiat-backed item that'll make its way back to your warehouse if lost or stolen. Anyway, the philosopher's stone is an artifact that allows one to translate base metals into pure gold and that produces the elixir of life, a potion that restores the drinkers to their full strength and can make them immortal if consumed regularly and continuously. Supplemental materials likewise imply that it will increase your power and skill in regard to alchemy and its component disciplines. Now the prequel films seem to imply that the elixir merely slows aging rather than stopping it or restoring youth but plenty of fanfics predate that reveal and do depict it deaging you to the prime of your youth so this version does.

Private Workshop (400 MP): Your standard school supplies are good enough for basic learning and experimentation, but if you want to produce your own goods or innovate then you're gonna want something a bit more dedicated. You've got a few rooms here, attached to your warehouse, including a ritual chamber, a private apothecary, a state-of-the-art potions lab, a separate room specifically for alchemy, and plenty of workbenches for enchanting or creation of magical gadgets. You can just assume that your personal apothecary has at least some of whatever ingredients from this world you need at all times.

Hogwarts Castle (400 MP): A number of fanfics have Harry become or be revealed to be the Heir of all four founders and thus somehow the rightful owner of the school. During this Jump, you will always have reasonable access to the school grounds and its facilities and at least a

token say on decisions made by the board of governors. Post Jump, you'll receive a copy of the castle with all of its supplies and facilities as well as the grounds, with a suite of NPC house elves, portraits, and optionally teachers. You can use it as a school, as anyone you bring here to learn will gain the Magic perk and their own Wand and School Supplies Items, or you could repurpose it for some other use. Maybe a base? It comes with the full suite of Canon security at its greatest. This castle and its grounds can be imported into a suitable location in your current Jump or kept as a pocket dimension attached to your warehouse.

The Franchise (600 MP): For 600 points, you can just steal the Harry Potter franchise out from under the current owners and there's nothing they can do about it. All relevant trademarks, copyrights, licensing agreements, and everything else become yours forevermore and there's nothing anyone can do about it. In addition to an assload of income, this comes with full creative control and/or the ability to introduce the franchise in times or places where it does not yet exist. Hell, if you wanted to you could turn this Jump into one of those "reading the books'' fics.

X Reads/Watches Y (600 MP): Speaking of which, this private room attached to your Warehouse can be used to conjure any and all media relating to your current jump as well as comfortable seats by which to read or watch it. Any character you bring into this room will believe that the media is true, unless it's explicitly a fanfic that is not the specific fic you are jumping, a different continuity, or the narrative is intended to be false or fictional in-universe. For all your "character X reacts to character Y's thought processes" or "show the good guys the future so they can do better in a way that's entertaining to me' ' needs.

Independent Items

Wardrobe (100 MP): You're not some conformist sheep. You dress how you want to, damn it. This wardrobe is fitted with perfectly tailored outfits for you and your companions that perfectly fit whatever aesthetic or aesthetics that you and your companions think is cool and also for some reason some name-brand clothes from… Hot Topic. Excuse me for a moment.

Muggles Do It Better (200 MP): What you have here is an armory of muggle weapons, including but not limited to firearms designed for civilian, law enforcement, and military use from various nations and time periods from the 1930s all the way to 2010 as well as several authentically forged katanas made with the highest quality of folded Japanese steel and other exotic melee weapons. The guns never run out of ammo or need repairs and maintenance and for some inexplicable reason seem to bypass all supernatural defenses not made explicitly and exclusively for mundane rounds. The Katanas and their ilk meanwhile are indestructible and are sharp enough to easily cleave through solid high-quality granite. Both sets of items will retain any enhancements you make to them but are inexplicably immune to magic when other people try to destroy them. No one will question why you or your allies have these and you'll always be allowed to carry them "for your protection."

Jumper Manor (400 MP): What we have here is a luxurious sprawling estate with many acres of land and housing and accommodations that would make a jaded out-of-touch billionaire

immediately pauperize themselves to try and fail to buy a home better than yours. All the utilities are handled by magic and the kitchens are always perfectly stocked, magical constructs serve the roles of servants, and you effectively have arbitrary room for guests. The manor home proper has whatever luxuries you could possibly want, and it will magically update itself so that no matter what it will always at least make Malfoy Manor or homes owned/inhabited by similar characters look like a run-down one-room hovel next to the city dump, though obviously it'll never downgrade.

Ring of Lordship (600 MP): You've inherited, by blood, adoption, or conquest, a dozen or so noble titles of various ranks tied to various families of various levels of prestige and this ring will prove it to anyone who sees it on your finger. Not only that, but your noble heritage somehow gives you the power to vote in the legislative bodies of whatever nation you currently reside in even if you are only a child and the legislature has nothing to do with nobility. Even if nobility isn't recognized in that nation. Not only that, you get multiple votes. How many? Enough to be a considerable power block by yourself but not enough to be a decisive majority. You may also appoint proxies to vote for you if you'd rather not attend sessions in person.

Slice of Life Items

Pranking Supplies (100 MP): Your own little private stash of relatively harmless goodies from the likes of Zonko's Joke Shop or Weaselys' Wizarding Wheezes for whenever you'd like to perform a practical joke. Or I guess they can be used as a distraction.

Party Potions (200 MP): What you have here is a regenerating supply of potions in a cabinet labeled 'party mix.' Contained within are potions for making someone appear older or younger, potions for changing one's hair, eyes, or skin to exotic colors and patterns, potions for temporarily gaining animal-like features ranging from 'ears and tail' to 'moderately furry,' switching sexes, and other, similar transformation effects. They're safe to take with each other, all are clearly labeled, and only last for a few hours at a time though there is a general-purpose antidote in the back that instantly negates their effects. These are pleasant tasting and the transformations are painless, they're mostly just for playing around at parties though you can probably come up with other uses for them.

Coffee Shop (400 MP): Or a tea house, that general idea. A cozy little place, themed however you want, where people can purchase hot drinks and baked goods and just hang out for a while. It's always conveniently located even if it makes no sense and no one will question it. Business is always good, thanks to the competent NPC staff, and as the owner you have access to a modest income from it as well as a comfortable set of seats around a permanently reserved table for you and your friends to always have a private chat. Also, your orders are always on the house which never hurts the profit margins.

Neutral Ground (600 MP): Less of an item and more of an upgrade to your items. You see, a lot of fanfics have a premise where characters who should not be getting along do, or at least act cordially. The item serves as an upgrade to your Warehouse, its attachments, and all

Properties you own so that there can be no unauthorized conflict or violence and people are more likely to get along, or at least act civilly with each other so yeah, go ahead, invite the other faction to the talent show.

Creature Items

Necessities (100 MP): Some creature inheritance comes with special needs or dependencies. That shouldn't be a problem for you since as a super special awesome fanfic protag you only get the good ones but just in case this item ensures you have ready access to any substances you'd need to survive and function like ethically sourced blood and ultra-powerful sunscreen for vampires or the like. You shouldn't need it, but maybe you want to indulge?

Lair (200 MP): A cave in the forest, an ancient crypt, an enchanted spring… Some creature fic protagonists prefer living in lairs appropriate to their inhuman heritage rather than a normal human dwelling. You have one appropriate to your bloodline that's surprisingly secure and cozy.

Contacts (400 MP): Werewolves can't easily find honest work, vampires can't always get the goods ethically, and let's not even start with those whose 'inheritance' comes from freak accidents or being the victim of experimentation and the ordeals they sometimes go through. So you adapt, this Item ensures that you will always have the means to get into discrete contact with the criminal underworld. Anything from under-the-table jobs to money laundering to fences to black market arrangements. Your contacts won't betray you or anything, if only because they find your patronage to be profitable.

Induction Chamber (600 MP): A place for you to induct others into your pack/coven/flock etcetera. This ritual chamber within your lair or other properties will allow you to perform a ceremony of your own devising appropriate to your bloodline or bloodlines, allowing you to grant a willing participant the Instincts, I'm A Monster, So What, and You Sexy Beast perks as well as a single unique creature bloodline that compliments their existing abilities. By default, this will be similar to your own bloodline(or to an amalgamation of your own if you have multiple and the Chimera perk) but individuals with pre-existing non-human heritage or distinct pre-existing supernatural powers may become something that more closely complements their existing traits. This chamber also comes with whatever you need to teach your new recruits how to master and embrace their new attributes.

Crossover Character Items

Stash (100 MP): Less an item and more an upgrade to your Warehouse. Anything originally native to a world that you're jumping that you'd like to keep with you that is on your person or else stored in one of your properties or in your Warehouse at the end of the Jump will become fully fiat-backed, albeit only to a basic degree, being guaranteed to function in other worlds and reappearing in your Warehouse if lost, destroyed, or stolen. You'll need another solution for giving them the extras that Fiat Backed items sometimes have.

Belt of Many Pockets MKII (200 MP): An upgraded version of a magic item from a distant, some might say forgotten, realm, this is a belt with eight pouches that in fact expand out to eight pockets each for 64 total that serve as a “bag of holding” as it were, able to contain up to 500 lbs (226.796 kg) and/or 70 cubic feet(1.98218 cubic meters) of matter per pocket. An additional expandible pocket provides a perfect habitat for any pets or familiars you may have, with the note that they’ll have no need for sustenance while residing within it. A supplementary enchantment ensures that you will always withdraw the exact item you seek and will be able to easily determine the contents of the given pockets.

The Darksaber (400 MP): A more elegant weapon from a more civilized age after being improved upon significantly by someone from an actual warrior culture. Not just any lightsaber, a rare black focusing crystal, Mandalorian engineering, and the plasma beam being focused into an actual blade has significantly improved its power over that of a typical Jedi’s weapon while a beskar hilt-casing renders it far, far more durable. Additionally, the rightful owner of the blade is seen as the leader of the Mandalorians, so people of similar cultures will have a degree of respect for you when they see you wielding this weapon.

Deck and Disk (600 MP): A rather exotic device worn on your wrist, not unlike a giant watch, when active it allows you to place cards relating to a children’s card game which this item also provides and manifests highly realistic simulations of various monsters, spells, traps, and magic items into effect using holograms or the like… Or manifest them for real, if you so choose, as the deck of cards secretly contains ancient dark magics and the spirits of real monsters, though the caveat is that you must at least make a token effort to respect the rules of the game to make the magic work.

Villain Protagonist Items

Dark Disguise (100 MP): What you have here is a hooded black robe and an opaque white mask that, when worn, will perfectly conceal your identity from anyone you do not wish to know it and will generate a ‘somebody else’s problem’ type field that will keep unwanted observers, living or nonliving, from noticing you or committing you to memory, perfect for sneaking out to perform nefarious deeds or attend clandestine meetings.

Hidden Chambers (200 MP): Hidden all over your general area will be magically concealed rooms opened by a password of your devising. None of them are quite as impressive as the fabled Chamber of Secrets, being only small rooms, but they’ll each serve as a secure safe room should you ever be on the run from authorities as well as being equipped with a few basic supplies and a few illegal goods such as contraband weapons and questionable poisons that could be used in your schemes or traded to others who might have use of them.

Mark of Loyalty (400 MP): For both your willing followers and your bound servants, you can create some mark, be it a brand or tattoo on their flesh or a piece of conjured jewelry that they can never remove, of a personal symbol that represents you or your cause. This isn’t just an identifying marker, however as it can be magically concealed, used to alert your servants that

you have need of them, call them to your side, or punish them with pain all with a thought while also automatically triggering their brains to release dopamine whenever you are pleased with their performance.

Insurance (600 MP): Any competent dark wizard knows that horcruxes, which require the mutilation of your soul, bar you from the afterlife, and warp you in both mind and body, are a trap, *Tom*. That does not, however, mean that the principles behind the Horcrux cannot be retro-engineered and improved upon. What you have here is a small trinket made of goblin silver that has been imbued with unicorn blood, phoenix tears, and every defensive charm known to man that combined with improved versions of the basic properties of a Horcrux making it both virtually indestructible and able to instantly repair from anything that does manage to damage it without totally obliterating it. Thanks to the magical equivalent of quantum mechanics, your entire soul with no need for splitting inhabits both the trinket and your body until such a time as one is destroyed. You are thus aware of where it is and what is going on around it at all times with no issue, and can choose to activate its defenses at any time, which include but are not limited to possession of one who has it on their person, any number of horrific, nigh-incurable curses akin to the withering curse on the Peverell family ring, deployable barbs imbued with every magical venom known to wizards, and of course being able to replicate any effect that had been attempted to use to destroy it but failed. Should your body be destroyed, a new one will regenerate automatically near the Trinket over the next ten days, incidentally restoring you to the prime of your health and youth if you were past that point. If it's destroyed, it will be repaired in full and made immune to whatever destroyed it at the beginning of your next Jump.

Bloodlines

As noted earlier, access to this section is restricted to those with the Creature Inheritance Perk which grants a +100 MP stipend. Note that each bloodline counts, explicitly, as a power for perks that affect powers.

Kneezle (100 MP): Through some magical mishap you've been infused with the essence of a certain magical breed of cats. This gives you the ears and tail of a cat, the proportionate agility of a cat, improved night vision, greater flexibility, and the ability to extend the nails on your fingers and toes into claws and retract them again. You also have the magical ability to discern how trustworthy someone is.

Half-Goblin (100 MP): Pretty straightforward, one of your parents is a goblin. Typically you'll be on the shorter side though the more pointed features of a goblin might shine through and some stories just assume out of hand that goblins here have green skin like in other works so if you'd like you can have that as well. In terms of ability, you have a touch of goblin magic in you, which gives you a strong affinity for magical metallurgy and intuitive skill at appraising metalwork.

Elfkin (100 MP): This implies an ugly backstory. One of your recent ancestors was a House Elf or a related creature. Mostly this doesn't show, except maybe in the form of longer, pointier ears

if it was exceptionally recent. In terms of what this gives you, not much. Silent casting and wandless magic will come more easily to you than otherwise and spells meant to stop apparition or other forms of magical transport won't work on your abilities.

Veela (200 MP): You're a veela or part veela, the exact percentage doesn't seem to matter. This means that not only are you supernaturally beautiful but you have an aura of attractiveness that you can dial up and down to cause varying degrees of infatuation for you. You can also transform into an anthropomorphic bird and chuck fireballs at stuff.

Dhampyre (200 MP): You're half-vampire, which means you have all of the strengths and none of the weaknesses. What are the strengths? Well, canon doesn't say and fanfics are all over the place so by executive decision they're standard things like a small degree of superhuman strength and toughness and a much greater degree of superhuman speed and agility. You can also suck blood for nourishment and hypnotize people with a held gaze, though your blood-sucking isn't mandatory.

Lycan (200 MP): You're a werewolf, but… Not like other ones. Maybe it's a mutant strain, maybe you're privy to some special mental techniques that can't be taught to others, or maybe you're just special, but you retain full control of yourself when you transform and can transform at will. Your transformations are far gentler on your body, being quick and painless and your wolf form is rather large and physically powerful. Your curse isn't contagious, unlike the base strain, and you retain the heightened senses of a canine even in your base form.

Dragonkin (200 MP): I'm not even going to ask how this happened. Your skin is somewhat spell-resistant and more durable than otherwise, your sense of vision superhumanly sharp, and you can breathe small lines or cones of fire for a short distance in front of you.

Merkind (200 MP): Somehow, you are part mermaid. On the surface this has no direct effect, but you can breathe underwater and are a gifted swimmer. Physical manifestations of this bloodline run the gamut from webbed fingers and toes and supplementary gills to noticeable piscean traits to being an ordinary human on land but going full mermaid in the water. You're fine with both salt- and freshwater btw.

Half-Giant (400 MP): You're a big one, you are. Strong and tough, too. Even compared to your size you could easily wrestle with some pretty large monsters and dangerous magical predators are no more dangerous to you than common house pets are. Additionally, you're rather resistant to magic, with stunning spells cast by trained Aurors rolling off you like water off a duck's back.

Phoenix Heart (400 MP): Not much in the way of external effects from this, beyond a tendency for golden eyes or red hair, but you've somehow been imbued with the lifeblood of a phoenix. This doesn't make you immortal, as the birds are, but it does give you a strong affinity for all forms of fire and healing magic and you recover from maladies and injuries at a miraculous pace as if traces of the Phoenix's healing tears were co-mingled with your very blood.

Unicorn Champion (400 MP): You've been imbued with the essence of a unicorn. Your speed on land is immense, far faster than any mundane horse without effort if this is the only thing you have going for you. Additionally, your blood has the properties of unicorn blood, which is to say that consuming it can save someone who is on the brink of death but harming you to get it bestows a vaguely defined but terrible curse of a "half-life." Never actually see what that means and it's implied that it can be cured though. You, of course, benefit from your own blood in full, while you don't heal any faster the life-supporting properties of your blood make you harder to kill in general, to the point that you physically cannot die to anything short of multiple catastrophic wounds or total exsanguination. You radiate a general aura of purity and innocence, can sense malevolence, ill intentions, or supernatural corruption, and finally, your fingernails are made of alicorn rather than keratin, which makes them absurdly durable and lets you purge poisons from substances or render tainted water drinkable by dipping your finger in it.

Demonspawn (400 MP): Not gonna lie, it's a bit creepy just how many of *these* fics there are. You're a rather specific kind of demon, not the fire and brimstone kind, not the making deals for souls kind, but… Don't make me spell it out. In addition to being supernaturally attractive and seductive in a manner similar to a Veela but more subtle and sinister than their auras, you can feed on the emotive energy put off by people. Joyous, amorous, or lustful emotions are the most filling while things like hatred or fear are bitter and unsatisfying. These emotions can sustain you like food, restore your stamina or energy reserves, or even restore your own youth and vitality. You can also, optionally, directly drain emotional energy with an amorous or intimate act, which will leave the subject far more drained, physically and emotionally, than they otherwise would have been but otherwise leaves them unharmed while providing you with much more energy than you'd get from soaking up ambient emotion. Additionally, you find that spells relating to manipulating emotions or dreams come easily to you.

You're a Little Angel (400 MP): Or, well, Nephilim might be more appropriate but you have little in common with the giant-like figures described in the Bible. You're beautiful, much like a veela or demonspawn, with pristine white feathered wings from your back which you can hide at will. While they don't allow you to fly per se, you will find that they both absorb ambient energy to replenish your stamina and magic at a slow but steady pace and can also serve as a focus for wandless magic when possible, particularly magics relating to protection, healing, or light, and using them as a focus the self-powered flight spell will be easy enough to figure out on your own.

Part Troll (600 MP): See everything up there in Half-Giant? Think that, but a little more so. Additionally, some fanfiction depicts trolls as having healing factors, presumably due to crossover with trolls from other media so we'll throw in a moderate healing factor, enough to get back on your feet soon enough if something actually does manage to hurt you.

Basilisk Blood (600 MP): Somehow you have been granted the essence of a basilisk. While you lack their deadly gaze, your skin is, to greater or lesser degree, covered in their scales which like dragonhide are resistant to spells and highly durable, and retractable fangs in your mouth allow you to secrete basilisk venom, a slightly corrosive magical toxin that is deadly

within mere minutes with even less than half a dose, which can only be cured by phoenix tears or similarly powerful supernatural means of healing, and which will instantly destroy a Horcrux or similar artifact beyond repair without actually requiring much in the way of actual physical damage or undoing the magic of an item the Horcrux was made from. Also, you can unhinge your jaw and open your mouth very wide.

Fae Royal (600 MP): Some fanfics ignore the fact that most fairies, pixies, and the like are basically just magical bugs used as decorations or treated like pests and have a full Fae Court thing going on. You're royalty in the fae courts, acknowledged as such by supernatural beings everywhere. Your appearance, while not strictly speaking being more attractive than otherwise, lacks flaws of any kind, and you'll find that supernatural powers relating to fate, narrative, nature, or the elements come as easy to you as breathing.

Touched By Death (600 MP): Somehow, you've gained a portion of the powers of a dementor. At will you can emit an aura of deathly cold that chills nearby things to the point of frosting the windows in July and drain away the positivity of others to sustain yourself, leaving them in a state not unlike clinical depression until such a time as they've ingested a significant amount of chocolate or other cocoa-based products. Prolonged exposure to this effect can be damaging to their sanity or even render people unable to use magic for a time. You lack the ability to consume souls and, unlike a true dementor, your abilities can be dialed down or turned off. Finally, you are able to fly under your own power without the need for specific spells, but only as fast as you'd typically be able to run.

Outside Context Abilities

As noted earlier, access to this section is restricted to those with the No Context Perk which grants a +100 MP stipend. Note that each ability counts, explicitly, as a power for perks that affect powers.

The Slayer (100 MP): An infusion of power from a demonic spirit has marked you as a chosen champion meant to protect humanity from demons and the undead. With immense physical strength and toughness, speed that's superhuman and agility that's at least peak, and an instinctive mastery of combat. Any vampires looking to cause trouble had best watch out! …Normally you'd have to be a girl for this, but you're paying points for it so who cares?

Alchemy (100 MP): Not to be confused with the magical discipline that is certainly in context for this world, this form of alchemy supposedly isn't magical at all. Rather by channeling energy from some other place that depends on continuity and style and via the use of symbols and circles, you can do things like transmute matter on a molecular level to reshape it, remove impurities, or improve its qualities. Or trigger chemical reactions. With enough experience, you could bind souls to suits of armor to animate them, create hybrid organisms with the traits of two or more creatures, and so on and so forth. However, you can't create life from scratch, raising the dead tends not to end well, and you can't make matter or energy from nothing, the materials you start with are roughly equivalent to what you end up with.

Touched by Truth (100 MP): For a sacrifice of more MP, you have been touched by Truth. You're no longer dependent on circles to work Alchemy.

Halfblood (100 MP): Not to be confused with witches and wizards who aren't pureblooded but also aren't muggle-born, you are the child of one of the Greco-Roman gods. This gives you enhanced physical abilities on par with or slightly above most athletes, natural instincts towards battle with archaic weapons, and a whole suite of minor powers associated with your divine parent.

True Hero (200 MP): Maybe you're the child of one of the Big Three, or you've got the blood of a Titan instead of an Olympian, or you're more in tune with your divine half or something but you're much stronger and more skilled, physically, than the average halfblood and your powers are broader and greater. A certain son of Poseidon, for example, could swim expertly, breathe underwater, draw strength from bodies of water, talk to horses, and if he pushed himself cause earthquakes but also possessed enough intuitive skill to defeat the God of War himself in a sword fight with little experience, albeit when Ares was far from his full power and in a situation where the son of Poseidon had an advantage.

Soul Reaper (200 MP): You are a living human with the powers of a Shinigami, Jumper, and… Leaving your body and existing as a spirit to use them? No, not a thing here, a lot of fanfic authors seem to forget that part. What you've got is the basic training in the four main Shinigami combat arts of Hakuda, martial arts, Kido, spellcraft, Zanjutsu, the use of the Zanpakuto, and Shunpo, the use of high-speed movement. You'll find improving it and learning new techniques to be intuitive. You also have a fully bonded asauchi which for the sake of convenience is considered to be part of your power that you may summon and store extra dimensionally at will, and your Zanpakuto spirit, whose abilities are average compared to the named characters, is rather friendly and similar to you in temperament and so learning its names and mastering its powers should be easy enough. In terms of overall power, you're only on par with a recent academy graduate, but with enough time and training, you could match a captain.

Hybrid (Price Varies): Ooh, you're not bog standard are you? For an extra 100 MP, you are a stable Visored. You can't really summon your mask yet, but your inner hollow is oddly cooperative and may or may not also be your Zanpakuto spirit. With enough time and training not only will you be able to don your mask, doubling your spiritual power and gaining access to the use of a Hollow's cero, indefinitely but you could unlock a version of resurreción, gaining access to a powerful fully hollowfied form with unique abilities comparable to one of the Espada's own true forms. Or instead, for 200 MP on top of the base price, you could be someone like Ichigo Kurosaki or, per the light novels, Kugo Ginjo, a living human with Quincy and shinigami ancestry, a partially hollowfied soul, and the fragments of the soul king necessary to catalyze hollow power into fullbring. This gives you the potential to develop not only fullbringer abilities and the reishi manipulation abilities and blut of a Quincy, but your fullbring will be complementary towards your abilities as a soul reaper and your hollow powers will eventually be able to be channeled through your Zanpakuto rather than separate from it. Finally, for 400 MP, for 600 Total, you can be an artificial perfect hybrid like Hikone Ubuginu, composed of countless souls of humans, Quincy, hollows, and soul reapers and imbued with many soul king fragments including a major organ, you're much like the 200 point upgrade save that you start

with a much higher spiritual power, access to arrancar abilities like hierro and sonido, full access to a Quincy's spiritual weapons, and the ability to intuitively combine your various abilities for much greater effect. Additionally, your Zanpakuto and inner hollow are not only one and the same, with your final form being a bankai/resurreción hybrid, but your inner hollow is also an exceptionally powerful one comparable to a Vasto Lorde, or some primordial hollow for whom the stages of evolution are irrelevant. Your potential power, given time and training, could rival the Soul King.

Magic Comes From The Heart (200 MP): Or rather, in your case, it comes from a specialized sack of magical bile *connected* to the heart. Rather than a human witch, you're a witch from the Boiling Isles. You're mostly human looking but you have pointed ears that can be flexed to match your mood and supposedly also fangs instead of human teeth though in most cases they're not readily noticeable. Also exotic hair colors are common. In addition to basic witch physiology, you also have an affinity for one of the nine main branches of magic on the Boiling Isles, which are typically cast via circles traced in the air: Plant magic, construction magic(typically enhancing the witch or manipulating stone,) abomination magic(creating constructs out of a lavender colored, mud-like slime) bard magic, oracle magic(divination and spirit summoning,) healing magic, beastkeeper magic, illusion magic, and potion magic.

Wild Witch (100 MP): For 100 points a pop, you gain affinities to two more types of magic and can freely combine them with each other.

Good Friend and Powerful Tool (200 MP): For the sake of convenience, you can have a palisman that is considered part of this power for fiat-related purposes. Carved from palistrom wood and saturated with powerful magic, a palisman is both your familiar, in whatever creature shape you want, bound for life, and able to become a staff that helps focus and augments your magic and that can be flown on like a broom. Some also have unique abilities, like shapeshifting into different animals.

Shinobi (200 MP:) You're a ninja, believe it! A form of lifeforce called chakra is made by blending together metabolic energy from your cells and spiritual energy cultivated with meditation and training and circulates through your body through a series of pressure points and meridians. While this perk alone only sets your skills on par with that of a recent academy graduate with an affinity to one of the five standard elements, you'll find that recreating techniques or inventing your own comes easily to you and within just a few short years, with enough hard work, you may find yourself on par with a legendary elite jonin.

Special (100 MP): You're not a common ninja. You might be from an elite clan with a Kekkei Genkai you may master or carefully develop secret techniques, or maybe you have a contract with one of the three summoning clans of the Great Sage regions and can learn their special techniques and Senjutsu. Or maybe you've been modified with some internalized Scientific Ninja Tools?

Sacrificial Victim (400 MP): You are a Jinchūriki, a living human sacrifice containing one of the Nine Tailed Beasts. Their power levels, discrete abilities, and so on vary from individual, the one-tail Shukaku being the weakest but most versatile while the nine-tail Kurama being the strongest but mostly brute force and super-modes. Choose one of them. You have full

access to their basic abilities, as well as a significant boost in your base chakra, and a good relationship with your 'guest' but you'll have to fully master their powers the hard way.

Moon Princess (600 MP): This may not be taken with Sacrificial Victim and requires that you use Special three times to gain the Sharingan, the Byakugan, and Dead Bone Pulse. You're not human at all, though you're similar enough to breed without issue. Instead, you are a celestial being of the Ōtsutsuki Clan, one who has undergone significant evolution by devouring a chakra fruit born from the Earth's chakra and then merging with the Divine Tree that bore it, making you effectively the second coming of Kaguya Ōtsutsuki, though you need not match her appearance or form as The Ten-Tails exactly. This gives you all of Kaguya's Kekkei Mora, her nigh inextinguishable life force, her massive power, her use of all advanced elemental natures, and the power of the ten-tails and the nine beasts into whom it was first split into and then reformed from, though you'll very much need a lot of training to master this power and make use of her full repertoire of techniques.

The Force (200 MP): Within your cells are symbiotic microorganisms called midichlorians which connect you to an energy field that surrounds, penetrates, and connects all creatures living or dead. Choose an order, Jedi or Sith, and you'll have talent in use of the Force equivalent to a skilled padawan/apprentice or recently promoted but average knight/sith, aligning to their specialities and with common techniques like precognition, telekinesis, enhanced agility, and in the case of the sith, lightning as well as a custom lightsaber. Note than fanfic authors writing Sith protagonists tend to go with the interpretation that the Darkside is natural and merely dangerous rather than inherently evil, and also that each order has its pros and cons: The Jedi for example are about controlling their emotions and remaining detached from worldly concerns, which allows you to stay calm easily and let things go when you need to, but conversely tend to be devastated when something happens that you *can't* let go. The Sith, meanwhile, are all about riding and indulging their emotions, especially the darker ones, which allows them to quickly gain power with the force but puts them at risk of power drunkenness and egomania. Choose wisely, and make note that regardless of your choice you have the potential to match the greatest masters of your order in all disciplines.

Grey (100 MP): Canonically, depending on continuity, a Grey Jedi is someone who is not a traditional jedi, not a Sith, and who uses both the lightside and Darkside of the Force equally, though the term is also used to refer to lightsiders who aren't Jedi sometimes. For an extra 100 points, you may meet the technical definition of such by having training in both aspects of the force and the philosophies of both orders, giving you greater starting skill and a balanced view of the force and means of using it that lets you avoid the follies and weaknesses of either tradition on it's own.

Body Paint and Prosthesis (100 MP): If you'd like, you could instead be a humanlike or near human species from the Star Wars universe instead. Twi'leks, Zabraks, Togrutas, Sith Purebloods, etcetera. This will not inhibit your ability to use magic.

The Chosen One (200 MP): Did they find you in the middle of nowhere? You have an absurdly high baseline midichlorian count. This means that you are innately strong with the force and may use it instinctively in minor ways even without training. You'll be capable of some pretty impressive things when you've reached your full potential.

Perfect Immortal (400 MP): You are a direct blood descendent of Alexander Corvinus and are infected with all three strains of the Corvinus virus making you a perfect hybrid of vampire, Lycan, and true immortal. Not the vampires and werewolves of this world, no, better and cooler ones. In practice, you're a vampire—possessing superhuman strength, speed, toughness, agility, sense, and healing—to a fair greater degree with none of their weakness, though you may also transform into a heavily streamlined lycanthropic form to further increase all of these attributes. Mostly, given that you're a balanced hybrid, this form is just you but slightly larger, tinted blue, and with sharper fangs and additional claws. A different, *lesser* hybrid born from the vampire progenitor infecting himself with the lycan strain could produce razor-sharp bat wings, so you can do that too if you want since why not?

Dovahkiin (400 MP): Your soul is that of a Dovah, a child of Akatosh known to mortals as a dragon, and their blood runs in your veins. These are not the common beasts of this world, mind you, but immortal beings who may only be slain by their soul being absorbed by another of their kind and who speak concepts into reality. Now depending on your exact choices, finding dov to learn from or consume to gain knowledge of Shouts may be difficult, so to compensate you may start with full fluency in the dragon language, mastery of Unrelenting Force, one other canon shout of your choice, and a guarantee that you will have plenty of opportunities to gain an understanding of the concepts behind Shouts as a dragon knows them. Once you've mastered all canon shouts other than summoning NPCs, you may start to develop new ones on your own.

Wandless Magic (400 MP): You've got a whole other kind of magic to work with, one much more versatile and freeform, that is practiced by the Wizards of the White Council. Simply by gathering energy via an act of will you can generate spontaneous elemental effects called Evocations, such as blasts of force or quick illusions for spirit or cleansing flames or laser beams for fire, as well as more complex Thaumaturgical rituals that can have far more varied and complex effects ranging from tracking items via sympathetic connections to exterminating an entire species by sacrificing the youngest living member, though that last one requires considerable amounts of energy. Additionally, these wandless wizards are even more resilient, longer-lived, and slower to age than wanded ones, though with both you could easily last a millennium. This power starts you with a power equivalent to a certain PI during the case that his files called 'Storm Front' with evocation abilities of three of a set of five elements, either classical(earth, wind, fire, water, spirit) or eastern(fire, water, wood, earth, metal,) a proficiency in either subtle or unsubtle applications thereof, and a specialization in a given form of thaumaturgy. Also, you can make technology bug up with a simple act of will, though oddly you don't seem to have the problem of it happening by accident that other Wandless Wizards have. Your powers will grow with time and training, but do be wary of breaking the Seven Laws of Magic(in short, don't kill humans with magic, don't read people's minds without permission, don't tamper with people's minds without permission, don't turn other people into things, don't use necromancy on humans, don't time travel or mess with the fabric of time, and don't fool around with Lovecraftian entities.)

My Blood Is Black (400 MP): Your blood has been replaced with a dark colored synthetic version that, while doing all of the things you'd expect blood to do, also hardens in response to

injury in order to act as subdermal armor, can be controlled when outside of your body as a weapon, and serves as a vector for an infectious form of inanity. Additionally, another entity known as a “Demon Weapon,” that is to say a human or humanlike being with the power to become a weapon, devour souls to become stronger, and resonate their souls with a wielder to pull of shonen anime style attacks, was dissolved into the black blood before it was merged with your body allowing them to partially emerge from you in either human or weapon form. You can define their relationship with you and your souls are compatible, but with this alone they’re just a standard Demon Weapon.

Non-Standard Weapon (100): For one hundred points a pop, you can add extra or exotic abilities to your hemomorphic partner. Things like Ragnarok's screaming sword ability or Tsubaki’s possession of multiple weapon forms, for example.

Black Scythe (200 MP): Ooh. You see, in the native world of the Demon Weapons one who consumes the souls of 99 evil mortals followed by that of a witch evolves into a Death Scythe, gaining a significant increase in power, the ability to get considerably more free form when manifesting aspects of their weapon form, and a number of magic-like abilities related to the magic of the witch they devoured. Your Weapon Partner is a Death Scythe, and you may choose a canon witch to base their pseudo-magical abilities on.

True Undead (600 MP): You’re a vampire, albeit not like the ones in this world and not like the ones born from the Corvinus virus mentioned earlier. Your flesh and blood are in the shape of a human, but in fact, are composed of a shadowy ethereal substance allowing you to twist yourself into a variety of horrific forms. Your physical abilities and powers of self-healing are immense, and those whose blood you consume, which you need not do via drinking as you can pull spilled blood to yourself and absorb it through your skin, will have their souls consumed, becoming part of you as your familiar and granting you access to their knowledge and a portion of their power as well as the ability to summon them as a mindless undead creature under your command or sacrifice them to cheat death... Unless they consented. If they allowed themselves to be devoured, then they retained their free will as part of your being while becoming much stronger themselves and granting you access to their full power in kind.

Scion of The House of Odin (600 MP): You’re a demigod, albeit in a different manner than in the halfblood ability up top. One of your parents was an Asgardian and a royal one at that. Now, to start with, you’re not noticeably stronger than an ordinary human, but over the duration of this Jump, slowly your power will grow and your body will change, becoming more and more like your divine parent until you’re a Match for Thor as depicted in the MCU near the end of this Jump complete with immense physical strength, a proper ‘God-Bod,’ and a divine authority of your choice. After that, you’ll continue to scale upward with age, eventually reaching and then someday surpassing a Comics Asgardian and, maybe someday in the millennia to come, inheriting the full might of the Odinforce.

Last Son’s Son (600 MP): You father was an alien sent here from a distant planet, and the yellow sun of Earth imbued him with many interesting powers that you have inherited. For starters, you’re faster than a speeding bullet, more powerful than a locomotive, and able to leap tall buildings in a single bound as long as you get regular sun exposure, but you’ll slowly grow

stronger over time until by the end of the Jump you'll be causally carrying hundreds of tons in one hand via combination of superhuman strength and tactile psychokinesis, fly at supersonic speeds, shrug off direct hits from weapons of mass destruction, run hundreds of miles in minutes, see through anything less dense than lead, fire concentrated beams of heat from your eyes with absurd precision, hear things happening miles away, exhale hurricane force gouts of wind cold enough to freeze water on contact, survive indefinitely only on ambient solar radiation, and a number of other minor powers besides. Do be careful, however, as you have no special defenses against magic.

Hatchling (600 MP): You were orphaned, but then taken in by a race of avian beings known as the Chozo. Via their spiritual science you were infused with the blood and traits of both their scholar and warrior tribe granting you immense physical abilities and an affinity for exotic creatures and trained in their traditional martial arts. Additionally, you are implanted with a cybernetic device in your spine that allows you to materialize and dismiss a suit of partly bio-technological powered armor that is highly durable and equipped with several weapons, primarily a hand-mounted energy cannon, and gadgets, including thrusters and a "morph ball" that allows you to somehow curl up into a ball and back and navigate by rolling without issues. This is otherwise a standard power suit. This power comes with a free Zero Suit.

Ultimate Warrior (200 MP): This upgrade adds Metroid and X-parasite DNA to your genome, and by extension, every bit of DNA or bio-Tech that could be part of the original Samus's genetic make up after having consumed countless X through her missions on the B.S.L station and the planet ZDR. Your Power Suit is fully upgraded, rather organic looking, permanently merged with your physiology(though can still be dismissed) and has every feature and property ever possessed by the original Samus Aran with redundant such features taking a "best of" approach. You are the Ultimate Metroid, and thus the Ultimate Ultimate Warrior.

Companions

Locals (Free): If you meet anyone here who you think might be fun to hang around with long term and you can convince them to join you on the chain, you can take them with you for free, their abilities and possessions being Fiat-Backed automatically.

Year Mates (100 MP): For a flat 100 points, create or import up to eight companions who each get an Origin of their choice with all relevant discounts as well as 700 MP to spend, as well as the option to take any drawbacks that affect them personally but not the world around them for more points.

The Fifth House (200 MP): For those of you who have a habit of collecting companions, 200 points will let you bulk import all of them under the same rules as above. If you're a Hogwarts Student, as is the default narrative, they will just make a fifth house to have all the new weirdos in one place, the logistics of which will work themselves out.

Overly Helpful Goblin (200 MP, discounted to Independent): Officially, they're just your account manager. Unofficially, they seem to have a great deal of pull with financial institutions all over

the world, can easily get you into contact with whatever legal services you need, will help run businesses to your specifications for you, can get you into contact with potential political allies, under the table or otherwise, and they do this all happily out of loyalty to you for *some* inexplicable reason.

Averagely Helpful House Elf (200 MP, discounted to Slice of Life): A perfectly ordinary, if maybe a little too devoted, House Elf who is either bound to one of your properties if you're okay with that or a free elf volunteering their services to you for some reason if you're not. Basically just your bog standard elf, really, but they're very good at taking care of the little things for you in ways that you'd like so that you have more time to goof off or hang out with friends and they're more than willing to go off on more specialized endeavors as well.

Bubbly Cryptozoologist (200 MP, Discounted to Creature): This cheerful, if somewhat odd, young person is utterly fascinated by all sorts of magical creatures, though they believe in some very strange ones as well. They've got some media connections and there's often great wisdom in their ramblings if you know where to look.

Wednesday (200 MP, discounted to Crossover Character): This oddly named girl/young woman isn't actually magical, but everyone's too scared to tell her she doesn't belong here. While fully capable of playing the role of someone sweet or innocent, she's often… Not. Often she's grim with a dry, sarcastic wit and a very dominating personality. She's quite, quite skilled in macabre applications of the mundane sciences, particularly explosives as she's learned from her uncle, and she has some rather strong sadomasochistic tendencies. These, she claims, run in the family, as does the fact that she's apparently indestructible.

Devoted Follower (200 MP, Discounted to Villain Protagonist): This person is utterly loyal to you, highly skilled in powerful magics dark or otherwise, a highly competent duelist… And completely bug nuts insane. Don't get me wrong, they're functional but you've basically got a stereotypically cackling villain who happens to always be singing your praises.

Drawbacks

World Toggle (Toggle): By default, this is a generic fanfic world with you as the protagonist, but if you'd prefer to instead visit a specific fanfic and slide into that narrative this has you covered.

Continuation? (Toggle): If you've previously used a Harry Potter Fanfic Jump, this toggle will let you continue where you left off rather than entering a new world entirely.

Crossover (Toggle): This is the toggle that lets you attach this document to another Jump and… You know what, just make sure to keep the points separate and remember that you can't completely negate most drawbacks by hopping to a different world.

Escape Hatch (Toggle): How many of these stories actually last ten years? Once the main plot is over, or you've reached the final published chapter if you're jumping to a specific fanfic, you can just leave.

Time Extender (50 MP): Or I guess you could stay here even longer. Each purchase of this adds an additional five years. You can take this as often as you'd like but do keep in mind that most native forms of extending your life beyond its natural limits are either really hard or have some severe moral cost before you decide to stick on past a century.

Self-Insert (100 MP): Yer a Harry, Jumper. Either you literally did reincarnate as Harry (or Harriette) in this reality or else Harry doesn't exist but you've assumed his narrative role and nobody else questions it. This means, among other things, that you must go through some of the same trials and tribulations that he went through. At a bare minimum, this includes having to spend a significant portion of your summers with the Dursleys, the general population either hating or exulting you with popular opinion shifting at the drop of a pin, and who can forget the Horcrux in your scar and the attendant connection to Tom, but depending on what other drawbacks you've taken or the specific fic you're entering it could be a whole lot worse.

Bad Fanon (100 MP): Not the super bad stuff like marriage laws or anything, but just some general, common ideas that appear in fanfiction but that make the world a little worse. The Dursleys are a little more overtly abusive, the Weasleys are poorer, Ron's jealousy and temper flare more often, he and Hermione are more like the movie versions, Harry's timider, there's more overt racism and classism, the Hogwarts staff are a little more useless etcetera.

Choo-Choo! (200 MP): The plot is firmly glued to the rails and you cannot make any meaningful changes to it. In the case of a generic world, this is the canon plot so if for example you saved Cedric Diggory in the Graveyard and he testified that he saw Voldemort's resurrection, said testimony would be ignored and he'd likely be smeared alongside Harry before fading into obscurity. In a specific fanfic, you instead have to deal with that plot. Note that if taken with Self-Insert, you still have to make an effort and can still be killed if you don't defeat those challenges on your own merits.

Wrong Jumper (200 MP): You have an older twin sibling. Something from your childhood should have made you famous or infamous but everyone thinks that they did it instead and they get heaped with praise and respect while you get neglected, always living in the shadow of someone who stands in the way of the light meant to shine on you. You'll have to work twice as hard to get half of their reward, and so on and so forth. If taken with Bad Fanon, they'll be an entitled jackass hailed as a genius despite possessing no talent and you'll be expected to make sacrifices on their behalf for no thanks.

Persecution Complex (200 MP): A common disorder among Independents, though it pops up among all genres. You can't help but feel like a victim and have a tendency to assume the worst of others when they do anything even slightly inconvenient for you.

Mirror World (400 MP): Some fanfics exaggerate Ron's jealousy and supposed sloth, Ginny's fangirl tendencies, and Molly's admittedly overbearing personality to create a situation where the Weasley family as a whole are only Harry's friends in order to manipulate him, drug him with love potions, steal his money etcetera. Or they drastically misunderstand Dumbledore's plans and the purposes behind his manipulation to claim he's exploiting Harry and others. Others still depict Slytherin House as home to cool outcasts who are unfairly discriminated against by the other houses, Salazar totally wasn't racist he was just afraid that bringing muggle-borns to Hogwarts would lead to witch hunters following them, the Death Eaters are just freedom fighters against the tyranny of muggle-born assimilation forcing them to celebrate Christmas and Halloween instead of Yule and Samhain, and every last one of Tom's antisocial traits or crimes dates back to a single specific instance of being abused or bullied in the orphanage magically absolving him of all blame. This drawback makes all of the above true in this world. If taken with Bad Fanon, it's really obnoxious and blatant and the personalities and actions of the Slytherins and Death Eaters don't actually change; you're just expected to accept that they're the 'good guys.'

Lávate Las Manos! (400 MP): You don't get the Education Perk until the end of the Jump and, in fact, have no idea what you're doing when it comes to magic. You're going to have to pay close attention in class, study hard, and practice your ass off if you want to have any chance of keeping up.

No OOC Powers (600 MP): Except for the ones you can buy here, of course. This Drawback locks out all outside perks, powers, items, and companions. If this is your first Jump, take the points as a "Welcome to the Chain" present.

Grimdark (600 MP): Some fanfics really, really turn up the darkness and suffering in the original series. For example, turning the cartoonish, Roald Dahl-esque neglect and abuse Harry suffered into actual, not played-for-laugh monstrous child abuse. Or having the old Pureblood families keep muggle-born women as slaves or... *'Concubines'*. Or how could we possibly forget the forced marriage laws? Then there is just a general trend of turning the protagonists into kill-happy antiheroes… Yeah, you've got stuff along those lines to deal with here and if you took Bad Fanon then it's all just that much worse.

So About The Items Section (1000 MP): …Why are you asking about that? Yeah, I mean, those two items are a little weird but it's nothing to worry about, it's not like *crash* Oh hell, she's breached containment! This is not a drill—Oh hellooo!!!!111!1! It's me, Enoby! Hey, your kndia kawaii, wanna go… wait, yer not a frkin prep, r u? or a poser? Prove ur a goff, right now. Praise satin an *bonk!* Okay, okay, I got her over the head with the crowbar, she's back in containment. Sorry about that, that was an infamous epsilon class Reality Deviant, also known as a Mary Sue, by the name of… *sighs* Ebony Dark'ness Dementia Raven Way. She managed to get loose and tinker with a few things just before you got here but luckily didn't manage to infect anything and… No. Absolutely not, I see that look in your eyes, and… Fine, twist my arm. If you sign this waiver, we'll give you 1000 points and then set Ebony loose in whatever reality

you otherwise would have been going to in order to twist it to her heart's content before sending you in but… Seriously I hope you know what you're getting into.

Was All Well?

Well, you lasted 10-plus years. Was it fun? Were the Drawbacks worth it? All of your drawbacks have expired and you're free of any unnatural influences that could compromise your ability to make decisions, now you've got just one choice left.

Will you **Move On** to the next jump and the next world?

Would you like to **Stay Here** and see what comes next?

Or has your adventure here left you satisfied enough to **Go Home**?

Notes

I was told that my Drow Jump didn't let you be evil enough a couple of times. I hope that the Villain Protagonist origin here is a little better.

To clarify on the Induction Chamber, if you have more than one bloodline your inductees only get the one even if you have Chimera. Without Chimera then unless they meet the prerequisites for a more unique form, they'll be based on the most prominent of your own bloodlines. With Chimera, they'd get a mishmash.

Regarding Deck and Disk, if you need to be specific about what you've got use the IRL versions of the cards and make sure it's a deck that was tournament legal at *some* point, but don't worry about extra Deck limitations because I know that that screwed over some archetypes when they were first imposed. As for respecting the rules… Even if you're not actually playing the game and are just using the magic or monsters to deal with an enemy or something, you still can't just stack the deck so you get all five pieces of Exodia on your first-hand and auto-destroy your enemies/obstacles.

If it's not 100% Clear, the Halfblood ability makes you an average halfblood while the upgrade puts you on the same level as Percy. His cited feats and powers are only from his OG series because I haven't read any of the other books to draw feats from, those aren't a hard limit.

In future Jumps, any items that come with an Outside Context Ability can be imported into appropriate fiat-backed Items. You can additionally freely merge them with Fiat Back Items you got from here, as appropriate. For example, as your Wand can be merged with other foci for supernatural powers, someone with the Soul Reaper ability could easily have their Zanpakuto's sealed form able to become a wand just as Yamamoto could disguise his as a staff. Or more mundanely, someone who has The Force and purchased the Darksaber can just have the Darksaber be their personal lightsaber.

In regards to the Companions Section, they are, respectively, OCs based on how Griphook/other Goblins are commonly depicted in certain fics, one based on Dobby and/or DH-Kreacher, one based on Luna Lovegood, and one based on certain fanon interpretations of Bellatrix Lestrange. The obvious exception is Wednesday, who is not an OC and is just transparently Wednesday Addams, in keeping with the Crossover Character Origin's theme of just being a blatant outside context problem. As written she's a composite of every version of the character, though she lacks the psychic powers she has in her self-titled series.

Regarding the Crossover Character item line and the Outside Context Abilities, some of those are references to common crossovers in HP fanfiction, others are references to specific fanfics, and others are just me being self-indulgent. Some of the referenced stories are better than the common fics that this Jump is poking fun at, no offense or disrespect intended toward them or their authors.

If someone uses Blended Genres to be both a Creature and a Crossover character, they may treat Outside Context Powers that change your biology or species as Bloodlines for all purposes even without the Chimera Perk, including spending the stipend for Bloodlines on them.

If anyone is curious as to why the "you are Samus Aran" outside context power is so expensive… If you do the math based on the planetary mass and diameter given in Metroid Prime for Zebes, the planet that Samus grew up on, it has a gravitational force of 954 Gs. Earth has a force of 1G. A semi-canonical manga flat-out says that humans can't naturally survive on the planet outside of a few areas… And depicts Samus at the age of five diving off a cliff on the planet, doing some borderline superhuman acrobatics as she fell, hitting the ground hard enough to leave a crater, and then happily skipping off. The gene modes and other enhancements that Samus's adoptive bird dads gave her so she could survive on Zebes were the good stuff, my dudes. When it comes to transhumanism, Samus is goals. She just seems normal because everything else she fights is either also adapted for death worlds or is equipped with armor and weapons on her level.