Harry Potter Hogwarts King

It seems that you want to have a fun time at Hogwarts, but with this Jump, you are restricted to being a version of Harry Potter. Gain **+1000 CP** for this Jump lasts 10 years and starts shortly before the arrival of the Hogwarts acceptance letter that this version of Harry Potter actually gets to read. Normally, this would be midnight between the 30th and 31st of July 1991.

Origin:

What house do you think you belong to? This won't necessarily determine where the Sorting Hat puts you, as you can convince it otherwise, but this will show what you value the most.



Gryffindor

You are going the traditional route of Harry Potter. The House of Bravery and Courage, the home of Harry Potter Prime and the large majority of Harrys who follow in his footsteps. Perhaps courage is most dear to your heart, or perhaps bravery is something you've adopted.



Slytherin

The House of Ambition and Cunning is also the most common change to deviate the golden boy from well-trod paths of canon. Maybe you need to always look out for number one, perhaps you have a goal you desire to accomplish, or perhaps you are filled with the desire to excel.



Ravenclaw

Often the home of Harry Potters who aren't as foolhardy as a Gryffindor, nor as ruthless as many Slytherin Harrys, the House of Knowledge and Wisdom will help your intellect shine through. However, many may compare you to Lily Evans, forgetting that she was a Gryffindor herself.



Hufflepuff

The House of friendship and loyalty, but unfortunately, this is the home of only a small number of Harry Potters across the multiverse. Harrys are rarely permitted to experience friendship or meet anyone worth being loyal to before starting Hogwarts. Normally, those sorted into Hufflepuff are placed there purely because of their potential for love and kindness.

V1.00 By DeverosSphere

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Generic Perks:

You gain **+400 CP** to spend exclusively on General Perks.

Lightning Bolt - Free/Mandatory (Incompatible with any Narrative Drawbacks)
For this Jump you have a scar on your forehead in the shape of a lightning bolt. You may choose for this scar to be in the center of your forehead or on the right. Post Jump, you can **Toggle** this Perk in order for your active **Alt-Form** to display this Scar.

Potter's Problems - Free
With this Perk, you gain the memories and life experiences of Harry Potter up to the point you become Harry Potter. This isn't all good, as depending on Harry's life so far, you may gain a lot of memories of suffering and pain, but you will also gain knowledge and memories that will prevent you from being suspicious for not knowing what Harry should remember.

Enduring Mind - Free (Requires “Potter’s Problems”)
When inheriting a lifetime of abuse, you might expect to get unpleasant side effects like PTSD or behavioral problems. This Perk however, will allow you to get past that as your mind will automatically process any information it holds in a constructive way that normally requires years of therapy.

Isolated Mind -50 CP (Requires “Enduring Mind”)
You are now immune to passive mind-altering effects such as potions and the allure. This will not protect your mind from active forms of manipulation, such as a confundus or the imperious, but it will improve your resistance.

Eidetic Mind -100 CP (Requires “Enduring Mind”)
Your mind now records details differently from the minds of others. This makes it so that any memories you possess are perfectly recorded and can be revisited as though you were using a pensive. Any memory blocking magic, such as Obliviate, no longer has any effect on you, and any memories you have, including those gained through Perks such as **Potter’s Problems,** will have any pre-existing memory blocks removed, allowing you to regain that knowledge.

Eldritch Mind -100 CP (Requires “Enduring Mind”)
Your mind can now easily process information that would drive other minds mad, such as interacting with and understanding eldritch entities or perceiving infinity. Thanks to this, you are immune to any powers or effects that cause insanity.

Magic Mind -150 CP (Requires “Isolated Mind”, “Eidetic Mind”, and “Eldritch Mind”)
You have innate potential for Psionic Magic, making it easier for you to learn any form of Mental Magic, allowing you to bypass any normal restrictions on mind magic. With this Perk, you will gain the capability to use basic telekinesis to the level that you can lift approximately half the amount of weight you physically can.

Occlumentic Mind -100 CP (Requires “Magic Mind”)
With this **Meta-Perk,** you have an innate potential for Occlumency, making all Perks with **Occlumency** in their name cost **50%,** and **-50 CP** Occlumency Perks will be **Free**. This Perk also allows you to Merge any Occlumency, synergising their effects and making them far more effective.

Hogwarts University - Free/100 CP (Restricted with “Age Appropriate”)
You may have discomfort with having a Harem Jump where you and other characters start so young. With this **Narrative Perk,** you can change what age characters are when the events of a story begin, allowing you to start Hogwarts at any age, with the events continuing as normal.
If you have taken the “**Age Appropriate**” drawback, you can not use this Perk on this Jump, but it is otherwise **Free** to use on this Jump. For **-100 CP,** you may keep this Perk Post-Jump.

Our New Celebrity - Free/100 CP (Restricted with Narrative Drawbacks)
Using this **Narrative Perk,** you can make yourself famous within the continuity of the Jump. For **Free** this Jump you will be famous for being Harry Potter, but in others, you could be famous as a child star, famous for embarrassing a politician, famous for the death of someone evil, or famous for a meme that took off when you were young.
If you have taken a **Narrative Drawback,** you can not use this Perk on this Jump, but can otherwise be purchased for **-100 CP** to use Post-Jump.

Quidditch King -50 CP
You have amazing innate flying skills, far greater than Harry Potter. With this, you could perform twists and turns at the exact moments you need to with your broom in order to dodge projectiles or fly through any hoops. Any team that sees your Quidditch skills would be excited to have you.

Magical Text -50 CP
You are able to use your magic to convert thoughts into magical floating text, allowing you to communicate through your thoughts. You can project the text of any language that you know how to write and are able to draw lines connecting letters or wrapping around text.

Magical Drawing -50 CP (Requires “Magical Text”)
You now have more control over the magical text, allowing you to draw lines, shapes, and objects directly from your mind, and to show still images from your mind.

Magical Projection -100 CP (Requires “Magical Drawing”)
Your magical text is no longer restricted to still images, as you can now project moving images from your mind, allowing you to change the text mentally. When creating art from your thoughts, you can project the moving images directly from your mind into the air.

Temporary Text -100 CP (Requires “Magical Text”)
You are now able to attach your magical text to objects or people and dismiss it at will. Using this, you could write a document, leave signs, or give magical tattoos to others and remove them simply by wishing them gone.

Engraved Text -200 CP (Requires “Magical Text”)
You are now able to engrave any of the text you created from your **Magical Text** Perk or the Perks dependent on it into solid material. With this, you can carve the text into stone, steel, or even flesh directly from your mind.

Magical Brand -200 CP (Requires “Magical Projection”, “Temporary Text”, and “Engraved Text”)
With this **Meta-Perk,** you have an innate understanding of the Dark Mark. All Perks with **Mark** in their name cost **50%,** and **-50 CP** Mark Perks are **Free**. This also allows you to merge any mark, branding, or slavery Perks, synergising their effects and making them more effective.

Behind Your Ear -50 CP
You now have access to your own hammerspace, a form of inventory that you can store items in. You will have an instinctive awareness of what is contained within the hammer space, as anything within is put into stasis. You can only access this hammerspace by putting your hand out of direct view, such as behind your ear or back, then willing the item to move between your hand and the hammerspace. Any items you purchase in this document are automatically placed in your hammer space unless noted as being in other locations.

Not Slytherin -50 CP
You are able to manipulate magical objects to a degree, allowing you to alter the outcome of the choices they should make, such as giving a false desire to the Mirror of Erised, randomly setting off Secrecy Sensors, or changing what house the sorting hat wants to put you in.

Open Says Me -50 CP
When facing a locked/closed entrance or container, you can think about it and say “**Open**” in any language that you know. This will remove any magical or mundane locks and then open the target without triggering any wards, traps, or triggers.

Closed Off -50 CP (Requires “Open Says Me”)
After using **Open Says Me** to open a locked or closed entrance, you can think about it and say “**Close**” in any language that you know. This will close the target before reapplying all of the magical and mundane locks that you removed.

Instantly Clean -50 CP
You are now able to instantly clean any part of yourself inside and out. This can be used to remove dirt and permanent markings from your body, as well as clean out your internals removing any blockages in your intestines. You could use this to eliminate any waste produced in your body without losing the nutrients absorbed from it.

Twice as Clean -50 CP (Requires “Instantly Clean”)
You are now able to target others with **Instantly Clean** in order to remove dirt and permanent markings from their body. **Instantly Clean** can also be used to remove foreign materials from the target's body, such as implants or tracking spells.

Distance from Mars and Venus -100 CP
Using this **Narrative Perk,** you can control the ratio of characteristics for groups or species. With this, you could make it so that 10% of male born purebloods are Squibs or that 99% of Veela produce only females, you could make it so that magical women always have large “chests” and magical men have large genitalia.

The Power of Love -100 CP
Using this Perk, you can instigate feelings of true love between yourself and anyone you are romantically involved with. Your love will still require effort, but will remain even with the Perk disabled.

Lockheart Penmanship -100 CP
You are a skilled writer able to weave together a fictional tale from unrelated facts with an amazing storyline, characters, and narrative beats that would fool those who were not participants in the events. With this Perk, you could make yourself a legendary figure to rival the skills of even Gilderoy Lockhart.

Classical Education -100/300 CP (Discounted to -100 CP for all with "The Full Set")

It is thought that originally the 4 houses of Hogwarts were split into the occupations the students would be best suited for, and each course taught the then educational tools required for each category of profession.

For **-100 CP,** you may gain the education that your house would have taught the first batch of students it would have received after the school curriculum was finalised.

For **-300 CP,** you gain the education that all four houses received.

Though each field of education has been improved upon over time, all the knowledge gained through this Perk is still viable and useful for those who seek it, with some of this knowledge being lost to time.

Gryffindor

The House of Warriors, Knights, and Generals. House Griffindor taught its students the art of combat and battlefield strategy. This education would have included swordsmanship, physical enhancing magic, and the now-outdated combat spells of the era. While a lot of the education focuses on combat arts, physical fitness, and combining spell usage with weapon arts, it also contains specialist rituals to help improve the users physic and create magic prosthetic limbs.

Slytherin

The House of Lords, Merchants and Politicians. House Slytherin taught its students economics and political strategy. This education would have included legal procedures, laws, political influencing, perception-enhancing spells, and the then allowed political rituals and oath magics. While the education focuses mainly on management and political aspects of lordship and governess, it also contains information about counter-assassination and counterspy procedures that enhance the user's ability to detect hidden enemies and hidden intentions.

Ravenclaw

The House of Scholars, Researchers, and Educators. House Ravenclaw taught its students classical Arithmancy and spell crafting. This education would have included academic research principles, development procedures, and practical divination for finding specific research books and documentation magic. While most of this education is focused on techniques and principles for research, documentation, and development of magic, it also contains specialist information on magical device development and weapons creation.

Hufflepuff

The House of Sculptors, Farmers, and Workmen. House Hufflepuff taught its students wandlore, ritual study, and healing magic. This education included Herbology, Farming Magic, Potioneering, and Magical Construction. While this education taught how to create fields and structures in an instant, it also shows the long-term principles that support the development. The most important lesson, more than how to create colossal structures, perpetually fertile fields, or even how to combine the principles, was how to preserve and maintain them.

How it should be -150 CP
With this Perk, you will gain a mental gauge that lets you know how close or how diverged from canon events your current situation and your jump over all are. From this, you can vaguely determine how useful any metaknowledge you possess remains.

Lord of Incantations -150 CP
You have a great deal of control over your voice, allowing you to not only become an expert in ventriloquism but also allows you to perfectly memorise and recite the verbal components required to perform spells.

Silly Wand Waving -200 CP
Your hand-eye coordination has been heightened to the point where you can effectively manipulate any object, including pens, blades, spoons, and wands, with grace, ease, strength, speed, precision, and skill. This allows you, among other things, to perfectly copy any somatic components, such as wand movements, that you see without a single flaw or mistake when replicating them yourself.

Spell Mimicry -50 CP (Requires “Lord of Incantations” and “Silly Wand Waving”)
Whenever you observe someone casting a spell, you will instantly learn how to cast the spell the same way as how you perceived it. This will allow you to copy the emotional components of the caster with any unique variables, replicating their version of the spell. Though you can choose to cast the spell identically to how they had in the future, you can also use this to learn how to cast it yourself.

Techno-Compatible -200 CP
You have now learned how to insulate technology from magical interference so that it can safely function in high magic environments. For the most part, this will merely be preventing magic from interfering with the electricity running through the device, but this Perk will also update at the start of each jump for any other types of magic that have a negative impact on technology.

Below Notice -200 CP
You can **Toggle** this Perk so that you and your subordinates' actions and activities are unnoticed by people theoretically in positions of authority over you, such as teachers, police, or politicians, unless you intentionally exclude them from this effect or directly interact with them. You could walk through the great hall naked in the middle of the sorting ceremony, and no teacher would notice or believe it had happened, despite what the students say.

Beyond Reproach -300 CP (Requires “Below Notice”)
Those who see you taking actions that those in positions of authority would disapprove of will not snitch on you to the authorities.

Unnoticed Influence -400 CP (Requires “Below Notice”)
This Perk is expanded so that you can make yourself and anyone else you choose unnoticeable to any specific people. With this, you would walk up to a stranger in public, punch them in the nose, and they would not know what happened, despite everyone else seeing it. You could use this on multiple people simultaneously; however, that would require you to multitask while focusing on them all simultaneously.

Well, Some Say He Died -400 CP
With this **Narrative Perk,** you can make it so that any character who is assumed dead but is only saved by the plot stays dead. In this jump, you can use this to make sure Voldemort and his Horcruxes are destroyed, including the “**Horcrux**” drawback. When used to keep a character dead, you can not take any drawbacks relating to that character, and your Jumpchan may be displeased if you remove threats from a jump.

Lord of Azkaban -400 CP
You are now the true Heir of Azkaban Prison, and with that, have a connection to all Dark magical entities, who will feel an innate reverence towards you. This means that any dark magic practitioner, such as witches, wizards, or warlords, as well as any Dark Magic Entity, such as demons, devils, werewolves, vampires, and even non-entities such as dementors, will feel towards you as though you are royalty that they respect.

Dark Lord -400 CP (Requires “Lord of Azkaban”)
You are now able to take influence and, over time, take control over Dark Magic Beings. This will make dominating werewolves, binding demons, and leading an army of Darkness far easier. This will even allow you to dominate inferi and magic zombies with far less difficulty, even superseding the control of those who created them.

Monstrous Ancestry -400 CP
You seem to have an inhuman ancestor to whom you have a powerful bloodline connection. This gives you access to their forms of magic and their magical capabilities, without your ancestor negatively affecting your appearance. From this, you can pick any humanoid magical creature, such as a Troll, Giant, Goblin, Succubus, or even an Illithid, then gain racial benefits from their species. If that species doesn't exist in Harry Potter canon, they will be retroactively added. This will be recessive for all other in-jump family members, meaning they will not benefit from this. When taken with **Magical Bloodline,** you may choose to pick any official sorcerer bloodline from Dungeons and Dragons or Pathfinder appropriate to your chosen ancestor.

Chessmaster -400 CP (Discounted with "Magic Mind")
You now have the mental capacity to manipulate events through strategic planning so that they develop in a way that produces your desired result. With this, you can patiently take actions with layers of misdirection and backup plans in case of some unexpected events. While this is primarily for practical planning, it can also be used for playing strategic games such as chess.

Homunculus Crafter -600 CP
You now have an innate understanding of Alchemy to a level slightly surpassing Albus Dumbledore. Through this, you understand how to create biologically functional Homunculi through Alchemy. You can create a physical copy of someone specific in order to gain an identical copy of them; however, their mind or soul will be blank.
Capstone Booster:
You are now able to instantly create Homunculus and new **Alt-Forms** for others. You are able to replicate the creation of a Homunculus through this Perk alone, perfectly customising them without needing to spend time or resources on creating them. When this Perk is used to target a living target, you can give them a new **Alt-Form** of your design, allowing them to become an alternative version of themself or take on the appearance of a celebrity. When used on a ghost, it allows them to be virtually alive again as they can switch between their living body and their ghostly form.

Spirit Crafter -100 CP (Requires "Homunculus Crafter" and "Magic Ghost")
You are now able to create artificial minds and souls. The easiest way for you to do this would be to copy the mind and soul of another; however, they would have the same loyalty as the original. With enough knowledge, you could create a real mind and soul with their own personality and intelligence instead of a blank slate.

Gamer System -600 CP (Requires “Wizard's Field Guide”)

You have found a way to learn actions, spells, and techniques within a Skill-Based System. Whenever you perform an activity such as sleeping, sowing, kicking, or casting Stupify, you will unlock a Skill and gain Skill Points towards that Skill. This Skill represents your knowledge and ability to perform that action while preventing you from unintentionally being worse at that activity than the shown value. Skill Points can be increased when the skill is used successfully, though the increase may only be in decimals; they can not be reduced, no matter how badly you perform the action. When skills reach certain values, you can unlock sub-Perks that add minor improvements to the Skill. For example, if the Incendio Spell reaches 50 Skill Points, you gain a +3% bonus to damage with any fire spell.

Capstone Booster:

You now have Gamer Levels. When your Total Skill Points reach the value required by the Gamer Level’s experience curve, you will Level Up, increasing your Gamer Level by 1 and increasing the amount of Total Skill Points required for the next Level Up. Each Level Up will increase all of your Stats by a small amount, give you Level Points that can be spent in the System Menu, and give you Stat Points that can be used to increase your Stats:

- **Strength** - How much Physical strength you have. The higher this is, the more damage your Physical attacks will do.
- **Defence** - How Physically durable you are, the higher this is, the less damage Physical attacks will do to you.
- **Agility** - How fast you can go, the higher this is, the faster your perspective of time is, the more frequently you can attack or cast spells.
- **Magic Str** - How much Magical Power you can put into an attack. The higher this is, the more damage your Magical attacks will do.
- **Magic Def** - How Magically durable you are. The higher this is, the less damage Magical Attacks will do to you.

When your Stats reach certain thresholds, they will unlock Sub-Perks or Level Points. Level Points can be spent in an in-system menu to gain Sub-Perks that you have met the requirements to unlock, or unlock Rare Skills with the knowledge of how to use them.

New Game ++ -100 CP (Requires “Gamer System”, “Power the Dark Lord knows not” and “New Game +”)

At the Start of Each Jump, your Gamer Level and Total Skill Points will reset to 1 without removing any of your Skills or reducing your Stats. This will also allow you to merge the **Gamer System** with any other Game Leveling Perks.

Magical Perks:

In this section, you gain **3 Magic Tokens** for **Free**. These Magic Tokens can be used to make any Magical Perk half price, with **-50 CP** and **-100 CP** Perks being **Free** with a Magical Token.
You may choose to gain one or more additional **Magic Tokens** by committing to fulfilling the same number of tasks throughout your time at Hogwarts. The tasks, despite the simple descriptions, are about as difficult as finding the Chamber of Secrets without foreknowledge. Clues will be available in the universe should you look for them. If you fail to complete a task before the Jump ends, you will lose the corresponding Magical Perk.

- **Correctly Bury the Fairy Wing Wand.**
- **Use the Stone Key to unlock its vault.**
- **Enter the Myst with the Pendant of Bone.**
- **Open and enter the Casket of Thieves.**
- **Release the Dragon's Tithe.**
- **Shatter the Hydra's Blade.**
- **Find the Burning Portrait.**

Source of Magic - Free
This Perk gives you the basic magical capabilities of all witches and wizards, allowing you to cast spells when using a wand, create potions from ingredients when using the correct equipment, and use runes for magical effects. As a witch or wizard, your natural lifespan is doubled, your aging after reaching maturity is slowed, and you won't suffer from any Muggle diseases. As a bonus, you will be immune to all STDs, both Muggle and Magical.
If you have purchased "**Magic Essence**", this Perk becomes a **Bodymod**.

You're a Wizard, Harry - Free
You have the natural magical capabilities that Harry Potter was born with, including his talent for broom flying and his magical potential.

Trauma Occlumency - Free (Incompatible with "Basic Occlumency")
The quick and dirty form of Occlumency gained from suffering repeated abuse from aggressive Legilimency over a short period of time. This form of Occlumency is similar to PTSD, as it causes the mind to go into a state of aggression and panic when feeling any form of Legilimency, forcing it out through instinctive attacks. Because of its unconscious nature, this form of Occlumency tends to be one of the most effective forms of defensive Occlumency, but it tends to be incompatible with other forms of Occlumency and has negative effects on the user's mind long-term.

Magical Oath - Free
You are now able to perform an Oath on your life and magic that what you say is true. To perform a Magical Oath, you must lift your wand, then open the statement by saying “I [Insert Full Name Here] swear on my life and Magic that” followed by your statement and close the oath with “So mote it be”. Anyone who hears this Oath will instantly know that the statement you make is true and cannot be disproved to anyone who heard it. If you lie or the statement is a technical lie, such as stating something you believe but do not know for certain to be true, you will die and lose the **Source of Magic** Perk.

Teachable Oath -100 CP (Requires “Magical Oath”)
You can teach others with magic how to perform a **Magical Oath** regardless of their system of magic. This also allows you to understand how the **Magical Oath** functions in that system.

Monologue Oath -100 CP (Free for Gryffindor, Requires “Magical Oath”)
When you have started performing a **Magical Oath,** no one will be able to interrupt you or prevent you from speaking. Any attempts to prevent you from speaking will fail, and depending on how far they go in attempting to stop you, they may suffer as though they broke the Oath.

Technical Oath -100 CP (Free for Slytherin, Requires “Magical Oath”)
When performing a **Magical Oath,** you will know if what you are attempting to say will conflict with the Oath before you say it. This allows you to make an incomplete statement in order to avoid lies or technical lies while intentionally leaving the statement open to be misconstrued.

Rehearsed Oath -100 CP (Free for Ravenclaw, Requires “Magical Oath”)
When performing a **Magical Oath,** you will be able to structure the wording of the Oath within your mind at an accelerated rate as though writing a script. Once you have finalised what you intend to say, you will recite the Oath and statement exactly as scripted in your mind.

Widespread Oath -100 CP (Free for Hufflepuff, Requires “Magical Oath”)
Whenever you perform a **Magical Oath,** you can choose how far the information and validity of your Oath spreads. Should you wish information you give via a magical Oath to be kept secret, the target will never speak of it. Should you want it to spread, then it will be overheard and spread further, with the knowledge of the Oath spreading as you see fit.

False Oath -500 CP (Requires “Magical Oath”)
When you lie when performing a **Magical Oath,** you will not suffer any consequences in your life or magic, and it will be believed to be true by anyone who hears it.

Spell Chains-50 CP
An important skill for any duelist, you have an instinctive awareness of the spell chain possibilities of every spell you know. When casting a spell, you will know what spells you know start in the position the current spell ends in, allowing you to cast spells at a rapid rate. An example would be using the right wand swipe from the end of Stupefy to lead into Expelliarmus, Incendio, or even Oppungo, so long as you know the spell.

Chess Magic -50 CP (Free with “Chessmaster”)
You are now a master of magical chess, as not only can you easily enchant chess sets to become magical chess sets, but you can also take direct control over any magical chess set to alter its movements.

Wand Craft -50 CP
You now possess the academic and practical knowledge required to craft new wands, including pre-treating wand components, carving wood, engraving wand runes, and binding cores to wands. This knowledge includes information on how to identify Wand Woods and Wand Cores, as well as how to match completed wands and individual wand components to magical individuals.

Reactive Wand Knowledge -50 CP (Requires “Wand Craft”)
You now have a reactive knowledge that will inform you when something is viable as a wand component, such as letting you know what seemingly mundane trees can be used as Wand Wood or what animal parts can be used as Wand Cords.

Partial Patronum -50 CP
You have learned the Patronus spell and are able to form a defensive shield made from positive emotions that is capable of protecting you from dementors and other ethereal entities.

Expecto Patronum -50 CP (Requires “Partial Patronum”)
You have mastered the Patronus spell and can create a shimmering animal guardian capable of attacking dementors and other ethereal entities.

Nuntium Patronum -50 CP (Requires “Expecto Patronum”)
You can now use your Patronus for messages by thinking of someone and speaking a message. Your Patronus will then travel to that person and repeat your message word for word.

Mutationis Patronum -50 CP (Requires “Expecto Patronum”)
You can change the animal form of your Patronus at will, allowing it to take on whatever animal form you can think of.

Finem Mortis Patronum -50 CP (Requires “Expecto Patronum”)
Your Patronus can now kill dementors, fiendfyre, demons, the undead, and other ethereal entities.

Magic Core -100 CP (Requires “Source of Magic”)
You now contain a magical core that allows you to compress your magic in order to produce more powerful spells. Compressing your core will be uncomfortable, similar to sucking in your belly, and may be painful if done for prolonged periods of time.

Magic Pathways -100 CP (Requires “Source of Magic”)
You now have nerve or vein-like pathways through your body, through which your magic can travel. This grants you greater control over your magic, meaning that you will find it easier to cast spells that require precision.

Magic Gems -100 CP (Requires “Source of Magic”)
You are now able to solidify saturated areas of magic into a condensed Gem-like state. This can be used to remove curses or the taint of dark magic from individuals, objects, or locations in order to safely remove it without damaging the target. These gems can be used for other purposes, such as enchanting or rituals; however, they are mostly pretty paperweights.

Basic Legilimency -100 CP
You are now able to enter into the minds of others in order to view their active memories and thoughts from their perspective.

Professional Legilimency -100 CP (Requires “Basic Legilimency”)
You have enough talent to force an unprotected mind to recall any memories that they have about any topic, individual, or time period, and experience it from their perspective.

Academic Legilimency -100 CP (Requires “Professional Legilimency”)
You are now able to utilise your control over Legilimency in order to copy academic information and personal interpretation of the knowledge of a subject. Once you have this information, you will need to mentally process it to understand it.

Destructive Legilimency -100 CP (Requires “Basic Legilimency”)
While searching through someone’s mind, you are able to cause damage as you search, weakening any defenses they possess, but at the risk of causing them brain damage.

Constructive Legilimency -100 CP (Requires “Destructive Legilimency”)
While searching through someone’s mind, you are able to alter and falsify aspects of their mind. This allows you to implant false memories or alter real ones in order to trick them into believing what you want them to.

Counterfeit Legilimency -300 CP (Requires “Constructive Legilimency” and “Counterfeit Occlumency”)
You are now able to perform one of the most disturbing forms of Legilimency, allowing you to create a fake mind and personality within them. Once created, you can help the fake mind to take control of their body, trapping or destroying the original.

Surgical Legilimency -100 CP (Requires “Destructive Legilimency”)
When using Legilimency on someone’s mind, you are no longer detectable, allowing you to bypass some mental defenses simply by preventing the reaction to your presence.

Erasing Legilimency -100 CP (Requires “Professional Legilimency” and “Destructive Legilimency”)
When you have found information within a target's mind, you can now erase it from their memory, preventing them from recalling or recovering the information.

Basic Occlumency -100 CP
This is the most basic principle behind Occlumency, as it allows you to clear your mind and feel a sensation when Legilimency is being used on you. Though this could prevent beginner Legilimencers, it is not very effective against those with skill or training.

Mindscape Occlumency -50 CP (Requires "Basic Occlumency")
The most entertaining but least practical form of Occlumency, this allows you to create an interactive mindscape that hides access to your mind within the simulated environment. Some people create castles and dragons to protect their mind, some create complex computers to run algorithms or replicate video games, but Legilimencers who know "there is no spoon" ignore these offences or defences and simply need to search for the entrance to the mind.

Structured Occlumency -50 CP (Requires "Basic Occlumency")
This form of Occlumency is more often used by academics in order to better structure their mind. This form of Occlumency allows the user to gain a form of artificial photographic memory as they structure their mind for quick and easy access to information. This form of Occlumency can be used to hide information or hinder access to someone using Legilimency by forcing them to view other information, but it can be overpowered by someone more skilled in Legilimency.

Repressive Occlumency -100 CP (Requires "Basic Occlumency")
This form of Occlumency allows the user to block out and repress emotions, desires, and memories at a reactive state, requiring an incredibly powerful Legilimencer to access memories that are being repressed.

Feedback Occlumency -100 CP (Requires "Basic Occlumency")
When someone is performing Legilimency, you can force them to experience memories or emotions to give them mental distress.

Reflective Occlumency -100 CP (Requires "Basic Occlumency" and "Basic Legilimency")
Sometimes the best defence is a good offence. When someone uses Legilimency on you, you can use this to piggyback on their probe in order to perform Legilimency on them while they are unprepared.

Regenerative Occlumency -200 CP (Requires “Basic Occlumency”)
The safest but one of the most difficult forms of Occlumency to set up. This Occlumency has your mind set to constantly try to repair itself, which makes it so any Legilimencer who attempts to enter your mind is constantly damaged and its attempts to fix. From the Legilimencer’s perspective, it is like being batted around within your mind, causing them to lose focus on what they are searching for, and sometimes causing them nausea and sometimes brain damage. An added bonus of this form of Occlumency is that any damage to your mind will attempt to fix itself immediately.

Counterfeit Occlumency -200 CP (Requires “Basic Occlumency”)
Considered one of the more dangerous forms of Occlumency, this allows you to create a fake mind that retains any information you select but lacks any information you wish to hide. The fake mind is given control of your body and truly believes itself to be the real you. Anyone who views them with Legilimency will see that they truly believe what you want them too regardless of how powerful the Legilimencer is. Afterwards, the true mind will need to destroy the fake mind to regain control of their body. If the fake mind is built too realistically, the real mind may have difficulty destroying it and may become trapped.

Incomprehensible Occlumency -300 CP (Requires “Basic Occlumency”)
A strange form of Occlumency used by the Lovegood Family that causes your mind to become illegible and alien to any Legilimencer. This makes it so that anyone using Legilimency can’t understand anything they view in your memories.

Magic Mechanics -100 CP
Using this **Narrative Perk,** you can alter the mechanics of how magic functions in a setting to match how magic functions in your Perks. If you have the **Magic Core** Perk, you could make all magic casting in a setting come from a magic core, or you could have magic as an independent force that individuals can wield if you use the **Magic Force** Perk.

Magic Warlock -100 CP (Requires “Source of Magic”)
You are now able to make pacts with other magical beings in order to draw upon their power in order to cast spells. This will allow you to utilize magic unique to them and communicate with them regardless of distance. The more powerful the magical being you made a pact with, the more powerful your raw magic becomes. You also learn the Spell Eldritch Blasts and how to apply invocations to spells in order to enhance their effects.

Magic Patron -400 CP (Requires “Magic Warlock” and “A Magical Mark”)
You are now able to make pacts with others in order to become their patron and bestow magic onto them. You also gain a boost to your raw magic power equal to 5% of their raw magic power. So long as the target remains your Warlock, they will be granted any Perks you possess that grant magic, such as **“Source of Magic”,** as well as the Spell Eldritch Blast. The more magically powerful you become, the more powerful your Warlocks become and the more powerful your Warlocks become the more powerful you become.

Patron Preference -200 CP (Requires “Magic Patron”)
You are now able to alter the appearance of any of your Warlocks in order to make them more attractive to you. For monsters, demons, and cosmic entities, they will become more human in appearance, taking on a Monster Boy/Girl Alt-Form; for humans, they will become more sexually attractive towards your preference.

Light Arts Booster Pack -100 CP
The Light Arts are often disregarded as non-existent and left uncategorised by the Ministry of Magic, as the side effects of Light Magic are hard to notice; however, some of the more powerful Light Arts are incorrectly categorised as Dark Arts by the Ministry of Magic. With this Perk, you gain a great deal of knowledge on true Light Magic, both theoretical and practical. All Light Magic relies upon the lighter aspects of a person’s mind and emotions in order to be used. Most true light spells leave a rejuvenating effect on the target of the spell, making them far healthier and happier. Light Rituals often require a positive state of being with the sacrifice of some negative emotions, and like Light Potions, require the use of ingredients charged with Positive Emotion, either literally, such as using the blood freely given from a loved one, or using chrysanthemums. Prolonged use of the Light Arts will have an effect on the user, making them far more peaceful and forgiving even during combat.

Dark Arts Booster Pack -100 CP
The Dark Arts are often mislabeled by the Ministry of Magic, as a number of ordinary spells are banned as Dark Magic by those with a personal interest, despite them lacking the functions to make them truly the Dark Arts. With this Perk, you gain a great deal of knowledge on true Dark Magic, both theoretical and practical. All Dark Magic relies upon the darker aspects of a person's mind and emotions in order to be used. Most true dark spells leave a corrosive effect on any wounds they make, causing them to be incredibly hard to remove and often leaving scars on the survivors. Dark Rituals often require a negative state of being, with the sacrifice of some positive emotions, and like Dark Potions, require the use of ingredients charged with Negative Emotion, either literally, such as using the blood forcefully taken from an enemy, or using petunias. Prolonged use of the Dark Arts will have an effect on the user, making them far more Violent and Destructive even during everyday life.

Submersible Magic -150 CP
Water is no longer a hindrance to you, as your magic allows you to comfortably breathe while underwater and allows you to cast magic while your voice is altered by the water. This magical ability also allows you to survive while you are miles deep under water and still retain clear vision while in pitch black.

Partial Metamorphmagus -200 CP
You are now able to use some of the Metamorphmagus abilities, allowing you to mentally change your hair, skin, and eye colour within seconds, as well as slightly alter your facial features.

Alt-Form Metamorphmagus -100 CP (Requires "Partial Metamorphmagus")
You can selectively activate parts of your various **Alt-Forms** in order for your body parts to take on the form of a Frankenstein Appearance, to combine the arms, legs, head, and torso of any of your **Alt-Forms** with the torso into a functional body, even if the **Alt-Forms** are of incompatible species.

Full Metamorphmagus -200 CP (Requires "Partial Metamorphmagus")
You are a true Metamorphmagus able to completely change your body structure and Skeletal system as well as slightly alter your visible mass in order to completely change your appearance or look like specific people.

Magical Contract Writer -200 CP
You are now able to imbue ink and parchment with binding magic akin to a magical vow; whatever agreements you write on the parchment will be magically binding so long as both parties understand its content and willingly sign it, even if under duress. When you have finished writing a contract, you will gain an understanding of any loopholes or mistakes that could be taken advantage of in the contract, and are able to edit it after it has been written but before it has been signed.

Verbal Contract Writer -300 CP (Requires "Magical Contract Writer" and "Teachable Oath")
You are now able to imbue your voice with binding magic in order to create a magical vow that the other party will unknowingly place themself under when they agree. Whatever terms you state will be magically binding so long as both parties willingly agree to them. This can be used to create terms for a duel or binding promises. If taken with "**False Oath**", you will be able to break this verbal contract, but the other party will not.

Multicast -200 CP
You have learned the trick required to cast multiple spells at the same time, rather than one after another. Each spell will be separate but occur simultaneously, with you initially gaining the mental fortitude and capability required to cast two spells at the same time. These spells can be the same or two different spells, and with practice, you can increase the number of spells you cast at the same time.

Spell Mixer -200 CP (Requires "Multicast")
You are now capable of combining spells that you are casting simultaneously into a single spell to create unique effects. Combining contradictory spells can result in unexpected side effects.

Spell Amplification -200 CP
You are now able to overcharge any spells you cast in order to increase the strength, duration, and potential of that spell.

Animagus -200 CP
The talent and art of the Animagus normally requires soul searching and an annoying ritual, which normally takes months. Once complete, you would normally be able to become a mundane animal. However, with this Perk, you no longer have to go through the ritual and instead must select 1 mundane animal and are now able to transform into that creature almost instantly. Mechanically, all Animagus forms will function as both an **Alt-Form** and a transformation that you can take from any **Alt-Form**.
For an Extra **-50 CP,** you can gain another Animagus form.

Magical Animagus -100 CP (Requires "Animagus")
You are no longer limited to a mundane animagus and can now choose any non-hominid magical creature that is similar to your mundane animagus. For example, if you had a crocodile animagus, you could pick a dragon magical animagus, or if you had a horse animagus, you could choose a unicorn magical animagus. Mechanically, all Animagus forms will function as both an **Alt-Form** and a transformation that you can take from any **Alt-Form**.
For **-50 CP,** you can gain an extra Magical Animagus form and may choose to gain the Monster Boy/Girl variant of your Magical Animagus.

Non-Canon Animagus -100 CP (Requires "Magical Animagus")
You gain a third Animagus form. This third form is a variation of your selected magical creature, but with the appearance of any version of the creature from any Media that is non-hominid, but their capabilities would not exceed the strength of the magical creature. If you chose a dragon, it could have the appearance of a Red-Eyes Black Dragon but with the capabilities of a Hungarian Horntail, if you chose a winged unicorn with the respective capabilities of a Unicorn and an Abraxan from the wizarding world of Harry Potter. Mechanically, all Animagus forms will function as both an **Alt-Form** and a transformation that you can take from any **Alt-Form**.
For **-50 CP,** you can choose to gain a new Non-Canon Magical Animagus form.

Inverse Animagus -150 CP (Requires "Animagus")
You now possess the ability to bestow an animal with sentience and the ability to transform into a human version of themselves. The humanized state affects their entire psychological and physiological nature, making them biologically human, including them gaining any human-like abilities and skills they previously lacked. This can be applied to purchased companion animals before a jump starts to make its effects retroactive. Mechanically, the Inverse Animagus form will function as an **Alt-Form**.

Inverse Musume -100 CP (Requires “Inverse Animagus”, Free with “Magical Animagus”)
You are now able to bestow others with a Monster Girl/Boy transformation. If used on magical beasts, they gain the Monster Girl/Boy variant of their species; humans will gain the Monster Girl/Boy form that matches them best. Mechanically, these will function as an **Alt-Form**.

Familiar Pact -200 CP
You are now able to bind a willing creature to yourself in order to magically enhance its intelligence and share a subconscious awareness of what the other is trying to express.

Magecraft -200 CP
You now have a vast knowledge of how to create a wide variety of magical objects, including Remembralls, Magical Quills, Animated Quidditch Balls, Magical Chests, Self-Moving Stairs, and any magical objects you purchase from the items section, as well as other commonly found magical objects of the wizarding world.

Technomage -200 CP (Requires “Techno-Compatible” and “Magecraft”)
You now know how to combine technology with magic, allowing you to effectively create new forms of technology with aspects of both. This can be used to replicate technology using magic, to infuse technology with magic, granting it a considerable edge and versatility, or to create extremely advanced technology.

Focused Apparition -200 CP
You are now a master at mundane Apparition, allowing you to teleport with a loud snap to any location you can imagine. The further the distance you intend to travel the move raw magical power you will need to make the leap, though the same distance can be made through smaller jumps but if you haven't been to the location you run the risk of appearing into an object which will cause you to bounce off it into a nearby empty space and feel a notable amount of pain.

Aesthetic Apparition -50 CP (Requires “Focused Apparition”)
You are now able to apply aesthetic changes to your apparitions, such as giving them a swirl of flame, disappearing in a bolt of lightning, having water appear in your place, having you burst into a number of light balls, or even having you break down into a swarm of ethereal snakes that dissipate into the air.

Preemptive Apparition -200 CP (Requires “Focused Apparition”)
When attempting to Apparate to a location, you will be able to see it in your mind in real time. This allows you to go to locations you haven't visited before, check if you are targeting an occupied spot, in which case you can move your landing location and see if there are others in view of where you intend to arrive.

Penetrating Apparition -200 CP (Requires “Focused Apparition”)
There are some locations that are under the protection of wards, runes, and other forms of magic that prevent anyone from Apparating in or out. With this, you are able to force your way into the location; however, the greater the protection, the louder the snap will be when you break through it.

Silent Apparition -200 CP (Requires “Focused Apparition”)
Not all forms of Apparition are so noisy. House-elves, for example, have their own silent Apparition, and now so do you. When Apparating, you can choose to make it silent and hidden from any form of Apparition detection.

Portkey Crafter -200 CP (Requires “Focused Apparition”)
You now know how to create Portkeys, which allow those who touch them and speak the activation phrase to teleport to a preprogrammed destination. While this can be blocked, it won't be blocked by Anti-Apparition. You can also apply any **Apparition** Perks to the portkey in order to make it silent or allow it to penetrate wards.

Magic Force -200 CP (Requires “Source of Magic”)
Your magic is now connected to the magic of the universe, allowing you to tap into the unconscious will of magic to wield foreign magic as though it were a part of yourself.

Magic Bloodline -200 CP (Requires “Source of Magic”, Free with “Monstrous Ancestry”)
Your magic is now intrinsic to your biology, making it so you can pass it down to your descendants, and it can not be suppressed by external forces. The more connected you become with your magical bloodline, the more magical abilities you will unlock.

Constructed Bloodline -200 CP (Requires “Magic Bloodline”)
You can now integrate any organic components of your body, including those derived from Perks, into your Magical Bloodline. This will make it so that those components become magical abilities intrinsic to your magical biology, which in turn can be passed down to your descendants. If the original biological components were based on a system of power other than magic, the bloodline copies will be altered to become magical in nature.

Bloodline Ritual -200 CP (Requires “Constructed Bloodline”)
You now possess the knowledge of how to perform specialized rituals in order to grant someone a magical bloodline, allowing them to gain specialized abilities or conditions.

Accidental Magic -200 CP
You are now able to trigger events of accidental magic at will, allowing you to use sporadic wandless magic. This accidental magic is explosively responsive, making it effective for dealing with a target of anger or fear for self-defence, but dangerous to use without a focus. You will typically have no control over this magic, but you could learn to use it in a more practical sense.

Silent Spells -100 CP (Requires “Accidental Magic”, Free with “Kneazle Got your Tongue”)
You are now able to internalize spellcasting when wielding magic without using any verbal components. This means that when you start using a spell, you will only need to think of the incantation to cast it, but with time and practice, you can learn to silently cast spells by intending them without needing any form of incantation.

Who needs a Wand -200 CP (Requires “Accidental Magic”)
You are now able to cast magic without using a magical focus. This means you no longer need a wand to cast magic and could now do the same capability as you would using a wand without this Perk. However, as a small bonus, when using a wand, you will have more control over the spells you are casting.

Magical Intent -300 CP (Requires “Silent Spells” and “Who needs a Wand”)
Your magic now dances to your whims, allowing you to continuously wield your magic through intent alone, almost like accidental magic. This allows you to use your magic with the intent to cause an effect without needing to cast any specific spells, but having a spell effect take place.

Limitless Bonds -200 CP
Some forms of magic require you to create a magical bond, such as gaining a familiar or entering into some forms of marriage. Some of these bonds will have a limitation to them, preventing you from bonding with more than a certain number of targets. With this Perk, you may make as many magical bonds as you wish, with you gaining no side effects beyond what a normal single bond would cause.

Magic Spirit -200 CP (Requires "Source of Magic")
Your magic is now intrinsic to your spirit, allowing you to use your magic even if you become a ghost. With this, your magic can now interact with ghosts, spirits, and souls, allowing you to touch or use magic on them as though they were alive. You can now trap the souls of ghosts and the recently dead within objects as well as transfer souls from one object to another. You could destroy these souls to learn the knowledge they possessed, such as a spell or technique that they possessed, or sacrifice them to empower spells.

Magic Soul -100 CP (Requires "Magic Spirit")
You can bind ghosts, souls, and spirits outside of a living body to your soul, allowing them to use your magic but become subordinate to you. Alternatively, you can devour them, destroying them in the process but gaining raw soul power and any beneficial qualities they possess.

Magic Ghost -100 CP (Requires "Magic Spirit")
You are now able to create customized ghosts with whatever appearance you design. These fake ghosts don't have a mind but are capable of following simple commands. With time and practice, you can make more intelligent fake ghosts capable of following more complex commands. You are also able to alter the appearance of real ghosts, such as removing Nick's head or putting Myrtle into a sexy costume.

Magic Essence -1000 CP (Requires "Magic Spirit" and +5000 CP worth of Drawbacks, Discounted with "Half-Potter")
Your magic is now intrinsic to your Essence and can not be purified, severed, or otherwise removed from you, even through cross-dimensional reincarnation. This means that you are able to use your magic even if you are reincarnated. Mechanically, this makes "**Source of Magic**" a **Bodymod** Perk.

Cleansing Balance -200 CP

When casting Dark or Light magic, both require emotional components or intent to cast successfully. Light magic, like the Patronus, requires positive emotions such as joy, whereas darker magic, such as Fiendfyre, requires darker emotions like hate and violence. When using Dark or Light spells or rituals, they often leave behind traces both physical and mental. These after effects can build up and eventually cause physical or emotional changes, such as blackening nails, pale skin, glowing eyes, or loss of a nose. They can also have a negative mental effect by making you feel the emotions needed for a spell more easily with each casting until it becomes a dominant emotion. With this Perk, your body and mind have an innate sense of balance that will remove these traces and after effects, gradually cleansing any decay or mental changes gained from casting those spells or rituals.

Gray Balance -200 CP (Requires "Cleansing Balance", "Light Arts Booster Pack", "Dark Arts Booster Pack", and "Repressive Occlumency")

When casting Dark or Light magic, you are normally required to pull upon specific emotions, but now you are able to fake them. You can now use your Occlumency to tap into the required emotions and state of mind required for Light or Dark Magic without truly feeling those emotions. As a result of this, the traces of this magic will fail to latch onto you and are easily washed away by your balance almost as soon as the spell is cast.

Superior Transfiguration -200 CP (Discounted for Gryffindor)

Through Transfiguration magic, you are able to easily alter the physical shape of things. While normally new students are only able to transform small objects into other similarly sized objects, you have the knowledge and capabilities to transform objects and people into alternate forms, such as a raven into a writing desk or a harmless knick-knack into a feral wolf. You can even perform partial Transfiguration on yourself to gain gills, longer legs, or even take on a monstrous form; however, using these transformations to fly or swim will be less comfortable and less effective than taking a capable form through Animagus.

Precise Potions -200 CP (Discounted for Slytherin)
You have a talent for the magical profession of Potion making, the art of combining ingredients to create consumables that have long-term effects on the consumer. Through this, you understand how to effectively prepare your ingredients, have a precise understanding of the reactions going on in any potion you make, and can remove some of the negative effects without lessening the positive, such as removing the foul taste. Normally, this is used to brew medical aid, such as wart remover or Wiggenweld Potions, which mostly just enhance the natural healing process, but you can also brew potions that grant the drinker abilities they did not have before, such as taking the form of another through the polyjuice, gaining immense luck through the Felix Felicis or fire immunity through the Ice Potion.

Persistent Charms -200 CP (Discounted for Ravenclaw)
You are now a natural prodigy with Charms, the magic of altering how something behaves without altering its shape. The changes you can make can range from changing the temperature of the air, altering someone's state of consciousness, or even how light behaves. You have also learned how to interweave these charms with other effects, allowing you to create magical logic gates and apply delays on when magical effects will trigger. A simple use of this would be a magical lock that only disengages when a password is said. Additionally, should you choose to set up an enchantment, you can anchor them together so that unless all the enchantments are removed, they will all function.

Permanent Enchanting -200 CP (Discounted for Hufflepuff)
You now have the capacity to embed magical effects into objects. This is normally done through runes, a diverse school of magic that focuses on symbols placed together to make potentially permanently magical effects, but you also have knowledge of a number of quick spells for simpler effects to be enchanted onto items. You can even combine enchantments to make a flaming sword that heals like the Episkey spell or create a combat golem with complex enchantments that grant it a simulacrum of a personality.

Spell Negation -300 CP
When you see someone casting a spell, you subconsciously gain the knowledge of how to cast a counter-spell, allowing you to negate that spell. This can even be used to negate the Unforgivables, including the Killing Curse.

Spell Drinker -400 CP (Requires “Spell Negation”)
When getting struck by a spell, you can absorb part of the magic of the spell, reducing its power by three-quarters. The Magic of the spell is absorbed into your body, revitalising you and making you feel stronger.

Spell Immunity -300 CP (Requires “Spell Drinker”)
You can now completely strip the magic from any spell, potion, enchantment, magical object, or other magical ability that comes into contact with you. This will allow you to drink a love potion, stare into the eyes of a basilisk, or even take the killing curse without being affected.

Magical Bones -400 CP (Requires “Source of Magic”)
Your bone marrow, while still producing Blood and Glucose now also produces a type of nutrient called Mana or Blood Mana. By using your body's Blood Mana, you would be able to perform magic even if you were trapped in some form of anti-magic field; however the how far that magic can be used outside of your body depends on your magical power. Your body can utilize Mana as though it were Blood Glucose, allowing you to utilize it to prevent exhaustion or starvation, with those with enough raw magical power being able to sustain themselves without food so long as they don’t overuse their magic.

Magical Health -400 CP (Requires “Source of Magic” discounted with “Magical Bones”)
Your magic is now able to passively heal and repair your body. Whenever you are injured, your magic will automatically realign any broken bones, repair any torn muscle tissue, and patch up cuts or wounds you have taken. Though this is a tiring process, the more powerful your raw magic is, the easier it will be, the faster you will heal, and the more effective the magical repairs will become. While this won’t grant you any form of immortality, it should see you through surviving any injuries so long as you don’t die instantly or die of exhaustion.

Magic Armor -400 CP (Requires “Source of Magic”)
You are now able to solidify your magic around your body, making it a durable and physically enhancing power armor. The exact shape of the magic armor will depend on your focus and intent, while its size, durability, and strength-enhancing properties will depend on your raw magical power. Someone like Snape using this would be bigger than and overpowering a troll.

Ancient Magic -400 CP (Requires “Source of Magic”)
You have a natural capacity to wield Ancient Magic, allowing you to see the traces and whispers of this powerful but primal form of magic. Ancient Magic functions almost as the opposite of an Obscurus, as it is a luminous mass of magic that is controlled through instinctive actions. The user can unleash raw magic for it to take on the shape of the user's intentions, such as mimicking magical beasts or offensively projected emulations of the natural elements. Those with the ability are also able to channel Ancient Magic into Modern Magic in order to enhance it in unique ways, such as augmenting spells with increased power and potency or ignoring some fundamentals of magic theory.

Recursive Potential -400 CP (Discounted with “Magic Mind”)
You have an amazing mind, allowing you to learn magic usage with ease. Though this may not help with the theoretical side of magical education, you will find the practical side easy, as you are able to quickly copy and learn any spells you seek or read from a book. Whenever you cast a spell, you will instantly cast the spell 100 times within a realistic theatre of the mind. You will remember the experience of each attempt without any of the consequences, while retaining any understanding or improvements you would have made through each casting. The hundredth and first casting of the spell will be the first true casting of the spell.

Magic Zone -600 CP (Requires “Source of Magic”)
You are able to passively spread your magic beyond your body, having it expand over an area of space. From this, you can sense all things within the area, allowing you to perceive it with an awareness of all senses from all angles, as well as perceive magic as though it were a colour or flavour.
Capstone Booster:
You are now able to control the effects that take within an area your magic is spread across, allowing you to apply spells you know to everything within, such as Silencio to mute everything, Episkey to passively heal everything, or even Avada Kedavra to kill everything. The more powerful your magic, the larger the area you can control with it, having the potential to encompass everything.

Magic Ocean -600 CP (Requires “Source of Magic”)
Your magic is now fluidic, allowing you to store it in an ocean-like field within your body and spread it like a liquid. When you come into contact with magical effects that target your body, you will be able to absorb the spells or other magical effects into your Magical Ocean, negating their effects while replenishing your reserves. The more raw magical power you possess, the larger your Magical Ocean will become, and the more powerful the dangerous effects will be that you can absorb.
Capstone Booster:
You now know how to meditate in order to enlarge your Magical Ocean, thereby increasing the amount of raw magic power you have available. To begin with, an hour's worth of meditation would be enough to increase your raw magical power by roughly 1%, but it may change with time and practice.

Power the Dark Lord knows not -600 CP
You have a deep and powerful well of magic superior to the greatest wizards in the world. This gives you an amazing innate magical power, with your raw magic being stronger than the combined power of canon Dumbledore, Voldemort, and Grindelwald. However, you will not automatically have the same level of control or skill that they do.
This also acts as a **Capstone Booster**.

Origin Perks:

Perks discounted for an Origin are half price, with **100 CP** Perks being Free for that Origin.

Warrior of Gryffindor -100 CP (Free for Gryffindor)
Your physical capabilities have received a notable boost, making your body aesthetically pleasing to others. All your muscles seem perfectly sculpted for the masculine or feminine ideal while retaining an athletic and muscular build, which gives you peak-human physical capabilities. Should you overeat, the excess material will not be processed into visible fat, but instead material that will not show, but can be used just as effectively.

Knight of the Old Ways -200 CP (Discounted for Gryffindor)
You have the innate mastery of any weapon you touch, allowing you to gain a level of proficiency with that weapon equivalent to a well-trained knight while you hold it. If the weapon's previous wielder was experienced or knowledgeable on the weapon, then you can gain that skill while using it.

General Leadership -400 CP (Discounted for Gryffindor)
You have a clear authority in your voice that allows you to gain the attention and obedience of anyone who isn't actively against you, allowing you to give them orders in active situations, and they will follow without question. You also gain situational awareness that lets you understand what the immediate situation is and what kinds of tactics and strategies are applicable.

Life Debt -600 CP (Discounted for Gryffindor)
You are now able to create a life debt with others through saving their life. This life debt is a magical bond that makes them feel obliged to repay you to an equivalent level of benefit to the value that their life has, regardless of their opinions and feelings toward you.
Capstone Booster:
You are now able to extend the level of life debt you can create, making it so that any harm you prevent will cause a smaller life debt to form. Anyone who has a life debt towards you will find their affection towards you growing in proportion to the size of the debt until they feel love towards you. You may also exchange the life debt for something they value as much as their life, but repaying the debt will not remove the feeling of affection or love they gained from having it.

Lord of Slytherin -100 CP (Free for Slytherin)
You are now the Lord Slytherin through both blood and conquest. In the Harry Potter universe, this will give you a great deal of political power and respect, but in other universes, members of nobility will give you the level of respect they would a foreign high-ranking lord of an allied nation. Additionally, this will allow you to retain the Parseltongue ability even if you destroy the "**Horcrux**" drawback.

Merchant of a Higher Calibre -200 CP (Discounted for Slytherin)
You have an innate understanding of resources and wealth, allowing you to effectively determine the realistic value of any item. This gives you the knowledge of the cost of the items' production, transportation, storage, acquisition, and any upcoming market changes that will affect the product.

Politician Principles -400 CP (Discounted for Slytherin)
You now have a talent for effectively expressing yourself in order to keep the attention of others and sway or inspire them with any message you intend to share. This will also give you a superior grasp on speech, tone, and body language, allowing you to alter yours in order to give others any impression you want while being able to read the cues of others to effectively determine their opinions and intentions.

Enchanting Eyes -600 CP (Discounted for Slytherin)
Your eyes are not only green, but they are also able to take on the powerful green of the killing curse, allowing you to show those who look into them how powerful you are and how weak they are in comparison. Those with a lust for power will find themself submitting and to an extent worshiping you.
Capstone Booster:
It is not just your eyes that hold beauty; anyone who looks at you will feel an unconscious attraction towards you. Whenever someone looks into your eyes, you can activate this park in order to make those who look into them feel a level of trust, devotion, and potentially love towards you proportional to how much stronger you are than them. Alternatively, you could force them to feel a deep fear and pressure. Regardless, those far weaker than you will feel a deep desire to submit to your whims.

Scholar of Ravenclaw -100 CP (Free for Ravenclaw)
Whenever you read, see, or hear any knowledge, you will gain an understanding of it comparable to the individual who expressed the information. This will also show you when any information is intentionally wrong, when the author doesn't believe the information, and when information contradicts itself or other information you already have from another source.

Researcher of the Forgotten -200 CP (Discounted for Ravenclaw)
You are an expert at finding lost information, as you are able to detect any nearby information about a topic you choose, whether it be academic or personal information. Should you find any damaged information, you will be able to restore it to its optimal state, recovering traces of knowledge from damaged books, computers, and even minds. When used on a torn scrap of paper, it would be restored to the book it came from. When used on a person suffering from psychological damage or amnesia, they will regain their lost memories and the neural plasticity to understand their surroundings and share what they know, while their mind is protected from any dangers that simply having the knowledge would produce.

Educator Express -400 CP (Discounted for Ravenclaw)
You are a master at expressing knowledge to others, as you are able to instinctively know how to best teach others and can choose to directly project knowledge onto someone's mind. While verbally explaining knowledge, it will be clear to others what your words are intended to mean, and when someone else reads what you write, they will gain the understanding of your work as it is intended to be understood. You can also choose to directly transfer information from your mind to the minds of others, but it will lack any intended understanding, making it harder for them to utilise this knowledge outside of stating as trivia.

Beneficial Knowledge -600 CP (Discounted for Ravenclaw)
This Perk can be activated at will, and when done so, you gain beneficial information for your current situation. This information can include knowing a person's likes and dislikes, knowing the best thing to say in a situation to get what you want, gaining the answers to academic questions, and even legal loopholes to any crime or contract you face in the current situation.
Capstone Booster:
Whenever something of interest to you happens, you will gain a passive awareness of it as well as the knowledge of how you can utilise it for your benefit. You can also use this to select a person and gain a mental walkthrough guide on how to become romantically involved with them. This guide will contain multiple routes, including but not limited to how to romance them, how to blackmail them, how to earn their adoration, or even how to cure them of lycanthropy.

Sculptor of Hufflepuff -100 CP (Free for Hufflepuff)
Your sense of self-control is as sharp as a knife, allowing you to register and ignore any manipulations with even the imperious curse and Veela allure having no control over you. Your control over yourself makes your limbs act as though Ambidextrous allowing you to perform fine craftsmanship without flinching, even while feeling erratic and immense pain. You will be able to finish any difficult or tedious activity once you have decided to start it, with you even potentially being able to cheat death and fate through sheer stubbornness just to complete your task.

Farmer of the Magical Lands -200 CP (Discounted for Hufflepuff)
You have not only a green thumb but an amazing way with any kind of animal. With this Perk, you instinctively know what any plant or animal needs to grow and reach its full potential. You will know what nutrients are best for their improvement, and whenever something is happening that will negatively affect them.

Workmen Capacity -400 CP (Discounted for Hufflepuff)
Whenever you are given a physical labor task to complete, you will temporarily gain all the academic and practical knowledge required to complete the task, such as plumbing, construction, engineering, ward crafting, and any other task in a similar vein. You will only retain this knowledge while working on the task. If you were to finish it or stop for a lunch break, you would only remember what you have done.

Loyalty Through and True -600 CP (Discounted for Hufflepuff)
You are an icon of truth and loyalty, with anyone who speaks to you unwittingly telling you the truth, and those who stand by you never falter. This guarantees that anyone who speaks to you tells the truth to the best of their ability while being unaware of what they are saying. All of your allies or subordinates have the compelling desire to remain faithful and supportive towards you through any adversity, while their personal opinion of you remains strong regardless of how your opinions and actions change.
Capstone Booster:
Anyone who has pleasurable opinions about you will unconsciously focus on your best qualities while ignoring your qualities that they dislike. This also causes those with romantic interest towards you to become unintentionally open about their feelings towards you. Anyone who chooses to follow you gains a resistance to any form of mind or allegiance manipulation from anyone other than yourself. Additionally, this will allow you to instantly see through the disguises and deceptions of others, allowing you to know if someone is an enemy to you or impersonating others.

Items:

You may choose for any unique items to be the true item or a virtually perfect replica that no one else can claim ownership of. If an item you purchase is canonically a Horcrux, you can choose for the Horcrux to be destroyed without harming the item, though if you don't, the Horcrux will be unable to harm or affect you.
Items discounted for an Origin are half price, with **100 CP** Items being Free for that Origin.
You also gain **+400 CP** to spend exclusively on non-discounted Items.
Any lost or stolen items will be returned to you within a week. If the item is destroyed, it will be returned to your warehouse in exactly a week in the same condition as when you purchased it.
Unless you have taken the "**Missing Property**" drawback, items can be imported for Free.

Hogwarts Letter - Free
You will receive a Hogwarts acceptance letter shortly after you arrive in-jump. This letter of acceptance allows you to go to Hogwarts School of Witchcraft and Wizardry even if you are a squib. This Letter contains a list of the items you will need to purchase to attend the school.

Wand - Free/Mandatory/50 CP
For **Free** you gain Harry Potter's canon wand, 11" long, described as being "nice and supple", made of holly, and possessing a phoenix feather core donated by Fawkes. This wand is also the brother wand of Tom Riddle's wand, giving its user some extra defences against Voldemort.
After your **Free** wand, you may purchase more wands for **-50 CP** each. These wands can be made from any mundane wand woods or cores sold at Olivanders, such as Yew and Unicorn Hair. You must receive a wand from Olivander's shop with the trace, but if you purchase multiple wands, you may select which one you receive from the shop, and the other wands will be received when the jump starts without the trace.

Wooden Stick - Free
A wooden stick that looks like a wand, and during purchase can be chosen to look like any wand. Any witch or wizard who looks at it will assume it is a wand, and only those who look at it closely with enough knowledge of wand lore will realise it is just a stick. You must receive a wand from Olivander's shop with the trace, but you may instead choose to receive this stick from the shop, with all the real wands being received when the jump starts, without the trace.

Glasses - Free
A set of round wire-frame glasses that change prescription to match the wearer's needs.

Beginners Broom - Free
This simple, unbranded broom looks like Muggle cleaning equipment. When used for flight, it can only go at a slow speed and can not fly more than a few meters off the ground.

Cardboard Apartment - Free
While on the outside this item appears to be a regular Cardboard Box weighing approximately 5 pounds, regardless of its contents. On the inside, it contains a 381-square-ft apartment that has built-in plumbing, a toilet, a sink, a bed, and a small table with two chairs. It lacks a kitchen or any form of magical protection, but due to its size, it is easy to overlook.

School Clothes - Free
With this purchase, you gain three sets of plain black work robes, one plain black pointed hat, one pair of dragon hide protective gloves, and one winter cloak, black with silver fastenings, all with your name sewn into the tags.

Fine Clothes -50 CP (Requires "School Clothes")
All your purchased clothing is now self-cleaning, will change sizes to fit you, and is made from expensive and comfortable materials.

Protective Clothes -50 CP (Requires "School Clothes")
All of your purchased clothing is now enchanted to repair itself and act like armor by reinforcing itself when you are about to be struck.

School Trunk - Free
You have a simple school trunk suitable for all of the items listed in the Hogwarts shopping list. You can decide the colour and general appearance, but by default it'll look like the one owned by Harry Potter.

Enlarged School Trunk -100 CP (Requires "School Trunk")
Your school trunk now has wheels, a handle, and is enchanted so that its insides now have expansion charms that make it approximately four times the size of its outside. These enlarged spaces are, however, split into numerous expanded compartments, with each one being labelled for different school supplies.

School Trunk Room -100 CP (Requires “Enlarged School Trunk”)
Your school trunk now has an internal space of approximately 800 Cubic feet, making it a rectangular room with compartments on the walls and an internal ladder. The trunk has an enchantment making everything within it weightless and unaffected by the external position of the trunk. You can lock your trunk either from the inside or outside, and it can not be opened. If the trunk is destroyed, the contents will be automatically shifted into your warehouse.

Gold - Free/50 CP
For **Free** you gain a one-time pouch that contains 10 Galleons. With each extra purchase of **-50 CP,** you gain tenfold the amount of Galleons. This can be purchased multiple times, with each purchase multiplying the amount of Galleons by ten.

Beauty Potion Pack -50 CP
This multipack of over a dozen self-refilling potions, creams, and salves, each coming with its own instructions that treat underlying beauty issues. The potions each fix issues for those that use them, including spot removal, skin blemishes, sweating disorders, crooked teeth, moles, scarring, and many more. While each potion will fix individual issues that will affect the drinker’s appearance, they won’t alter any permanent features.

Handy Haversack -50 CP
This backpack has a central pouch and two side pouches, each of which is an enlarged space. Each side pouch can hold up to 20 pounds of material, not exceeding a volume of 2 cubic feet. The large central pouch can hold up to 8 cubic feet or 80 pounds of material. The backpack always weighs 5 pounds, regardless of its contents.

Grimoire of Intimate Charms -50 CP
The Grimoire of Intimate Charms is a magically self-editing and self-updating spell-book bound in enchanted silk and dragon hide. It contains a complete, evolving compendium of enchantments, potions, transfiguration, and rituals, all centered around themes of intimacy, seduction, and erotic magic. It can disguise itself as any normal book, but will instantly return to a location you own when lost or stolen.

Magic Tent -50 CP
Externally, this magical item looks like an old, worn-out Muggle tent, but once set up, it internally contains a small, three-room flat, complete with a bathroom and kitchen.

Old Style Broom -50 CP
You can now choose any broom that would have been available in 1890, such as the moon trimmer, the sky scythe, or the wildfire brand broom.

Wand Working Kit -50 CP
This kit contains a wide variety of wood carving tools, magical epoxies, several styling wands, a variety of Wand Woods, and Magical Cores from several magical beasts.

Wand Weigher -50 CP
This magical device is used to gain a reading of a wand's composition and the state the wand is in. This can also be used to gain a list of a number of spells that the wand last cast.

Basic Potions Kit -50 CP
This basic potion-making kit contains the essential components needed to brew a potion. It includes a basic book of potion crafting, a Standard Size 2 Pewter Cauldron, a self-refilling stock of various beginner potion ingredients, a magical heating source, several phials, a cutting board for preparing ingredients, and various other tools such as a stirring stick.

Advanced Potions Kit -200 CP (Requires “Basic Potions Kit”)
This more advanced potion-making kit contains a self-refilling supply of more advanced potion ingredients, unbreakable phials, an advanced potion-making book, standard size 2 Brass Cauldron, standard size 2 Stone Cauldron, and standard size 2 Hopping Cauldron.

Masters Potions Kit -350 CP (Requires “Advanced Potions Kit”)
This Masters Potion making kit contains many advanced potion-crafting tools, a self-refilling supply of rare potion ingredients, a number of potion-making books with annotations of potion-crafting masters, standard size 2 Copper Cauldron, standard size 2 Silver Cauldron, and standard size 2 Solid Gold Cauldron.

Two-Way Mirrors -100 CP
This magic mirror is part of a pair. If you speak a password into the one you hold, you'll appear in the other mirror and be able to communicate with each other whilst in different locations.

Camera Mirrors -150 CP (Requires “Two-Way Mirrors”)
You will be able to use this Mirror to pair with any other mirrors within a mile, allowing you to see through them as though you were in the room. You can switch between these mirrors at will by simply thinking of the mirror you wish to see through.

Apple Mirror -200 CP (Requires “Two-Way Mirrors”)
This mirror is an advanced magical device similar to a modern Iphone allowing you to contact any mirror that you have synced this with, and it contains a magical camera that can record and replay your surroundings. If taken with **Camera Mirrors,** you will be able to record any of the other mirrors even while you are not observing them.

Fanfic Wand -100 CP
You may purchase this option multiple times, with you gaining an extra wand each purchase made of the wand core and wand wood of your choice. The wand core can be any kind of magical animal material, including Basilisk Venom, the feather of a Phoenix-Thunderbird hybrid, or any part of any mythical creature, such as Storm Titan Bone. The wand wood can be any form of magical plant matter, including Bowtruckle Steam, Dryad Bark, the wood from a mutant tree crafted by an insane alchemist, or perhaps even Bone from the same magical creature as the core, such as Basilisk Fang to go with its venom. The only restriction is that the wand can not have both Elder Wood and Thestral Hair.
You must receive a wand from Olivander’s shop with the trace, but if you purchase multiple wands, you may select which one you receive from the shop, and the other wands will be received when the jump starts without the trace.

Potter Cottage -100 CP
Potter Cottage is a comfortably sized, two-story building with a small gate and hedges surrounding the front yard. The Cottage contains a hallway, living room, kitchen, dining room, landing, three bedrooms, a study, and a bathroom. In Universe Potter Cottage was left to you by your grandparents in their will. A copy of Potter Cottage can be imported into future jumps with a **Toggleable** Fidelius Charm automatically applied with you as the secret keeper.

The Beast Within and How to Find it -100 CP (Free with “Animagus”)
This book contains all the normal academic details for performing the different Animagus rituals, as well as a number of shortcuts to make the process more effective. The Book also comes with a potion bottle that can be filled with any potion listed within the book once per month. The ritual detected within can still be performed with the **Animagus** Perk; however, it will only produce your Natural Animagus Form.

Your Magic, Your Mind -100 CP (Free with “Basic Occlumency” and “Basic Legilimency”)
This book contains theoretical work and instructions on meditations and processes for developing your own **Occlumency** shields. This book also contains insights and techniques that some can use to improve their **Occlumency,** but may not work for everyone. There are also a few chapters on how to perform Legilimency and how to test newly developing **Occlumency** shields without damaging them.

Beginner’s Guide to Magic -100 CP
This book contains the basic theory and practical exercises of magic. You can choose to purchase this book multiple times, with each additional purchase costing **-50 CP**. You are able to specify a category within magic to gain the Beginners Guide for subjects such as charms, transfigurations, potions, alchemy, warding, or any other category of magic, and gain a beginner’s guide to that subject, designed to teach novices the basics of the subject. The more specified the subject, the more detailed it becomes.

Modern Broom -100 CP
You can select any broom available for purchase in 1990, including the Comet 260, the Cleansweep Seven, and even the novel Twigger 90.

Wrist Holster -100 CP
This Auror-grade wrist holster is capable of storing wands, daggers, and other objects of a similar size and then summoning them to your hand with a quick flick of your wrist.

Goblin Silver -100 CP
Also known as Fool's Mithril, this Metal composite was created by the Goblins using smithing techniques stolen from the Dwarfs combined with Goblin Rituals, in order to produce large amounts over fifty to eighty years. Like Mithril, this metal is incredibly light and durable, though unlike Mithril, it is unable to channel magic and can only be enchanted to store special magical properties, such as constantly bursting into flames or absorbing traits from anything it comes into contact with. From this purchase, once per week, you gain a 28 lbs bar of processed Goblin Silver and a 50 lbs slab of raw unprocessed Goblin Silver that contains other raw materials.

Mithril -300 CP (Requires “Goblin Silver”)
Mithril is the natural byproduct of silver being saturated in magic for thousands of years, making it incredibly durable and nearly weightless, normally Mithril is produced through Ley Lines. Due to the limited land that Ley Lines exist across, it is believed that all natural Mithril has already been found and extracted. Through Dwarven Smithing techniques, artificial Mithril can be produced, but it takes hundreds of years just to produce and is of a lower quality than true Mithril. Mithril can channel Magic through it almost as if it were alive, allowing it to not only be engraved with runes or enchanted with magical effects but also forged into weapons capable of casting spells like a wand. From this purchase, once per week, you gain a 28 lbs bar of processed Mithril and a 50 lbs slab of raw, unprocessed Mithril that contains other raw magic-infused materials.

Vigilantes Map -100 CP
This blank parchment, when focused on, contains a map that shows your current location and a colored indicator for those who are up to no good. The indicators come in three colors based on intentions: Red indicates violent criminal intent, Yellow indicates non-violent criminal intent, and Green indicates those in danger and in need of help. With this, you will know where to go to save the day or how to use the information to your benefit.

Box of Bizarre Bondage Bits and Bob -100 CP
This enchanted, nondescript-looking trunk is keyed to your magical signature and cannot be opened by anyone except you or those you explicitly permit. Inside lies a comprehensive collection of magically animated equipment, including enchanted restraints, alluring attire, fantastic furniture, pliant piercings, and other imaginative intimacy tools, all infused with powerful, ancient, and occasionally questionably-legal magic.

The Invisible Book of Invisibility -150 CP
This book contains a wide variety of information about the power of invisibility and the magical methods to utilise it. The book itself is completely invisible, making it difficult to find and to actually read. Luckily, this copy also contains braille, should you wish to read it.

Potter Manor -200 CP
This is the ancestral home of the potters and was left to you by your grandparents in their will. This manor has six acres of land with Muggle-repelling wards and powerful security wards that have put the building into lockdown until you deactivate them. The building has 12 bedrooms, 6 baths, a library, a kitchen, a living room, a dining room, a garden, and a study. It also comes with two house elves bound to you and the manor, who are incapable of leaving it. In future jumps, you may import a copy of the manor into any location you wish to claim.

Ring of Lord Potter - Free (Requires "Potter Manor")
The purchase of Potter Manor also indicates that you are Lord Potter in the wizarding world, allowing you to claim your Lord's Ring and gain the legal rights afforded to you. When you have put on this ring, you can claim legal emancipation, thereby becoming an adult in the wizarding world, removing your need for a magical guardian.
If James Potter is still alive, by purchasing this Item he was never eligible to be Lord Potter.

Horizont Alley -200 CP
You are now the owner of a secret black market hidden even deeper than Knockturn Alley. Anything that is sold in the setting can be found here, from slaves and illegal magical beasts to forbidden tomes and forsaken magical tools. You are now able to access this location no matter what jump you are in, as though through Apparition, but you will return to the location you left when you return.

Verti Column -100 CP (Requires "Horizont Alley")
You are now able to Apparate to Verti Column, a localised multiversal shopping centre that sells anything that can be purchased in any of the worlds in the Harry Potter Multiverse. In some shops, you can purchase Angel feathers, an alchemy ingredient thought only to be myth in most; in some, you can purchase tomes on blood magic or dragon shouts, things that some wizarding worlds are capable of learning, but others are not. Anything you purchase is minorly Fiat-Backed so that you are able to use them regardless of their multiversal physics.

Invisibility Cloak -200 CP
This Cloak is normally in the possession of Albus Dumbledore at this point in time. Normally, he would "gift" this item back to Harry Potter at Christmas time, though if he thinks you are unworthy, he may decide to keep it. Not only is the Potter Family Cloak an invisibility cloak that, unlike other invisibility cloaks, does not degrade over time, but it is also one of the fabled Deathly Hallows. By purchasing this item, you are able to gain your family's Cloak at the start of the jump.

The Veil of Death -200 CP
This magical gateway hidden deep within the department of Mysteries is said to lead to the afterlife, and any who step through never return. You may call this gateway to you at any point and store it in a location of your choosing. If you die after calling this Item into the jump setting, you can use this Gateway as a **1-UP,** allowing you to walk through it from the afterlife and return to life. Once used, the Gate will become disabled for up to 10 years or until you start another Jump, whichever is first.

Family Library -200 CP
You now have access to your family's library of at least three thousand books, including the family grimoire and books produced over a thousand years. Not all books in this collection are legible, not being written in any languages currently known to man, and some are not even safe to open.

Antiquity Vault -200 CP
This Gringotts Vault lists you as its sole owner and contains a number of family antiques and treasures, but lacks any coin or items of specific monetary value. Though most of these antiques are mundane items of personal importance to your ancestors, such as wedding rings, hobby items, or sporting goods, there are many magical items that could be useful or illegal under current ministerial law.

The Lightning Bolt 10-Billion -400 CP
This high magic racing broom is 100 years more advanced than the top-of-the-line broom on the market. It comes with a colour shift feature on each part of the broom to allow for customisation, a number of retractable dials to scale the broom's turning speed, acceleration, and top speed. The broom also comes with time deceleration, magic barriers, and gravity stabilizers to prevent issues from the high G-forces, with its max speed topping out at Mach 4.

Time Turner -400 CP
This special timepiece resembles a pendant with an hourglass set in a gyroscope. By turning the hourglass, you are able to perform closed-loop time travel to go backwards up to 6 hours, but the device will be disabled until you return to the time period you used it. As the device is on a Fixed timeline, you can not change your past or interact with your original self unless you remember a future version interacting with you.

Elder Wand -400 CP
The Elder Wand, also nicknamed "The Deathstick" and "The Wand of Destiny", is supposed to be in the hands of Albus Dumbledore, but with this purchase, it will find him unworthy and appear before you. This mythical wand is crafted from Elder Wood and the tail hair of a Thestral; it is one of three magical objects that made up the fabled Deathly Hallows. This wand is said to be the most powerful wand ever to exist, as it boosts the user's magical capabilities so that they are able to perform feats of magic that would normally be impossible for them, such as mending another damaged wand beyond normal magical repair.

Azkaban Island -400 CP (Discounted with "Lord of Azkaban")
You now own this Unplottable island in the North Sea, which houses Azkaban Prison, a fortress created by Lord Azkaban the first as his stronghold, defended by an army of Dementors. The Ministry of Magic later unlawfully took control over the island and made it a prison, detaining both the Dementors and wizarding criminals. The island does not appear on any physical map and has been magically enlarged to house the fortress. Post-Jump, you may import this island into a setting as a new Unplottable island that you can use as a prison and fortress.

Ring of Lord Azkaban - Free (Requires "Azkaban Island" and "Lord of Azkaban")
As Lord Azkaban, you can claim your Lord's Ring and gain the legal rights afforded to you. When you have put on this ring, you can claim legal emancipation, thereby becoming an adult in the wizarding world, removing your need for a magical guardian.

Resurrection Stone -400 CP

This golden ring, adorned with a black stone, is secretly one of the fabled Deathly Hallows, but publicly it is known as a symbol of House Gaunt's connection to Salazar Slytherin. Tom Riddle Jr. forcefully took the ring from Morfin Gaunt, framing him for the murder of Tom Riddle Sir which he used to make the ring one of his first Horcruxes. When purchasing the ring, you can choose for the Horcrux to be destroyed without harming the ring, though the Horcrux will be unable to harm or affect you. If you destroy the ring or Horcrux within, it will be restored, and you will be able to use it to bring back the spirits of the dead as spirits. These spirits are temporary to the world and bound to you; they must follow your commands or answer any of your questions to the best of their abilities. You can also choose to make the spirits into full ghosts, keeping them in the mortal world attached to an object or person.

The ~~Sorcerer's~~ Philosopher's Stone -600 CP

This ruby-red stone can only be produced by the alchemist Nicolas Flamel. How the stone works is still a topic of debate, with some claiming it performs permanent transmutation, while others claim it produces pure life energy. Regardless, the stone is able to produce the elixir of life, a substance that revitalises those who drink it, extending their lifespan so long as they keep drinking it. The stone is also able to transform any metal into any other metal, with most using it to create pure gold.

Wizard's Field Guide -600 CP

The Wizard's Field Guide is a magical book that is bewitched to help young witches and wizards advance in their studies. At the start of each Jump this book will look out into the world and help the one using it to discover different opportunities to learn and grow. The Field Guide contains notes on what the user still has to do, expanding with a map for navigation when they discover new locations, activities, collectibles, and quests. It will also keep information on everything the user has collected, their rewards, their own mail, and can upgrade equipment they possess. For their school lessons, it will provide potion recipes, spellcrafts, potting help, and beast compendium. Mechanically, the Field Guide functions as a Leveling system that is able to empower the user's abilities through talents when they level up through collecting pages.

Eternal Flask of Phoenix Tears -600 CP

This self-refilling flask contains Phoenix Tears that can only be opened by you and will snap closed when out of your hands. A single drop of Phoenix tears is able to heal any physical wound and some spiritual wounds. The Flask finishes refilling itself over the course of 3 hours.

Wizard Island -600 CP

With this purchase, you are now a form of royalty as you own an isolated island that is home to many witches and wizards living almost free of the statute of secrecy, thanks to everyone on the island being squib or magical. You are the ruler of this island as its monarch, and the land is recognised by other political powers such as the British Ministry of Magic, parts of the British government aware of the magical world, and the ICW. The island is self-sufficient, has basic utilities such as clean water, gas, electricity, and has infrastructure such as sewer lines, electric lines, gas pipes, required buildings such as a building of governance, libraries, housing blocks, hospitals, schools, warehouses, workshops, and even a royal castle. The island itself has powerful wards such as Muggle-repelling, unplottable, weather/environment buffering, blast/shockwave nulling, radiation blocking, and poison filtering. Post-Jump, you can choose to bring the island and its population with you as followers into future jumps.

Wizarding Tower -800 CP

This 10-story-tall stone wizarding tower contains a compressed multi-storey castle with over a hundred rooms and acts as an amplifier for Ley Lines, increasing the area of land that they take up and how powerful they are. **Post-Jump,** this Wizard Tower can only be placed on a planet with a molten core. It will alter the **Meta-Physics** of the setting, creating Ley lines underneath it by causing the planet's core to produce magical waves that move at the speed of light as a byproduct of natural fission. Though these magical waves are harmless to living beings and technology, they will saturate them, allowing some living creatures to perform magic. Though this will start with the planet that you place the tower on, it will kickstart magic in the setting as the magical waves start to effect the sun when they reach it, making its natural fusion produces magical waves as a byproduct which in turn will produce magic waves that eventually reach others stars and planets with a molten core so that they too produce magic.

Felix Felicis -1000 CP

This regenerating potion is luck in a bottle, a special concoction that alters your state of mind, similar to being drunk. While you are Magically Drunk, you will be able to complete any task you set your mind to through good feelings and blind luck. While this would allow people to always succeed if it is possible, it will take away the drinker’s free agency as they constantly stumble, sometimes literally, into the solution for their problem.

Ready Munitions -100 CP (Free for Gryffindor)
This Erumpent leather satchel is enchanted to conjure and transmute any form of ammunition the user can think of or simple, small weapons, such as needles and knives. This allows you to keep any weapon well-stocked indefinitely. However, the ammunition will dissipate approximately 3 minutes after its creation, either returning to its original form or ceasing to exist.

Shield Band -200 CP (Discounted for Gryffindor)
This simple fabric band is an old and forgotten form of magical protection. When willingly activated, it produces a magical shield capable of blocking spells and physical materials similar to the Protego. Unlike the Protego, this shield also acts as a separate item from you, able to block the unforgivable spells, but the generated shield would break on contact as though it were a mundane metal shield, and you are able to use this to resummon shields at will. Using this tool does not require magic to function, allowing muggles and squibs to wield it.

Sword of Gryffindor -400 CP (Discounted for Gryffindor)
This mythical, magical sword was masterfully forged from goblin-silver, making it virtually indestructible. The blade absorbs any material it comes into contact with, giving it a self-cleaning feature, which also makes the weapon more powerful as it absorbs that which makes it stronger. The blade is also receptive to temporary magical enchantments, and it has self-repairing and sharpening features to prevent the blade from chipping or dulling.

Ethereal Chainmail -600 CP (Discounted for Gryffindor)
This single link of chain metal thread around a cord of Thestral hair is enchanted so that when the wearer is attacked, a shimmering layer of chainmail appears at the point of contact. Rather than blocking the strike, this patch of armor makes the wearer ethereal, causing most attacks to harmlessly pass through you. You can also activate the effect of this necklace in order to become ethereal for a short period of time, allowing you to pass through solid objects as though you were a ghost. This will prevent most forms of attack from harming your body, but some spells, especially those used to attack ghosts and spirits, will still harm you.

Lord's Ring -100 CP (Free for Slytherin)
This sigil-encrusted ring shows your position of notability and acts as a multi-purpose form of protection. While wearing this ring, it will passively detect any potion, poison, or drug, making you aware whenever food or drink is spiked and what they do. When you have put on this ring, you can claim legal emancipation, thereby becoming an adult in the wizarding world, removing your need for a magical guardian.

Unending Wealth -200 CP (Discounted for Slytherin)
You have infinite wealth stored in a financial account that you do not have direct access to. You can not take any money directly out of the account, but once per week are able to charge purchases to it so long as the expense exceeds £4000 or approximately ɠ800. In future jumps, this account will transfer to a similar banking system and currency of the local setting.

Locket of Slytherin -400 CP (Discounted for Slytherin)
This golden locket has a serpentine S, inlaid with glittering, green stones originally owned by Salazar Slytherin, but later became the Horcrux of Tom Riddle Jr. The locket is able to perform a form of undetectable passive legilimency on those nearby, allowing you to see the deepest desires, fears, and, to some extent, the intentions of those around you. Additionally, this locket also acts as a form of protection from legilimency and other mind magic, as it adds moderate protection to the wearer's mind while recording who attempted to interact with their mind and what they either did or attempted to do.

Chamber of Secrets -600 CP (Discounted for Slytherin)
With this purchase, you gain dominion over the legendary Chamber of Secrets, a small fortress hidden underneath Hogwarts School of Witchcraft and Wizardry. You are able to summon one of two doors to any vertical surface at your location, large enough to hold the door, which will each lead inside the Chamber of Secrets, regardless of the distance from the chamber. The doors can be locked, disguised, or dismissed from any location, with one door leading to the main entrance room next to a door that leads outside the chamber, and the other to the hallway just outside of the master bedroom. The Chamber of Secrets contains three entrance rooms, a central chamber which leads to a throne room, a kitchen, a potions laboratory, a ritual room, an indoor herbology greenhouse, a library stocked with old mostly illegible books, a treasury containing several antiques, a dungeon, 3 guest rooms with en suite bathrooms, a master bedroom with a master bathroom, a swimming pool, an owlery with postal filtering and a basilisk nest that is occupied at the start of this jump. Any damage done to the building will repair itself over a few hours, and at the start of any future jump, you may store the chamber in any underground location.

Mind-Quill -100 CP (Free for Ravenclaw)
This auto-quill is attuned to your mind so that when you wish to use it, it is able to write your thoughts on its own, regardless of the distance between you.

Monocle of Tongues -200 CP (Discounted for Ravenclaw)
This simple crystal monocle allows you to see magic and read any language. This functions by causing any magical object, animal, or area to glow with distinctive colours when viewed through the lens. When text is within range of the lens, it gives the text translated subtitles that are in the language the monocle is set to. Depending on the languages being viewed, the meaning of the text may get lost in translation.

Diadem of Ravenclaw -400 CP (Discounted for Ravenclaw)
The fabled Diadem of Rowena Ravenclaw, said to be enchanted by her to increase the wearer's wisdom and intelligence, was stolen by her daughter and lost, only to later be recovered by Tom Riddle Jr and corrupted into his Horcrux. While wearing the Diadem, everything they experience is permanently engraved into their mind as though they had an eidetic memory, and they are better able to intuitively understand what is happening around them and what is going to happen. This understanding is on a purely instinctual level; they don't gain any extra information, but are able to predict what actions are about to unfold and how they should respond before they take place.

Map of Lilium -600 CP (Discounted for Ravenclaw)
This small square of leather is engraved with the word Lilium, and when holding the map and thinking the words “Omni-loco”, you will see in your mind a map of the surrounding area up to a mile in diameter. This map shows the names and locations of all people and books within range of the square. When you are looking for something or someone specific, you can concentrate on it in order for the map to highlight it or any clues towards finding it within range. Some wards can block the search function of this map; however, it outlines all wards in range, indicating what they do, and highlights the wards that block this map in red.

All Purpose Tool -100 CP (Free for Hufflepuff)
This stick can transmute any material into an extension of itself, allowing the tool to take on any form a workman could need, including a knife, a scythe, a pitchfork, a hammer, a wrench, or any other mundane tool someone may need.

Seed Pouch -200 CP (Discounted for Hufflepuff)
This wicker pouch is able to save the details of any seeds or nuts you put into it. If you select a seed or nut while the pouch contains materials, it will permanently transmute them into an identical copy of the selected seed. Using this, you can grow potion ingredients and revitalise endangered plants.

Cup of Hufflepuff -400 CP (Discounted for Hufflepuff)
This small golden cup has two finely-wrought handles with a badger engraved on the side, showing that it was the cup created by Helga Hufflepuff, which was eventually stolen by Tom Riddle Jr from her descendant and turned into a Horcrux. When any liquid touches the inside of the cup, it will remember the liquid and be able to infinitely produce it. This will work on any liquid regardless of the properties, allowing you to mass produce phoenix tears, basilisk venom, dragon blood, wine, and even the elixir of life from only a single drop, and when finished, any excess will vanish from the cup to prevent contamination.

Aid for all occasions -600 CP (Discounted for Hufflepuff)
Though this red metal box looks like a simple Muggle medical container with a single white cross on it, when opened, it will contain whatever single item improves the situation the most. Depending on the situation, this could be bandages, alcohol, money, gold, basilisk venom, the sword of Godric Gryffindor, a complex computer virus, or literally anything else. Once the item is removed from the box, it can be closed and reopened to get another item that is then the most beneficial to the situation; however, none of the items once taken from the box are Fiat-backed.

Scenarios:

The Scenarios are missions that you will need to complete during the jump. Upon completion of the mission, you will be given a reward.

Hogwarts King

For this scenario, you must take control of the students of Hogwarts. This must be done by being acknowledged as the leader of the house you have been sorted into and by having a subordinate in each house become the leader of their house.

Rewards:

For completing the **"Hogwarts King"** Scenario, you will gain the item "**Hogwarts School of Witchcraft and Wizardry**".

Hogwarts School of Witchcraft and Wizardry

You now own Hogwarts School of Witchcraft and Wizardry, both the in-jump version and a copy that will be added to your warehouse. In-Jump, you will be able to control the wards and remove permission from those with authority over them, such as the headmaster.

Dark Lord Rises

For this scenario, you must take control over the British Isles and be seen as the new Dark Lord by over 100 people. You do not necessarily need to be evil, but you must gain the title in at least an unofficial way.

Rewards:

For completing **"Dark Lord Rises"** Scenario, you will gain "**The Black Sisters**" as a joint companion and **+500 CP**.

The Black Sisters

These beautiful women, Bellatrix, Andromeda & Narcissa Black have submitted to you as their dark lord, they will loyally follow you and curse anyone you wish them to.
Bellatrix, the eldest sister, is intelligent and a natural leader while being sadistic and brutal.
Andromeda, the middle child, looks like Bellatrix but has brown hair. She is strong-willed, cunning, and treats others with respect and kindness.
Narcissa is the youngest; she has long blonde hair and a clear, cold voice. She is proficient at manipulating social circles and only tends to show warmth to those with whom she is close.

The Black Trial

No matter what the settings of this world, regardless of whether James Potter lives or not, their best friend the white sheep of the Black family was thrown into Azkaban without so much as a trial, You may choose if this is Sirius Black or their Genderswapped Equivalent Adhara Black, unless they are Gender restricted through the **The Girl-Who-Lived** Drawback. Black teeters on the edge of becoming the first person in history to escape the grim walls of Azkaban. Their fate hangs precariously in the balance. Innocent of the crimes they are accused of, they seek not only revenge on Pettigrew, the true traitor, but also the chance to live free and clear of the Ministry's shadow. To complete this Scenario, you must prove their innocence, unravel the web of lies and deception that condemned them, and secure a legitimate trial before the end of your 5th Year of Hogwarts, one that could finally restore their name and freedom.

Rewards

Upon completing "**The Black Trial**", you gain "**The Unserious Black**" as a companion, and if you complete it before the 3rd Year starts, you also gain the item "**Ring of Heir Black**" and the "**Grim Black**" companion upgrade.

The Unserious Black

Black is sharp-witted and fiercely loyal, though they carry the scars of wrongful imprisonment. Accused of betraying the Potters, they were falsely imprisoned for 13 years in Azkaban. Though harrowed by her ordeal, she still holds a mischievous streak, a love of clever pranks and subtle trickery that keeps allies on their toes and enemies off balance. Despite their tough exterior, Black often drifts into quiet moments lost in memories of the past, haunted by what was taken from them and their found family that they are desperate to protect. Black's Animagus form is a large black dog, allowing them to blend into most pedestrian environments unnoticed.

Grim Black
With this companion, Upgrade **The Unserious Black** gains the **Magical Animagus** Perk, giving them the upgraded Animagus forms a spectral Grim, the ethereal hound of legend. Alternatively, you may choose for the upgraded Animagus form to be the Monster Girl/Boy variant of the Grim.

Ring of Heir Black
With this, you are now named the Heir of House Black. Whether this is through ancient blood, a lost ritual, or the Black family magic, you are now recognized, granting more than just a title. You also have potential for the ancient Black Family Magic. This lets you discount all Perks with **Metamorphmagus** in the name by 50%, with **-100 CP** or **-50 CP** Perks being **Free**. This also refunds you half the difference in price for any you have already purchased. When you are legally an adult, you will become Lord Black in the wizarding world, and this item will become the **Ring of Lord Black** with the legal rights afforded to you as the Lord of that noble house.

Punishments:
Failing to clear their name before the end of your 5th Year of Hogwarts results in them suffering the Dementor's Kiss.

Lockhart or Rowling (Requires “Lockhart Penmanship”)

It's a shame that the wizarding world never gained the Harry Potter Books as they are popular worldwide. With this scenario, you must write seven books about Harry Potter, whether they be the canonical books or your own adventures at Hogwarts, and have them published in the Muggle world. To complete this scenario, your version of the Harry Potter Books must become more popular than the stories of the mundane world.

Rewards:

For completing the **“Lockhart or Rowling”** Scenario, you will gain the Perk “**Honest Fame**”, the companion “**Rita Skeeter**”, and **+100 CP**.

Honest Fame

False news is always a problem for honest people, especially when good people believe the Propaganda Machine. With this Perk, you are able to passively emit an unconscious layer of truth. This means that no one will believe any news, rumors, or stories about you that are not true. Additionally, any truthful statements you give are believed regardless of if those who hear them want to believe them or not.

Rita Skeeter

A walking quill with a taste for scandal, Rita Skeeter is a magically-enhanced journalist whose bite is often worse than her bark—though both are formidable. With acid-green robes, sharp beetle-green eyes behind jewel-studded glasses, perfectly coiffed blonde curls, and a body made for sin, she oozes theatrical flair and barely concealed malice. Rita is ambitious, clever, and relentlessly nosy, possessing an Animagus form (a beetle, unregistered, of course) and a charmed Quick-Quotes Quill that turns any interview into front-page fiction. She’ll travel with you, not out of loyalty, but because you’re a living headline— she can be useful for social manipulation, secrets, or sowing chaos in a rival’s reputation. She'll do anything for a scoop… even if it means mixing business with pleasure. Keep her close, flatter her ego, and you might just get her ink working for you instead of against.

Political Purging

It's not a surprise that the current ministry is woefully incompetent. **You need to** purge corruption and make the Ministry an actually competent governing body. You also need to make sure that the Pureblood control over the ministry is weakened so that the Half-Blood and Muggleborn (or more progressive "New Blood") have a somewhat fair representation in this governing body (at least a third).

Rewards:

For completing the **"Political Purging"** Scenario, you will gain the Perk "**New Blood**" and **+200 CP**.

New Blood

You have considerable talent for setting up new organisations in any situation or field, including financial institutions, political parties, franchises, and even adventurer guilds. Mechanically, this gives you academic, political, and practical knowledge that you will need to set up and support the organisation while also acting as a form of plot armor to protect and support you.

New Minister of Magic (Requires "Political Purging")

It seems as though you have an eye for the political world and an interest in becoming the Minister of Magic. While this may sound simple, especially if you're popular, don't be fooled; it requires a lot of hard work and financial backing to successfully campaign for a ministerial bid. To legally start a ministerial bid, you will need at least a decade of experience working within the ministry, regardless of how beloved you are. To complete this scenario, you must win the position of Minister legally and honestly.

Rewards:

For completing the **"New Minister of Magic"** Scenario, you will gain the Perk "**Ministerial Requirements**" and **+200 CP**.

Ministerial Requirements

Not everyone who gets into a political position of authority knows what they are doing or is even capable of filling the basic requirements of the job, but with this Perk you will gain all the knowledge and skills needed to run any position of governance you take effectively. You will know which policies you can enact to fulfill your goals, how to keep people happy, and even how best to root out corruption and dissidence.

Mutant Obscurus (requires "Obscurial" and "Magic Soul")

It seems your Obscurial issue has a light at the end of the tunnel, as you are now able to consume Horcruxes, and for each of Voldemort's Horcruxes you overpower and consume, the greater control you will gain over your magic and Obscurial. Once you have consumed all of Voldemort's Horcruxes and his deceased soul, you will complete this Scenario.

Rewards:

For completing the **"Mutant Obscurus"** Scenario, you will gain the Perk "**Obscurus**" and **+300 CP**.

Obscurus

Now, in addition to having your Magic function as it should, your Obscurus now acts like a natural part of your body, specifically your shadow. Your Obscurus is an instinctive part of your body, allowing you to move it like you would your limbs. The black particles your Obscurus is made from are a type of raw magic, meaning muggles are unable to see it as it can float and maneuver through the air in a smoke-like state, an ethereal shadow, or even a solid physical form as you express it in your mind. While your Obscurus is not normally dangerous to those you care for, if you are unconscious, it will act using your instinctive response to protect you from anyone who attempts to harm you. Your Obscurus is able to fly, move through solid objects with great strength, and release blasts of raw magic. You are also able to merge into your Obscurus, allowing you to take an even greater level of control over it, and with practice, you will be able to wield magic as effectively as casting a spell.

Trial of Gryffindor

To complete this scenario, you must go through the trial of Gryffindor. This Trial requires that you defeat and kill 100 class XXX or higher magical creatures using only the **"Sword of Gryffindor"**; this could be the purchased version or the in-universe version.

Rewards:

For completing the **"Trial of Gryffindor"** Scenario, you will receive the **"Sword of Gryffindor"** for **Free** or if already purchased, you will be refunded the Price. You also gain **+300 CP,** and if you have the **Gryffindor** Origin, you will also receive an extra **+300 CP**.

Trial of Slytherin

To complete this scenario, you must go through the trial of Slytherin. This Trial requires that you use only the **"Locket of Slytherin" to** find the desires or fears of 100 people and fulfill them. The **"Locket of Slytherin"** could be the purchased version or the in-universe version.

Rewards:

For completing the **"Trial of Slytherin"** Scenario, you will receive the **"Locket of Slytherin"** for **Free** or if already purchased, you will be refunded the Price. You also gain **+300 CP,** and if you have the **Slytherin** Origin, you will also receive an extra **+300 CP**.

Trial of Ravenclaw

To complete this scenario, you must go through the trial of Ravenclaw. This Trial requires that you find and solve 100 unanswered riddles and mysteries left by Rowena Ravenclaw using only the **"Diadem of Ravenclaw"**; this could be the purchased version or the in-universe version.

Rewards:

For completing the **"Trial of Ravenclaw"** Scenario, you will receive the **"Diadem of Ravenclaw"** for **Free** or if already purchased, you will be refunded the Price. You also gain **+300 CP,** and if you have the **Ravenclaw** Origin, you will also receive an extra **+300 CP**.

Trial of Hufflepuff

To complete this scenario, you must go through the trial of Hufflepuff. This Trial requires that you save the lives of at least 100 people using only the **"Cup of Hufflepuff"**; this could be the purchased version or the in-universe version.

Rewards:

For completing the **"Trial of Hufflepuff"** Scenario you will receive the **"Cup of Hufflepuff"** for **Free** or if already purchased, you will be refunded the Price. You also gain **+300 CP,** and if you have the **Hufflepuff** Origin, you will also receive an extra **+300 CP**.

Trials of The Three Brothers

It seems you have your eyes on the Deathly Hallows, but simply possessing this does not mean they are truly yours. To complete this scenario, you must not only collect all the hallows but also complete a Trial for each object in order to truly make it yours; otherwise, each item will subtly betray you over time. You may optionally include "**The Veil of Death**" as a Deathly Hallow, the bridge that defeated death, but you must complete its Trial to complete this Scenario.

- To complete the **Trial of the Cloak,** you must infiltrate 50 locations without using the Cloak unnoticed before using the Cloak to escape. These locations need to be in use by those who would attempt to detain you for being at that location.
- To complete the **Trial of the Stone,** you must give 100 people closure by allowing them to say goodbye to their dead loved ones without them committing suicide. You must prepare them to accept such closure and warn them of the stone machinations.
- To complete the **Trial of the Wand,** you must defeat 50 different enemies without using the Elder Wand and defeat 50 enemies who have the intention to murder you while you are wielding the Elder Wand. The opponents do not have to be killed for the duel to count towards the completion of this trial, but they cannot be weaker than an average Hogwarts graduate, for a fight to count.
- To complete the **Trial of the Veil,** you must find and send 1000 of the non-living through the Bridge of Death. To do this, you must summon the arch containing the Veil and force undead, unliving, and non-beings through the veil. Inferi would be fairly easy to send through individually, and dementors could be pushed through using the Expecto Patronum, but ghosts and poltergeists would take some convincing to pass over.

Rewards:

For completing **"Trials of The Three Brothers"** Scenario, you will gain the "**Master of Death**" Perk and the Items "**Invisibility Cloak**", "**Resurrection Stone**", "**Elder Wand**", and optionally "**The Veil of Death**". If you have already purchased one or more of the items, you will instead be refunded the Item's **CP** cost.

Master of Death

You are now the foretold master of death, allowing you to resurrect ghosts or the recently deceased while gaining a **1-UP**. With this **1-UP,** you will return to life upon death with your body fully restored to its optimal form, with the **1-UP** refreshing once per Jump or once every 10 years, whichever is first. If you die and have already used your **1-UP,** you will become a wraith-like spirit, but should you remain in this state at the end of the Jump, it will count as a jump failure.

Legacy of Hogwarts (Requires “Ancient Magic”)

The events of this Scenario will start to take place shortly before the fifth year starts, as you will come across an artifact hiding a Portkey that will teleport you to the Scottish Highlands. Within the Highlands, they find a ruin with a portal to Gringotts, allowing Ranrok to instigate a goblin rebellion alongside Victor Rookwood, the leader of a group of Dark Wizards. This will set into motion the event of Hogwarts Legacy, with the characters of that story changing to match the modern age, such as students attending Hogwarts before this scenario starts, so that they match their canon age when they reach 5th year, and the teachers of Hogwarts Legacy becoming the assistant professors of their subjects often teaching the classes while the other professors are busy. To complete this scenario, you must find the repository as well as defeat both Rookwood and Ranrok.

Rewards:

For completing **“Legacy of Hogwarts”** Scenario during your fifth year, you will gain the Perk “**Timeline Companion**” and **+500 CP**.

Timeline Companion

Using this **Meta-Perk,** you choose to create a time-period appropriate version of a character who does not normally exist in the setting at the point in time, then recruit them as a companion.

You can scale how recognisable they are and how noticeable the similarities will be to others. With this, you can choose to create characters from Prequel or Sequel media to the time period you enter the jump and give them an appropriate history in line with their canon history.

You may create 1 character for **-100 CP** or 6 for **-300 CP**.

Punishments:

If you fail to defeat either Rookwood or Ranrok by the end of the fifth year, they will gain control of the repository and use its magic for their own power and become immune to all of your Perks, powers, and abilities.

If Rookwood gains the repository, he will use the ancient magic to become a new Dark Lord and take control over the Ministry of Magic before targeting the rest of the world.

If Ranrok gains the repository, he will use the ancient magic to become the Goblin King and start a Goblin Rebellion against the world.

If both Rookwood and Ranrok are defeated, but you fail to find the repository before the end of the fifth year, it will explode and destroy Hogwarts and Hogsmead.

Lost Hogwarts Mystery

Hidden deep within the walls of Hogwarts are the Cursed Vaults are five legendary hidden rooms at Hogwarts School of Witchcraft and Wizardry, the last bastions of an ancient and dark history. Though some alleged that the vaults housed priceless treasures such as gold, prophecies, and other powerful magical artefacts, the truth is somewhat stranger. The Vaults, rather than being used for hoarding treasure, are a series of locks that act as an outlet for very old, very dark magic that could potentially destroy the wizarding world. Each Vault allows part of the dark magic to be expelled within specific dark curses, which are isolated to prevent harm. Unfortunately, without Jacob proving them to be real, the Vaults have remained hidden, and their darkness built up to a dangerous level that may soon be unleashed upon an unsuspecting world. To complete this scenario, you must find and unlock each vault, releasing their build-up of dark magic, and then relock them to prevent the release of this dark force. Each vault contains a different set of magical puzzles, dangerous creatures, impenetrable spells, and enchanted traps that test magical knowledge, abilities, bravery, and wit to succeed. Normally, these Mysteries would have been discovered and resolved by a student named Jacob and their sibling; however, in this world, those two never entered the gates of Hogwarts.

In this setting, the students who normally entered the school in 1983 instead started in 1989. Patricia Rakepick will become the Defence Against the Dark Arts Teacher in the 1992 school year instead of Gilderoy Lockhart. Other named students may have also been sorted years after their canonical First Year.

Rewards:

For completing the **“Lost Hogwarts Mystery”** Scenario within 3 years, you will gain the Item “**Crown of Mneme**” and **+1000 CP**.

Crown of Mneme

The Crown of Mneme was a magical artefact of immense power that granted the wearer the ability to project thoughts, memories, and even emotions into the minds of others.

Punishments:

If you fail to complete this Scenario within 3 years, an explosion of corruption magic will be unleashed on the world, with Hogwarts being its ground zero. Any creatures, magical or mundane, will be warped when coming into contact with this magic, with some becoming mindless monsters and others being horribly disfigured.

Gotta catch them all!

It seems that in this world, you are on a mission to be a Poke... Magic Zoologist master. Regardless, you have decided to go collect the various magical beasts of the wizarding world To complete this Scenario you must select one or more of the following tasks and will receive your rewards upon completing each task.

1. Collect ten unique species of Magical Beast.
2. Collect twenty unique species of Magical Beast.
3. Collect 100 total Magical Beasts.
4. Have ten Magical Beasts of the same species.

Rewards:

For each **"Gotta catch them all!"** scenario task you complete, you may choose one of the rewards listed below.

- **+400 CP**
- The **Monster Ball** Item.
- The **Safari Globe** Item.
- The **Magical Pet Food** Item.

Monster Ball

You are now able to summon a teal and black monster ball to your hand at will, which can be used to catch monsters and other supernatural creatures in an idealised environment for their species. While in storage, a creature can be put into stasis to prevent it from suffering from any wounds they have.

Safari Globe

You now possess an indestructible snow globe that can be summoned to you at will and has a small country-like land the size of Australia in it. The land is split into multiple environments perfect for each creature that lives inside of it, including deserts, rainforests, beaches, caves, and frozen tundras. It also has an ocean surrounding it. Any Magical Beast you tame can be sent here and summoned to your side instantly, while you can teleport in and out at will.

Magical Pet Food

By imagining a magical beast and willing food for it, you can summon a bag of food perfect for that magical beast. This allows you to produce an unlimited supply of food perfect for their preferences, but it can change how tasty it is in order to reward or punish them.

Pre-Jump Scenarios:

By selecting a Scenario in this section, you will have all of your Perks, Powers, Items, and Companions locked so that you no longer have access to them. Drawbacks will not be active during the Pre-Jump Scenarios and will only be active during the events of the main Jump. Pre-Jump Scenarios must be done in the order listed, but Death in the scenario will result in you either moving onto the next Pre-Jump Scenario in order, or if all of the selected Pre-Jump Scenarios are complete, you will start this Jump, where you will regain access to your Perks, powers, items, companions, and memories.

Revenge Fantasy

For the duration of this Pre-Jump Scenario, all of the memories you gained since shortly before you started your first jumpchain will be locked, and you will perceive your existence as a regular Harry Potter isekai with you replacing the title character.
You will start this Pre-Jump Scenario as Harry Potter at midnight between the 30th and 31st of July 1991, moments before Rubeus Hagrid breaks open the door of the cold sea shack.
You will have access to "**You're a Wizard, Harry**" and "**Source of Magic**" Perks with the "**Horcrux**" and "**Prophecy**" drawbacks.
Within 10 years of you starting this Pre-Jump Scenario, you will be betrayed by everyone you trust, resulting in your death. In this instance, your death will count as you succeeding in this Pre-Jump Scenario.
You can choose for a copy of you from before you started your jumpchain to be created, who will be put into this Scenario. Once the Scenario is complete, they will be merged into you, giving you their memories and experience as though you had lived them.

Rewards:
For completing the **"Revenge Fantasy"** Pre-Jump Scenario, you will gain the Perk "**Victory Lap**" and **+300 CP**.

Victory Lap
Post-Jump, but before starting any new Jumps, you can use this Perk to revisit any setting you have been to before as though it were the start of a new jump. You will not gain any **Perks** or **CP,** but can use any **Narrative Perks** you have to alter the setting. By default, you may stay in the setting for up-to ten years.

New Game + (Requires “Revenge Fantasy”)

In addition to going through the **“Revenge Fantasy”** Pre-Jump Scenario, you will also experience it a second time with the same memory restriction, meaning you will not remember anything that has happened since a little while before your first jumpchain, including the memories of the first interaction of this Pre-Jump Scenario.

This second iteration of you will be sorted into the opposite Hogwarts house of which you were sorted into during the **“Revenge Fantasy”** Pre-Jump Scenario.

For this Pre-Jump Scenario, “**Gryffindor**” is the opposite of ”**Slytherin**” and “**Ravenclaw**” is the opposite of ”**Hufflepuff**”. The events and people within each Pre-Jump Scenario will be different in both function and appearance despite being the same people. You will have access to “**You're a Wizard, Harry**” and “**Source of Magic**” Perks with the “**Horcrux**” and “**Prophecy**” drawbacks. In both Pre-Jump Scenarios, you will be betrayed by most of the people you trust and die within 10 years of the Pre-Jump Scenario’s starting, with your death causing you to complete this Pre-Jump Scenario.

You can choose for a copy of you from before you started your jumpchain to be created, who will be put into this Scenario. They will be merged into you after the scenario is completed, giving you their memories and experience as though you had lived them.

Rewards:

For completing the **“New Game +”** Pre-Jump Scenario, you will gain the Perk “**Every Time the First Time**” and **+100 CP**.

Every Time the First Time

Using this **Meta Perk,** you can now use the following **Drawback** on any jump:

> **Trial Run +100 CP**
>
> Before starting a Jump, but after completing the Jump Document for the setting and all Narrative Perks have been applied, you will perform a test run. During this test run, all of your out-of-jump Perks, Powers, Items, Companions, and the memories you gained since you started your first jumpchain will be locked. You will experience this test run as though it were your first jump, with all the purchases and drawbacks you selected applied. If you have **Bodymods** that cannot be deactivated, you may choose between keeping your **Bodymods** or sending a copy of you from before you started your jumpchain, who will be created, who will be put into this test run, and will be merged into you upon its completion, giving you their memories and experience as though you had lived them. After 10 years have passed or you have completed/failed the Test Run Jump, you will begin a second iteration of the Jump, identical to the first, but with all restrictions removed, while you retain the memories of your test run.

The Full Set (Requires “New Game +”)

Instead of just going through the **“Revenge Fantasy”** and **“New Game +”** Pre-Jump Scenario, experiencing the life of Harry Potter once or twice, you will go through it four times. Each iteration of you will lack any of your memories from shortly before you started your first jump, and each will be sorted into different houses in different continuities, unaware of the others. You will experience the events of Hogwarts as Harry Potter from the point of view of each of the four houses, with the events and people in each Pre-Jump Scenario being different in both appearance and, to an extent, personality despite being the same people.

You will have access to “**You're a Wizard, Harry**” and “**Source of Magic**” Perks with the “**Horcrux**” and “**Prophecy**” drawback. If you have purchased the “**Classical Education**” Perk, each version of you will gain the corresponding knowledge from that Perk.

You will be betrayed in all four iterations by some of the people you trust most within 10 years of the Pre-Jump Scenario’s starting, resulting in your death, which will mark the successful completion of this Pre-Jump Scenario.

You can choose for a copy of you from before you started your jumpchain to be created, who will be put into this Scenario. They will be merged into you after the scenario is completed, giving you their memories and experience as though you had lived them.

Rewards:

For completing **“The Full Set”** Pre-Jump Scenario, you will gain the Perk “**Visiting Old Friends**” and **+200 CP**.

Visiting Old Friends

Post-Jump but before starting any new Jumps, you can use this Perk to revisit any of the worlds you have been to before. For these Pre-Jump Scenarios, you may enter them with any amount of time progressing after you left and may stay in each for up-to ten years.

Mr Tom, a Dildo Lover

In this Pre-Jump Scenario, instead of starting as Harry Potter, you will be Voldemort in a copy of a near canon continuity where events and people are different in both appearance and, to an extent, personality, despite being the same people.

In this Pre-Jump Scenario, you will have access to the reward Perk "**You're a Wizard, Tom**" and the "**Source of Magic**" Perk, as well as any **Bodymods** that cannot be deactivated. To complete this scenario, you must complete one or more of the following tasks, with each taking place in a different continuity and giving additional Rewards but must be in the following order:

- **The Chamber of Secrets**: You will be in the Diary of Tom Riddle, given to Ginny Weasley in 1992, with the potential to possess her. To complete this Task you must gain a new body for yourself, independent of the diary, and walk out of Hogwarts grounds with it.
- **The Philosopher's Stone**: You will possess Professor Quirrell in 1991 as a face, jotting out the back of his head, causing his body to slowly break down. To complete this Task you must gain the Philosopher's Stone and escape Hogwarts grounds with it.
- **The Order of the Phoenix:** You will awaken within a cauldron in the little Hangleton graveyard the night of your revival. To complete this Task you must gain Sybill Trelawney's First Prophecy from the Department of Mysteries and hear it without the return of Voldemort being outed to the Ministry of Magic.

Rewards:

For completing **"Mr Tom a Dildo Lover"** Pre-Jump Scenario, you will gain the Perk "**You're a Wizard, Tom**". For each of the Tasks you complete, you also gain the following Rewards:

- **The Chamber of Secrets**: You gain **+100 CP** and the "**Homunculus Crafter**" Perk for **Free** or if you have already purchased it, you will instead be refunded the Perk's CP cost.
- **The Philosopher's Stone**: You gain **+100 CP** and the "**The ~~Sorcerer's~~ Philosopher's Stone**" Item for **Free** or if you have already purchased it, you will instead be refunded the Item's CP cost.
- **The Order of the Phoenix:** You gain **+100 CP** and the "**Power the Dark Lord knows not**" Perk for **Free** or if you have already purchased it, you will instead be refunded the Perk's CP cost.

You're a Wizard, Tom

You have the natural magical capabilities that Tom Riddle Jr was born with, including his talent for Parseltongue and his magical potential. You also gain the memories and life experiences of the version of Tom Riddle Jr you replace up to the point you replace them.

Challenge of Death (Requires “Invisibility Cloak”, “Resurrection Stone”, “Elder Wand”, and optionally “The Veil of Death”)

It seems that death has seen you as a worthy game. You must visit the empty ethereal realm of death, a black and white world being presided over by a gigantic hooded skeleton, its ruler, whose game you must play. You may optionally take the **Arch Challenge** if you include “**The Veil of Death**” as a Deathly Hallow, the bridge that defeated death, but you must complete its Challenge to complete this Scenario. To complete this Scenario, you must complete each of these challenges, but you may take them in any order:

- To complete the **Triangle Challenge,** you must use the **Invisibility Cloak** to walk through the valley of death, avoiding the shadows that inhabit it. Should the shadows find you, they will instantly tear a layer of skin from your body, gaining their almost literal pound of flesh before disappearing. To complete this, you must make your way through to the other side alive. You may retain the **Invisibility Cloak** upon completion to use in the other Challenges.
- To complete the **Circle Challenge,** you must use the **Resurrection Stone** to learn how to exit the Asphodel Meadows. Each inhabitant knows something about how to exit, but forgets whenever they drink from the river, leaving them in a husk-like state. By using the stone, you will be able to return their minds to them long enough to ask them a few questions. Though food is plentiful, the only water within the land comes from the river. To complete this, you must learn how to exit before you die of thirst. You may retain the **Resurrection Stone** upon completion to use in the other Challenges.
- To complete the **Line Challenge,** you must use the **Elder Wand** to defeat each wielder of the Elder Wand from before they gained it. You may battle them in any order, and upon defeating them, the Elder Wand will gain their power and knowledge. Any wounds you gain will remain unless you heal them, and if you are defeated, you must start again. To complete this, you must defeat all previous Elder Wand Wielders without dying from your wounds. You may retain the **Elder Wand** upon completion to use in the other Challenges.
- To complete the **Arch Challenge,** you must use **The Veil of Death** to travel along a long, lonely, winding road at twilight. Your perception of time, heat, cold, hunger, thirst, and pain will seemingly vanish. Upon this road, you will find many threats, including inferi, deep, treacherous rivers, poisons, and traps. To complete this, you must reach the end of the road alive, no matter how many days, years, or seconds it takes. You may retain **The Veil of Death** upon completion to use in the other Challenges.

Rewards:

For completing the **“Challenge of Death”** Scenario, you will gain the “**Road of Growth**” Perk, “**Death as a Friend**” companion, and gain an “**All Purpose Discount Token**” for each Challenge you complete.

Road of Growth

Using this Meta-Perk, you can apply the **Regaining Strength** Drawback to any future Jump:

> **Regaining Strength +300/400/600/800 CP**
>
> With this Drawback your Perks and/or Items are restricted for up to ten years, giving you a daily proportion of your total **CP** cost. At the start of each day, you will gain **0.0274%** of the total **CP** you spent on your entire Jumpchain that you can spend to regain any one Perk or Item that you have previously purchased. Any unspent **CP** can be saved to use on other days. If a jumper had spent a total of **+18,250 CP** over 15 Jump they would gain approximately **+5 CP** a day to buy back their Perks and/or Items.
>
> This Drawback is incompatible with any other Perk or Item Restricting Drawbacks, such as **Nothing up my Sleeve** or **Missing Property**.
>
> For **+300 CP,** either all of your out-of-Jump Perks or all of your out-of-Jump Items are locked under this restriction.
>
> For **+400 CP,** all of your out-of-Jump Perks and Items are locked under this restriction.
>
> For **+600 CP,** either all of your Perks or all of your Items are locked under this restriction.
>
> For **+800 CP,** all of your Perks and Items are locked under this restriction.
>
> If you have extended the jump time either through starting the Jump early or extending the Jump length, you can activate this addition to gain an extra **+100 CP** per extra ten years. This reduces the percentage of daily **CP** in proportion to the number of days in your current jump. For a Jump that totals 113 years, you would gain an extra **+1,000 CP** to spend in the Jump-Doc but only gain **0.000024245%** of your total **CP** per day.

Death as a Friend

With this option, you may gain any 1 embodiment of Death from any media as a companion, such as Grim from the Grim Adventures of Billy and Mandy, Azrael from Lucifer, Death of the Endless, Nekron from DC, Lady Death of Chaos! Comics or even the Death of Rats from Discworld. Though they will have the appearance and personality of the selected death, they will be loyal to you and in a state of existence both alive and technically non-living, despite this they will not hold the power of death but will be able to communicate with any future Jump's variant of death on your behalf.

All Purpose Discount Token

These Tokens can be used to make any purchase from this Document half price with **-50 CP** and **-100 CP** Purchased being **Free** when used with a Token. These All Purpose Discount Tokens can not be used on any Purchases that are already discounted, but you may choose to use them on anything you have already purchased, refunding you the difference in **CP**.

Lost In Another Land

With this Pre-Jump Scenario, you must select another fictional setting that is not compatible with the world of Harry Potter and will be Isakied into that world as Harry Potter.
You must use this to connect to a Jump setting that is independent of earth that Harry Potter takes place in. This could be an Isekai, another planet such as Remnant from RWBY, a Sci-fi Fantasy such as Star Wars, another world that, though named Earth, is distinct from the Earth of Harry Potter, such as the Earth in Dragon Ball or One Piece.
Before you start this Jump, you will be Isakaied to that setting as Harry Potter with the "**You're a Wizard, Harry**" and "**Source of Magic**" Perks and the "**Horcrux**" and "**Prophecy**" drawback.
If taken with "**Headstart**", you will also gain the Perks, Items, and Companions that are **Free** before discounts are applied, other than the Hogwarts Letter. Any Items or Companions that are **Free** will be delivered to you when you ask for them.
If taken with "**Supplement Mode**", you can choose to use this Jump as a supplement for a Jump in the selected crossover setting, so long as it does not prevent you from being Harry Potter. To complete this Scenario, you must either resolve the main plot of the Setting or live there for 20 years, with the main plot starting when you are the same age as the main characters or reach 18, whichever is first.

Rewards:

For completing **"Lost In Another Land"** Pre-Jump Scenario, you will gain the Perk "**Crossover Companion**" and **+500 CP**.

Crossover Companion

Using this **Meta-Perk,** you may create a companion who is normally not canon to the active Jump Setting and recruit them as a companion. This companion must be a character from another property altered to fit the setting you use this Perk in. If you already have that companion from another setting, you can also choose to import them as their in-universe counterpoint.
You may create 1 character for **-100 CP** or 6 for **-300 CP**.

Post-Jump Scenarios:

The scenarios in this section will not begin until after you have completed this Jump and all your drawbacks have been disabled, but will start before your next jump begins.

The Power to Vanquish the Dark Lord Approaches (Requires “Dreams of Failure”)

With this, you must put right what has gone wrong, as you will appear at the time and location of the death of a Harry Potter. Your memories of those events will be refreshed, and then you must permanently deal with the Dark Lord of the Prophecy and their supporters. This could be Voldemort, Dumbledore, and/or someone else, depending on the world. You must do this a minimum of 10 times, but you may do it for each and every Dream of Failure you have had.

Rewards:

For completing **“The Power to Vanquish the Dark Lord Approaches”** Scenario, you will gain the Perk “**Limit Release"** and **+200 CP**.

Limit Release

This Perk acts as a conditional **1-UP** that can only be activated if you have already used a **1-UP** and you die. When this Perk activates, you are restored to full health, and any restrictions on your Perks, items, or companions are removed for 10 minutes. This bypasses any Drawbacks or Gauntlets Restrictions that are blocking them.

Best Served Cold (Requires “Revenge Fantasy”)

It seems that those who betrayed you thought they had a happily ever after, but with this scenario, that will not be the case. You will arrive in the Pre-Jump scenario world between one and ten years after your death. To complete this Scenario you must take revenge on everyone who betrayed you. If taken with “**The Full Set**” or “**New Game +**”, you will have to complete your revenge for each Pre-Jump world you experienced and can stay for up to ten years.

Rewards:

For completing the **“Best Served Cold”** Scenario, you gain the Perk “**Returned Vengeance"**.

Returned Vengeance

This Perk acts as a conditional **1-UP** that can only be activated if you have already used a **1-UP** and you die. Instead of being a Jump failure, this Perk will pause the Jump; you will then be forced to start another Jump of your choice. After completing that Jump, you will return to the Jump at the point you died with everything you gained from the other Jump.

Companions:

Pets and followers can be imported for Free but will act as drop-ins; no purchased Companion is able to purchase more Companions.
You gain **+200 CP** to spend in this Section.

Import Companion -50/200 CP
You can import companions into this Jump for **-50 CP** each or eight for **-200 CP**.
Each companion gains an Origin and **+400 CP**.

Special Import - Free
If you already have a companion native to the Wizarding World of Harry Potter, you can import them for Free with them merging with the native version of themself.
Each companion imported this way gains an Origin and **+600 CP**.

Canon Companion - Free/-100 CP
You may take any willing and well-informed canon character as a companion for **Free** or pay **-100 CP** each to select a canon character to automatically become a companion.

Out of Time Companion -100/300 CP
With this purchase, you are able to create a companion who is normally not from this point in time and recruit them as a companion.
You can scale how recognisable they are and how noticeable the similarities will be to others. With this, you can choose to have Godric Gryffindor, Ariana Dumbledore, Nymphadora Tonks, and James Potter all starting their first year at Hogwarts without creating timeline issues or Albus Dumbledore thinking that it is anything more than a coincidence.
You may create 1 character for **-100 CP** or 6 for **-300 CP**.

Non-Canon Companion -150/400 CP
You may create a companion who is normally not canon to the wizarding world of Harry Potter and recruit them as a companion. This companion can be an original character of your own design or one from another property, such as Sabrina Spellmen altered to fit the setting of Harry Potter. Your companion will be an of-age witch or wizard starting their first year at Hogwarts. You may create 1 character for **-150 CP** or 6 for **-400 CP**.

Named Companions:

These companions are named characters who are or can be canonical to your setting, even without purchasing them as companions. Some Companions may be different from their canon selves. By purchasing a named companion, they will fall in love with you at first sight.
You may only gain 4 **Free** companions in this section, and all others cost **-50 CP,** but you may also gain **+300 CP** to spend in this Section by taking the **Harem King** Scenario.

The Legendary Girl-Who-Lived -50 CP (Potentially Free, Requires "Red hair and a hand-me-down robe" or "Wrong Boy-Who-Lived")
The fabled Girl-Who-Lived, the one said to be responsible for the fall of the dark Lord Voldemort. Miss Potter, after defeating the Dark Lord, was raised by her parents in the lap of luxury as a child celebrity, fully aware of her fame. She joined Hogwarts in 1991, where she was sorted into Gryffindor. She has untidy jet-black hair that tends to stick up and bright green eyes, though she likes to wear round-rimmed glasses, she only needs to wear them for reading small text. While she is somewhat of a brat with some arrogant, selfish, and self-centered traits, she can also be extremely brave, loyal, and selfless when others are in danger.

Lily Evans -50 CP (Potentially Free with "Hogwarts Marauder")
Lily Evans was an English Muggle-born witch, the younger daughter of Mr and Mrs Evans, and the younger sister of Petunia Evans. She learned of her magical nature as a child, after Severus Snape recognised her as a witch and told her of the existence of magic. Lily attended Hogwarts School of Witchcraft and Wizardry from 1971, where she was Sorted into Gryffindor House.

May Riddle -50 CP (Potentially Free with "I Am Lord Voldemort")
May Movolta Riddle, later known as Lady Voldemort or, alternatively, as the Dark Lady, was an English half-blood witch considered to have been the most powerful and dangerous Dark witch of all time. Descended from Salazar Slytherin on her mother's side through the House of Gaunt, May Riddle was conceived whilst her father, Tom Riddle, was under the effects of a love potion supplied by her mother, Merope Gaunt. When the enchantment was lifted, Tom's father abandoned his pregnant wife and returned to Little Hangleton. His mother gave birth to her before dying an hour later. May Movolta Riddle was born and raised in the Muggle-run Wool's Orphanage. May began attending Hogwarts School of Witchcraft and Wizardry in 1938 and was immediately sorted into Slytherin house. If purchased after 1938, May is distinct from the Horcruxes and instead an instance of an **Out of Time Companion**.

Delphini Riddle -50 CP (Potentially Free with “Cursed Child”)
Delphini, known by the nickname Delphi, was a British half-blood Dark witch, the daughter of Tom Riddle and Bellatrix Lestrange. Being the only child of Lord Voldemort, she was able to speak Parseltongue, and she became the only known living heir of Salazar Slytherin after the demise of her father.

Fleur Delacour -50 CP (Potentially Free with “Champion”)
Fleur Isabelle Delacour is a French Quarter-Veela witch who attends Beauxbatons Academy of Magic. Normally, she is the Beauxbatons' champion in the Triwizard Tournament during the 1994–1995 school year. In some continuities, all Veela Daughters are full Veela, and the Half/Quarter Veela is a political deception to prevent bigotry towards Veela, thereby making Fleur a Full Veela. Due to her Veela heritage, Fleur is a breathtakingly gorgeous witch, being tall and willowy, with an air of grace that made her seem like she was gliding when she was walking. She has long, silvery-blonde hair that falls almost to her waist, large, deep blue eyes, fair skin, and very white, even teeth. As a defense mechanism, Fleur projects an arrogant and conceited attitude; however, for those she genuinely cares about, such as her sister Gabrielle, she is quite warm, caring, and always tries to help them with her blunt nature, preferring to offer honest but practical options over superficial platitudes.

Nymphadora Tonks -50 CP (Potentially Free with “Lost Hogwarts Mystery”)
Tonks was a young witch with a pale heart-shaped face and dark twinkling eyes, sorted into Hufflepuff in 1989. She is also a Metamorphmagus, allowing her to change her appearance at will, though she typically kept her hair short, spiky, and often bubblegum-pink. Tonks is enthusiastic, bubbly, and easily able to make friends with people she has just met. Tonks is also notoriously clumsy and curious, but notoriously dislikes her given name, insisting on being called "Tonks" instead.

Minerva McGonagall -50 CP (Potentially Free with “Educator”)
Professor Minerva McGonagall is a Scottish half-blood witch who attended Hogwarts School of Witchcraft and Wizardry in 1946 and was Sorted into Gryffindor House. Minerva works at Hogwarts, where she became the Transfiguration professor, Head of Gryffindor House, and Deputy Headmistress. While Minerva is 56, as a witch, she only has the appearance of someone in their mid 30’s, but in order to maintain her Authority Minerva tends to keep a glamour up to make her look older.

Jodie Whittaker -50 CP (Potentially Free with “Educator”, Requires any “Crossover”)
This witch is a new teacher at Hogwarts for a new Course “Magical and Mundane Aid”, a twice-monthly course focusing mostly on teaching how to stabilize wounds for further aid. She also teaches the subject as an Elective for older students, going into more detail about medical care. While she is quite eccentric, she has been fully trained in magical and Muggle practices, preferring to be referred to as Doctor or the Doctor by staff and students alike.

Hermione Granger -50 CP (Potentially Free for Gryffindor)
Hermione Granger is a quiet and bookish witch who enjoys learning about magic and the magical world. She possessed a brilliant academic mind and proved to be a gifted student as she easily remembers and can figure out important information in almost every subject to the point where she was nearly made a Ravenclaw. She is considered unfriendly and somewhat of an 'insufferable know-it-all', an impression reinforced by her constant correct answers and eagerness to please the professors. Hermione is a Muggleborn with both of her parents being fairly wealthy Muggle dentists.

Lavender Brown -50 CP (Potentially Free for Gryffindor)
Lavender Brown is an English pure-blood witch who is sorted into Gryffindor. Lavender has light skin, long brown hair, and dark blue eyes with an enjoyment for gossip and fashion. While she is lively and loves to be the centre of attention, she is obsessed with Divination taking it incredibly seriously despite only having a superficial amount of talent for it. She can also be insensitive and childish, acting very possessive and overprotective of what she cares about, frequently expressing her feelings for him in odd ways, and enjoys snogging on a near continuous basis.

Parvati Patil -50 CP (Potentially Free for Gryffindor)
Parvati Patil is a witch of Indian heritage and the identical twin sister of Padma. She is sorted into Gryffindor, while her sister Padma is sorted into Ravenclaw. Both Parvati and her sister had long black hair, though Parvati usually wore her hair in a plait. Both sisters were usually seen wearing silver necklaces with the letter "P". Parvati is seen as the less serious and more outgoing of the Patil twins. Like her friend, Lavender Brown, she enjoyed gossip and fashion, and the two shared a great interest in Divination.

Ginny Weasley -50 CP (Potentially Free for Gryffindor, with "Extra Time")
Ginny Weasley is an English pure-blood witch, the only daughter of Arthur and Molly Weasley. Ginny will be sorted into Gryffindor House in 1992. Ginny is a beautiful girl who has the typical Weasley family traits: flaming red hair and a freckled complexion. She has light skin, a very petite stature, and bright brown eyes like her mother. Ginny is normally a quick-witted, forceful, and independent girl with an energetic, lively personality. However, when meeting famous people, she becomes shy and withdrawn.

Katie Bell -50 CP (Potentially Free for Gryffindor, with "Extra Time")
Katie Bell is a witch and a Gryffindor student at Hogwarts School of Witchcraft and Wizardry, entering the school in 1990. She is the Chaser for the Gryffindor Quidditch team, becoming close friends with her teammates Angelina Johnson and Alicia Spinnet. Katie is a friendly person who is very interested in Quidditch, often being quite aggressive in her performance, but off the Quidditch pitch, she is known to be kind and gentle with a strong sense of fairness.

Angelina Johnson -50 CP (Potentially Free for Gryffindor, with "Lost Hogwarts Mystery")
Angelina Johnson is a witch who was sorted into Gryffindor in 1989 and became a member of the Gryffindor Quidditch team. Angelina is described as a tall, pretty witch with dark skin, brown eyes, and long black hair that was often braided. Angelina is known to be attractive, receiving romantic advances and affection from multiple classmates. Angelina has shown diligence and leadership abilities, as well as competitiveness, causing her to be very driven towards success, be it at Quidditch or other competitions. Angelina also enjoys pranks to an extent and has a good sense of humour. However, her sense of humour did not compromise her seriousness about Quidditch.

Katherine Armstrong -50 CP (Potentially Free for Gryffindor, Requires "Exchange Week")
Katherine Hands Armstrong is the daughter of a US General, from a long line of military service dating back from before the founding of America. Katherine was sorted into Wampus, and like many of the students, Katherine heard about the exchange week to Hogwarts and wants to have a go at it. Katherine is the top girl for her year in Wampus and is known for being a true beauty behind the military attitude and discipline. She was put forward in the main contest of the exchange, which was a surprise as she never put her own name in it, but the students at Wampus did and want her to compete against the other Wizarding Academies to defend the honor of both House Wampus and as a student of Ilvermorny.

Rose Tyler -50 CP (Potentially Free for Gryffindor, Requires any "Crossover")
Rose Marion Tyler is a Pseudo-Halfblood whose father was a Muggleborn who died when she was young. Rose was raised in a London council estate by her Muggle mother, who told Rose stories about magic and her father, before she eventually got her Hogwarts letter. Rose is a resourceful, brave, benevolent, curious, and kind-hearted young woman known for asking the right sort of questions and firmly sticking to her convictions and high ideals.

Zatanna Zatara -50 CP (Potentially Free for Gryffindor, Requires any "Crossover")
Zatanna Zatara is a rebellious and adventure-seeking witch who enjoys discovering new things and standing up for others.
Zatanna is quite compassionate and trusting towards others, but has what she knows is a bad habit of manipulating others in order to reach the goals she desires.
Zatanna is the daughter of the famous stage magician and escape artist Zatara, who is actually a muggleborn who utilises a combination of stage magic and real magic for his shows. Her mother was a pureblood heiress who died when she was young.

Daphne Greengrass -50 CP (Potentially Free for Slytherin)
Daphne Greengrass is a smart girl who sometimes shows herself to be an ice princess who acts haughty, especially when someone gets what she wants or causes her to fall short of her goals. Daphne is the heiress of the Greengrass family, one of the oldest, 'truest' pure-blood families in Britain, and was counted among the Sacred Twenty-Eight even though the list was merely propaganda that ignored many pureblood families who refused to pay to be on the list.

Tracey Davis -50 CP (Potentially Free for Slytherin)
Tracey Davis is a half-blood witch who was Sorted into a Slytherin house. The daughter of a Muggle-born wizard and a barely half-blooded witch, Tracey does not come from what her housemates consider to be a respectable family. She is rather unflappable by nature, preferring to stoically accept what she can't change rather than wear herself out and get emotional for no good reason. She tries not to show off too much in class or brag about her more-than-decent marks. Secretly, she has a chaotic attitude while thoroughly enjoying implementing malicious compliance and bizarre plans that can't be traced back to her.

Pansy Parkinson -50 CP (Potentially Free for Slytherin)
Pansy Parkinson is a witch born into the Parkinson family, members of the Sacred Twenty-Eight, a detail that her family often boasts about. She is described as 'hard-faced' or 'pug-faced' due to her short nose, something she tries not to be sensitive about; however, despite that, she is still considered pretty. She is known to be mean-spirited and petty with a fondness for tormenting others in general, but for the most part merely mimics her parents' attitudes.

Astoria Greengrass -50 CP (Potentially Free for Slytherin, with "Extra Time")
Astoria Greengrass is the Sister of Daphne Greengrass, who will be sorted into Slytherin in 1992. Astoria is considered pretty with porcelain pale skin, bright blue eyes, and dark brown hair. While Astoria tries to maintain a proper and high society attitude, she often drops the pretense the second she finds something exciting or offensive. She can be stubborn at times and determined to get what she wants, sometimes getting extremely creative to get it. While normally she has a Blood Curse, she will be instantly cured the moment you come into physical contact with her, with a magical effect showing the event taking place.

Rhys Maybury -50 CP (Potentially Free for Slytherin, with "Extra Time")
Rhys Maybury is a witch who attended Hogwarts School of Witchcraft and Wizardry, where she was Sorted into Slytherin House in 1990. Rhys has light skin, blond hair, and blue eyes. Despite being in Slytherin, she is quite friendly and has a positive demeanor. She tends to misplace a lot of her possessions; however, unlike most cases, they have actually been misplaced rather than stolen.

Merula Snyde -50 CP (Potentially Free for Slytherin, with “Lost Hogwarts Mystery”)
Merula is a pure-blood witch who began attending Hogwarts School of Witchcraft and Wizardry in 1989 and was sorted into Slytherin house. Merula has short and messy brown hair, with an orange coloured patch in the bangs, and likes to wear black combat boots. Merula is a strong-willed and sometimes mean-spirited girl. Merula is a talented young witch who exemplifies many of Slytherin's traits, such as cunning, determination, and ambition, though also the negative stereotypes of Slytherin, such as prizing pure-blood supremacy, as well as extreme arrogance.

Hurit Shaatoth -50 CP (Potentially Free for Slytherin, Requires “Exchange Week”)
Hurit Shaatoth is a Native American member of the Blackfoot Tribe as well as one of Ilvermorny's best students. She was sorted into Thunderbird considers herself to be free-spirited and adventurous. Hurit was convinced to try out for the Exchange week and its competitions as she is one of the most capable members of her year. She finds the idea of representing Ilvermorny around the world an exciting idea and is excited to visit Hogwarts in Britain, where the competition will be held. Deciding to give it a try and expecting to like it, but Hurit wants to go further, deciding to enter and win every competition, plus they look pretty fun to do.

Clara Oswald -50 CP (Potentially Free for Slytherin, Requires any “Crossover”)
Clara, despite being raised in the Muggle world, is technically a pureblood as her father is a half-blood and her mother a pureblood; she was born and raised in Blackpool in a magical household that rarely interacted with other magical families. She had a great enjoyment of travel books, children’s magical kits, and Muggle science kits, as she has a thirst for adventure, which contradicts her subconscious need for control. Clara tends to be feisty and jolly, with a sharp wit that she enjoys using to outwit others; however, whenever she meets new magical people, she tends to act reserved, while hiding her feelings.

Wednesday Addams -50 CP (Potentially Free for Slytherin, Requires any “Crossover”)
Wednesday Addams is a young girl often described as brilliant, with a penchant for doing experiments and a tendency to startle people due to her macabre interests.
Wednesday seldom expresses her emotions, but is generally bitter, often sporting a withering stare, rarely breaking eye contact.
Though her family is considered Pureblood, the Addams family lives and almost exclusively works in the Muggle sector, resulting in a mild dissatisfaction with most purebloods.

Sue Li -50 CP (Potentially Free for Ravenclaw)
Sue Li is a strategic and tactical witch with a ruthless and cunning attitude driven by a thirst for control. Thanks to her desire for control, Sue Li is very physically fit with impressive agility and strength that would allow her to knock out most students of her age before they could react. Sue Li is legally a half-blood Witch despite both of her parents being from prominent magical families; her father is not a British native, and due to laws pushed through by the Dark Faction, his and many other foreign purebloods' blood stasis was reduced in law. Sue Li convinced the Sorting Hat to put her into Ravenclaw House not only by justifying her plans as an act of wisdom but also by claiming that it would be more cunning to be put in Ravenclaw, as no one would expect someone with her tendencies to be put there.

Padma Patil -50 CP (Potentially Free for Ravenclaw)
Padma Patil is a British witch of Indian heritage who has an identical twin sister, Parvati Patil. Padma was sorted into Ravenclaw house, but her identical twin was sorted into Gryffindor. Padma and her sister are both very attractive girls with dark eyes and long dark hair. Parvati usually wears her hair in a plait. Both sisters usually wear silver necklaces with the letter "P" hanging from them. Padma seemed to be the less outgoing and more studious of the twins. She was sorted into Ravenclaw, a mark of her intelligence. Padma, much like her Gryffindor sister, is a courageous and determined individual, being unafraid to disobey and stand up to tyranny.

Lisa Turpin -50 CP (Potentially Free for Ravenclaw)
Lisa Turpin is a student at Hogwarts School of Witchcraft and Wizardry who was sorted into Ravenclaw. Lisa is generally a quiet girl, not shy so much as surly; she is not quick to see the good in people, and consequently often does not see the point in getting to know strangers or in making new friends. Lisa is a guarded, wary young witch who seems to be perpetually waiting for the other shoe to drop. While Lisa is often quiet, she gets quite riled up with a no-nonsense attitude when her opinions are dismissed.

Luna Lovegood -50 CP (Potentially Free for Ravenclaw, with "Extra Time")
Luna Lovegood is a witch and the only child and daughter of Xenophilius and Pandora Lovegood, who will be sorted into Ravenclaw in 1992. Her mother accidentally died in front of Luna while experimenting with spells when Luna was nine. Luna has a serene disposition and many eccentric beliefs and qualities. She is a nonconformist who is not afraid to show who she truly is. Luna is intelligent and unusually perceptive despite often appearing to be distant and in a dreamy state.

Cho Chang -50 CP (Potentially Free for Ravenclaw, with "Extra Time")
Cho Chang is a witch who was sorted into Ravenclaw in 1990. She is the Seeker for Ravenclaw's Quidditch team and is considered a popular student. Cho is described as an extremely pretty girl with long, shiny dark hair and a freckled nose. Cho is fairly intelligent, a good athlete, and an avid Quidditch fan with a loyalty to the Tutshill Tornados. Cho is somewhat of a romantic, but doesn't really know what romance is supposed to be like, instead thinking that the romance in fictional entertainment is normal.

Tulip Karasu -50 CP (Potentially Free for Ravenclaw, with "Lost Hogwarts Mystery")
Tulip Karasu is a witch who began attending Hogwarts School of Witchcraft and Wizardry in 1989 and was sorted into Ravenclaw. She was eccentric, had a disregard for rules, and valued intelligence in others. Tulip had brown eyes, fair skin, red hair, and black eyebrows. While donning school attire, she tends to wear a necklace that resembles a Dungbomb and carries a booklet that has Zonko's Joke Shop's Z logo as the cover in the pocket of her skirt. As a Ravenclaw, she was smart and witty and had a knack for getting to the bottom of things. She has an interest in clever and quick-thinking people, such as Merula Snyde. Tulip was able to recognise and appreciate people for their intelligence alone, despite potentially having other problematic qualities, as also seen in the case of Merula.

Jouri Wen Saad -50 CP (Free for Ravenclaw, Requires "Exchange Week")
Jouri Wen Saad is a half-Chinese-Arab student as well as one of Ilvermorny's most intellectual students, having been sorted into Horned Serpent. She is heavily focused and committed to her studies and grades. She was uninterested in the exchange week until some of her friends managed to convince her to go to England, as they have a library with books that predate Ilvermorny. Jouri decided to give it a go, much to her embarrassment, and joined a few completions, much to her annoyance that she had to do this to go on the trip.

Martha Jones -50 CP (Potentially Free for Ravenclaw, Requires any "Crossover")
Martha Jones is a Muggleborn witch who, despite having three siblings, is the only magical member of her family. Martha is an intelligent, brave, and kind-hearted girl who intends to become a doctor when she grows up. Martha grew up on the outskirts of London with her mother after her parents divorced, sleeping in their home's smallest room until she got her Hogwarts letter. Martha has since shown she is willing to accept and defend non-human magical beings, as she quickly became friends with the Hogwarts house-elf after one helped her find her way back to Ravenclaw tower on her first full day.

Matilda Wormwood -50 CP (Potentially Free for Ravenclaw, Requires any "Crossover")
Matilda Wormwood is a bright and resourceful young girl who is exceptionally intelligent and imaginative. Despite being neglected and mistreated by her Muggle parents.
Matilda developed a strong moral compass, a love for reading, and even a bit of control over her accidental wandless magic, allowing her to perform small-scale telekinetic magic at will.

Susan Bones -50 CP (Potentially Free for Hufflepuff)
Susan Bones is one of the nicest girls you'll ever meet. She's affectionate, sweet, and cuddly, with a great sense of compassion and a strong desire to please those she likes. But she has a deep, almost subconscious hatred of betrayal and the imperius curse due to the way her parents died. Susan is legally considered a half-blood witch as her mother was technically muggleborn due to squib parents, despite Susan's Father at the time being the head of the prominent Bones family.

Hannah Abbott -50 CP (Potentially Free for Hufflepuff)
Hannah Abbott is a half-blood witch and a member of the Abbott family. She is Sorted into Hufflepuff House. Hannah is described as a pink-faced girl with blonde hair, which she usually wears in pigtails. Hannah is easily flustered and appears to lack self-confidence, causing her collapse when under peer pressure. Despite this, Hannah is a loyal friend.

Megan Jones -50 CP (Potentially Free for Hufflepuff)
Megan Jones is a half-blood witch who began attending Hogwarts School of Witchcraft and Wizardry in 1991 and was sorted into Hufflepuff house. Megan Jones is ferociously determined, with her focus sometimes becoming so intense that it blinds her to everything else. Megan has enough relatives working for the Ministry of Magic, resulting in her having faith in bureaucracy despite knowing that it often fails to do what it's supposed to. Megan is a massive Quidditch fan, doing her best to help the Quidditch team and to hopefully become a professional Quidditch player herself.

Philippa Beutel -50 CP (Potentially Free for Hufflepuff, with "Extra Time")
Philippa Beutel is a German-born witch whose family moved to Dorset when she was seven. She will be sorted into Hufflepuff in 1992. She had difficulty hiding her German accent, causing her to have difficulty with some students. Though she had difficulty making friends, she was deeply loyal to those she had made.

Beatrice Haywood -50 CP (Potentially Free for Hufflepuff, with "Extra Time")
Beatrice Haywood was an English half-blood witch and the younger sister of Penny Haywood. She attended Hogwarts, where she was sorted into Hufflepuff house in 1990. Beatrice has fair skin, short, slightly dark blonde hair, and dark blue eyes. Beatrice, at first glance, was similar to her older sister: kind, friendly, affectionate, and excitable. The sisters deeply loved one another and spent a lot of time together. However, Beatrice seemed a shade more adventurous and eager, and could be tough, which led to her describing herself as "cute but tough".

Penny Haywood -50 CP (Potentially Free for Hufflepuff, with "Lost Hogwarts Mystery")
Penny Haywood is an English half-blood witch who began attending Hogwarts School of Witchcraft and Wizardry in 1989, where she was sorted into Hufflepuff House. She is the older sister of Beatrice Haywood, being less than a year older and in the year above her. Penny has blue eyes, pale white skin, and long blonde hair with two thick braids over her shoulders, and a braid that forms a ponytail. Penny is sociable, approachable, and pleasant, being regarded as the most popular girl in her year. As a result of her social standing and vast network of friends, she was also very well-informed about the happenings at Hogwarts. Penny was often excitable, eager to hang out and help friends, and sometimes easily distracted.

Zula Willems -50 CP (Potentially Free for Hufflepuff, Requires "Exchange Week")
Born in Louisiana, Zula Willems comes from a long line of Witch Doctors, with an ancient bloodline originating from West Africa, which specialises in voodoo magic. Her family is well known for performing wandless magic, having a teaching position at Ilvermorny since 1835. Though Zula herself hasn't mastered wandless magic yet, she has managed to cast some basic spells without a wand, such as *Lumos*. Zula is closely tied to her African heritage & felt more comfortable living in the Wizarding World compared to how the No-Maj World has been to her and her community. After hearing about the exchange week to Hogwarts Academy in England, Zula was picked to represent Pukwudgie, which she strongly refused until her family at the school persuaded her to do it.

Amy Pond -50 CP (Potentially Free for Hufflepuff, Requires any "Crossover")
Amelia Jessica Pond, more commonly known as Amy, is a muggleborn witch who lived in the small town of Leadworth, not far from Hogwarts. Because of her location, despite not having any magical relatives, she had a strangely high interaction with the magical world. During her early years, Amy's back garden was repeatedly used as an incorrect landing location for portkeys to Hogwarts, resulting in people assuming hers was a magical household and causing a great deal of confusion for not only Professor McGonagall but also her aunt when she revealed she was already aware of Hogwarts and the wizarding world.

Mildred Hubble -50 CP (Potentially Free for Hufflepuff, Requires any "Crossover")
Mildred Hubble is a kind-hearted and well-meaning young witch who tends to have difficulty with the practical side of magic due to her clumsy nature, often getting her mixed up about spell casting and potion making.
Mildred is technically a halfblood as her Mother is a pureblood squib and her father was a Muggle plumber.

Fantastic Beasts Companions:

Any purchased Fantastic Beast has inherent loyalty to the Jumper above everyone else, but will have their own personality and habits.
You gain **+400 CP** to spend in this Section.

Additional Pets -50/100/200/300 CP
This option can be purchased with any **Fantastic Beast Companion** and is the only way to purchase additional members of that species.

- For **-50 CP,** you gain a total of 2 members of that species.
- For **-100 CP,** you gain a total of 4 members of that species,
- For **-200 CP,** you gain a total of 10 members of the species.
- For **-300 CP,** you gain a total of 25 members of that species.

Post Owl - Free
You gain a Snowy Owl Postal Owl who would normally be Hedwig. Your Owl can be used to send and receive letters and packages within a short period of time. Your Owl will always know where to find you and will be able to track down who you have addressed in your post, even being able to pass through wards.

House-Elf -50 CP
You can select or create any house-elf to loyally serve you, overriding any master they may have already had. Traditionally, this would be Dobby or an elf from House Potter, but it could be any house-elf. House-elves are able to perform their own version of wandless magic, allowing them to clean, cook food, tidy up, or pop to any location with little more than a snap.

Ghost Pal -50 CP
With this purchase, you are able to gain a ghost companion such as Moaning Myrtle or the Grey Lady. Ghosts are made from the imprint of the soul of a once-living wizard or witch, and as such, are a type of spirit. While these ghosts are visible, they have a greyish-silver apparition of their former living self. As a ghost, they are weightless, allowing them to fly in any direction, passing through solid objects as though they were not there. As an added bonus, ghosts purchased this way are able to possess willing creatures in order to feel their sensations and pilot their body.

Goblin -50 CP

Goblins are a highly intelligent race of small, magical humanoid beings that coexist with the wizarding world. Their diet consisted of meat, roots, and fungi. Goblins conversed in a language known as Gobbledegook, and were adept metalsmiths notable for their silverwork; they even minted coins for wizarding currency. Due to their skills with money and finances, they controlled the wizarding economy to a large extent and ran Gringotts Wizarding Bank. Goblins have their own type of magic that they can do without a wand.

Centaur -100 CP

With this purchase, you gain a Centaur, a magical creature whose head, torso, and arms appear to be human but whose lower body is joined to a horse. They are known for being naturally talented in archery, healing magic, divination, and astronomy. Their civilization is ancient, by far the oldest of all the humanoid races known to mankind. Extremely proud and strong-willed, they differ from the other races in that they can characteristically consciously suppress their urges during mating season. Most of them place great importance on one's pride as a warrior, so they're normally calm and rational. Due to this, they won't do such things as attack humans. The centaur race has produced many heroes and sages since ancient times. However, they naturally have a violent and lustful disposition. They lose control unexpectedly and reveal their true nature. They hate letting humans ride on their backs, and they only make an exception for those they respect and acknowledge.

Fairy/Pixie -100 CP

With this purchase, you can select any canon species of Fairy or Pixie native to the Harry Potter setting. Both creatures can understand some human language, but are physically unable to speak it, have a humanoid body, head, and limbs, but are of diminutive size, ranging in height from one to eight inches. Fairies have human skin tones and sport large insect-like wings, whereas Pixies tend to have vibrant skin tones, including electric blue, and often lack wings, being able to fly through magic alone. Most fairies lay eggs, whereas pixies give birth to live young.

Merperson -100 CP

A merperson is a sentient magical beast that lives underwater. They were found all over the world. Merpeople live beneath the sea and are protected from the interference of the other land-based races; as such have been free to establish their own civilization beneath the oceans of the world. Though Merpeople are able to breathe above the water for a time, they find it unpleasant to be above water for prolonged periods of time. Merfolk have the hominoid upper body of a human and the tail of a fish. Their singing voices contain magical power that makes it a painful screeching above land, but a beautiful song below the water that can charm those who hear it.

Veela -100 CP

Veela are incredibly beautiful women with white-gold hair and luminous skin who possess the allure of a magical ability to enchant those who find them attractive to heighten pleasure and desire. Due to the Veela's ability to transform into bird-like creatures with wings and the ability to throw balls of fire, Veela are labeled as semi-human or subhuman depending on the country, but it is unknown if they are actually magical creatures or merely witches with a magical bloodline. Veela are known to only give birth to girls, though that is more conjecture than stated fact.

Griffin -200 CP

The Griffin is a magical beast that has the front legs, wings, and head of a giant eagle, and the body, hind legs, and tail of a lion. Griffins are known for being fierce creatures; however, skilled wizards and witches are able to befriend them. Griffins had a natural instinct to protect treasure and, as such, were often used by wizards for that very purpose. The treasure they guarded could be anything from gold to the plants in a garden. If, for some reason, they didn't have any treasure to guard, they became very distraught. This could be taken care of by simply giving the Griffin a new treasure to guard.

Thestral -200 CP

The Thestral was a breed of winged horse with a skeletal body, a face with reptilian features, and wide, leathery wings that resembled a bat's. They are native to the British Isles and Ireland, though they have been spotted in parts of France and the Iberian Peninsula. Thestrals were, undeservedly, known as omens of misfortune and aggression by many wizards because they were visible only to those who had witnessed death at least once.

Troll -200 CP

Trolls are a magical beast of prodigious strength and are so synonymous with stupidity that they actually had the lowest wizarding exam failing grade named after them. Trolls possessed rudimentary magic, but it is not known how they applied it. Trolls generally reached a height of about twelve feet and weighed up to a ton.

Phoenix -200 CP (Discounted for Gryffindor)

The phoenix is a large scarlet magical bird with red and gold plumage, along with a golden beak and talons, black eyes, and a tail as long as a peacock's. Phoenixes are normally gentle herbivores that rarely fight but can rejuvenate themselves with an event known as the Burning Day, in which the bird would suddenly burst into flames, only to rise from the ashes shortly after as a newborn chick. It normally takes several days for them to grow back to full size. Phoenix's tears can be used as an all-purpose healing agent, and their feathers can be used as the core of a wand, with them being designated as one of the 3 "Supreme Cores".

Runespoor -200 CP (Discounted for Slytherin)

Runespoor are a type of magical three-headed snake native to Africa. Runespoors are highly venomous, with them commonly being six to seven feet long, with some rare exceptions being gigantic in size. According to writings from Parselmouths, each of the Runespoor's heads served a different function. The Runespoor's right head is the planner deciding where the Runespoor goes and what it will do next. The middle head is the dreamer getting overly excited by glorious visions and imaginations, and its left head is the critic evaluating the efforts of the other heads with irritable hissing. It is common to see Runespoors with missing heads caused by disagreement, often resulting in them having a much shorter life.

Thunderbird -200 CP (Discounted for Ravenclaw)

The Thunderbird is a large, magical avian beast native to North America, considered a close relative of the phoenix. Thunderbirds are able to create storms as they fly and are highly sensitive to danger. They possess three pairs of powerful wings and have feathers that shimmer with cloud-like patterns. Thunderbirds are able to create rainstorms and change colours depending on what type of rain they summon, shifting from various shades of gold to electrifying blue, to grey and silver, to white, and even to deep navy.

Unicorn -200 CP (Discounted for Hufflepuff)

The unicorn is a white horse with a single horn sticking out of the middle of its forehead. These majestic equines possessed potent magical properties; their horns are able to purify water by touch, their blood, when freely given, can heal from death, but when forcefully taken, the blood will also curse the drinker. Unicorn tail hairs are used as the core of a wand, with them being designated as one of the 3 "Supreme Cores".

Cerberus -300 CP

The Cerberus is a large three-headed dog that can grow up to 11ft tall. They are incredibly loyal to their owner and will actively protect whatever they have been told to. Cerberus are easily excitable and playful when not protecting something and have a strong liking for sweet foods.

Acromantula -400 CP

An Acromantula is a giant magical species of spider native to the rainforests of Southeast Asia. Acromantulas have eight black eyes and are typically covered in thick black hair, with a leg span that could reach up to fifteen feet. They possess a set of giant pedipalps, which they use to eat prey. Their fangs contain highly toxic venom, and they secrete poison when excited, while the silk they produce is one of the most durable materials that can be used for clothing, as it is five times stronger than steel and twice as elastic as nylon. Some more intelligent members of the species are even capable of human speech.

Dementor -400 CP (Discounted with “Lord of Azkaban”, Free with “Ring of Lord Azkaban”)
A Dementor is a wraithlike creature, widely considered to be one of the foulest of the Dark creatures to inhabit the wizarding world. Dementors literally fed on human happiness and thus generated feelings of depression and despair in any person in close proximity to them. They could also consume a person's soul, leaving their victims in a permanent vegetative state, and thus were often referred to as "soul-sucking fiends", and the people they left soulless were deemed to have been turned into an "empty-shell".
If you are the **“Lord of Azkaban”** and **“Azkaban Island”,** all Dementors in this setting will be your obedient servants, and in other settings, they will act respectfully towards you.

Dragon -400 CP
Dragons are giant winged, fire-breathing reptilian beasts widely regarded as both terrifying and awe-inspiring. Dragons are able to fly, breathe fire through their nostrils and mouths, as well as exert immense physical strength. Their heartstring could be used as the core of a wand, with them being designated as one of the 3 "Supreme Cores".
With each purchase, you may select one of the following Dragon Types: Antipodean Opaleye, Chinese Fireball, Common Welsh Green, Hebridean Black, Hungarian Horntail, Norwegian Ridgeback, Peruvian Vipertooth, Romanian Longhorn, Swedish Short-Snout, or Ukrainian Ironbelly.
Their behavior and emotions are strongly governed by their instincts, often hoarding what they consider valuable “treasure”, regardless of whether that is gold or people. When they meet someone more powerful than themself they will normally obey the one stronger than them.

Vampire -400 CP
Vampires are dark magical creatures that are almost identical to humans except for having usually pale skin and sharp fangs. They are famed for biting people on the neck and sucking their blood, but unlike werewolves, vampires can be born as vampires or be turned by another. Muggles turned Vampires burn under sunlight and require blood to live, whereas when wizards and witches are turned into vampires, they lack such weaknesses but find themselves incapable of casting wizarding magic without feeding on the blood of others.

The Grim -400CP

The Grim is a fearsome, spectral black dog said to herald death to anyone who sees it. Towering, silent, and shrouded in mist and shadow, it is widely feared in the wizarding world as a cursed omen—but its true nature is far more nuanced. In reality, a Grim is not a bringer of death but a guardian of thresholds—bound to watch over mortals during moments of transformation, loss, or crisis. Whether it's a warning, a protector, or a guide depends on the master who binds it.

Werewolf -400 CP

A werewolf, also known as a lycanthrope, is labeled as a dark magical creature despite their transformation being a curse similar to blood malediction. Those who are infected normally resemble a human being but, upon the complete rising of the full moon, become an uncontrollable, fearsome, and deadly wolf-like beast that can infect others through a bite or scratch. A mixture of powdered silver and dittany applied to a fresh werewolf bite would seal the wound and allow the victim to live on as a werewolf, although tragic tales were told of bite victims begging for death rather than becoming werewolves. Without the Wolfsbane Potion, a werewolf would no longer remember who they are once they've transformed, becoming very aggressive and have been known to kill those they care about while in their wolf form. Despite this, they were able to recall everything they had experienced throughout their transformation upon reverting to their human form.

Manticore -400 CP (Discounted for Gryffindor)

The Manticore is a highly dangerous Greek beast with the head of a man, the body of a lion, and the tail of a scorpion that would kill anyone instantly with its sting. It was known to be capable of human speech and had intelligence comparable to a Being; however, due to its extreme aggressiveness towards humans, it was considered a sentient beast. The Manticore's skin is known to repel all known charms, so it was extremely difficult to subdue a Manticore with magic. However, being invulnerable to spells was not the same as being durable; it was possible to take down a Manticore by dropping something large and heavy on top of it. Additionally, Manticores were easily mesmerised by bright lights, such as the light produced by the Wand-Lighting Charm.

Basilisk -400 CP (Discounted for Slytherin)

The Basilisk is a giant snake that could grow up to fifty feet in length, also known as the King of Serpents. The Basilisk is a phenomenally lethal creature, with those who make direct eye contact with a Basilisk having an instantaneous death, and even indirect eye contact would render the victim Petrified. As the Basilisk is a serpent, a Parselmouth could communicate with it and potentially place the creature under their influence. They also possessed rows of incredibly sharp fangs, which produce venom poisonous enough that there is only one known antidote: phoenix tear.

If purchased with "**Chamber of Secrets**", you can choose for this Basilisk to be the fabled Basilisk in the chamber.

Lethifold -400 CP (Discounted for Ravenclaw)

The Lethifold, also known as the Living Shroud, is a carnivorous and extremely dangerous magical beast. It was also considered a Dark creature because of its extremely aggressive and violent nature. The Lethifold resembles a black cloak roughly half an inch thick, and appeared slightly thicker if the creature had recently digested a victim. It attacks at night, when the target is asleep, by suffocating and then digesting them.

Nundu -400 CP (Discounted for Hufflepuff)

The Nundu are a large East African magical beast that resembles a leopard. Nundu are able to move silently, despite their "gigantic" size, and are considered by some to be the most dangerous creature alive. The breath of the Nundu was toxic and filled with disease so potent that it could wipe out entire villages of people. The Nundu was extremely hard to subdue. It had never been defeated by fewer than around one hundred wizards working together.

Drawbacks:

You are able to select any of the following Drawbacks to gain additional CP to spend in this Jump-Doc.
When there are contradictions between Drawbacks and Perks, the Drawbacks will supersede Perks.

Horcrux - Free/Mandatory (Requires "Lightning Bolt")
Your scar now contains a fragment of Voldemort's soul, though contained within sacrificial magic. This gives you the Parseltongue ability and a form of mental protection that prevents anyone from diving deeper than your surface thoughts through legilimency. You can not complete this jump without destroying this Horcrux, and when it is destroyed, you will lose the benefits it gives you. If you have used "**Well, Some Say He Died**" to keep Voldemort dead in this jump, all of his Horcruxes, including this drawback, are destroyed, removing this Drawback.

Prophecy - Free/Mandatory
You are now subject to the prophecy, which both restricts you and acts as a form of plot armor. The following prophecy must be fulfilled by you, but how is up to interpretation.
"**The one with the power to vanquish the Dark Lord approaches... born to those who have thrice defied him, born as the seventh month dies... and the Dark Lord will mark him as his equal, but he will have power the Dark Lord knows not... and either must die at the hand of the other for neither can live while the other survives...**"
Gender terms may change depending on the subjects, i.e., "him" to "her", "he" to "she".

The Girl-Who-Lived - Free
By selecting this drawback, you may choose to either invert the gender of anyone or everyone in the world or to make Harry Potter into a female equivalent, such as Harriet Potter, or to make Voldemort's real name be May Movolta Riddle instead of Tom Marvolo Riddle.

Supplement Mode - Free
By taking this **Toggle**, you can use this jump with any other Harry Potter jump, merging both worlds in a single one with the traits of both. The single rule is that you must stay at least ten years in the resulting world, even if your stay in the other jump would be shorter than a decade. If taken with "**Crossover**", you can choose to use this Jump as a supplement for a Jump in the selected crossover setting, so long as it does not prevent you from being Harry Potter.

Multiple Choice Continuity - Free
With this Drawback you can pick and choose what media is now canon to the events of this Jumpchain such as choosing if the events of the “Fantastic Beasts” movies historically happened or if events of “Magic Awakened” would have happened in the future if you hadn't entered the jump.

Crossover - Free
With this Drawback you can select other fictional settings that are compatible with the world of Harry Potter and make them take place in this Jump. You could have the MCU take place in this world, though it will probably only add Captain America to the history books. You could have it take place in the Stargate Continuity with the forming of SG-1 taking place in your seventh year at Hogwarts or you could add Jackie Chan Adventures, and the events will start to take place nine years into the jump. This can not, however, be used to connect to a Jump setting independent of earth such as an Isekai, in a setting where the Earth is unrecognisable, such as Dragon Ball or One Piece, or in a setting where the mechanics of magic are distinctly different, such as Charmed or Sabrina the Teenage Witch.
If taken with “**Supplement Mode**”, you can choose to use this Jump as a supplement for a Jump in the selected crossover setting, so long as it does not prevent you from being Harry Potter.

Pixelated Tasks of Limited Coding - Free
With this drawback, the additional details that occurred in the Harry Potter Games, including the various Movie Games and their Sequels, become integrated into the canon of this World. While these details may seem odd, such as having coins and gems floating in Gringotts or a narrow corridor with gaps that are littered with Every Flavored Beans, there are some interesting places for you to explore and find treasure around Hogwarts.

Exchange Week - Free
Three times per year, Hogwarts has an exchange program with Ilvermorny Academy of Witchcraft & Wizardry, where students from the various schools visit one another in order to have small competitions and social interactions.

Orphan - Free (Incompatible with “The Dursleys”)
By selecting this drawback, the history of the wizarding world changed the day that Harry Potter was left at 4 Privet Drive. On the 1st of November 1981, when Vernon and Petunia Dursley awoke, they found an infant in a basket with a note. After briefly reading the note, the couple took him and placed him into the local authorities’ care, resulting in him being raised in a residential children's home.

Headstart - Free/+50/100/200 CP
You may wish to start the Jump earlier than the day Harry gets his Hogwarts Letter, and with this Option you can. You will only gain the Perks, Items, or Companions other than the Hogwarts Letter that were **Free** before discounts were applied. Any Items or Companions that are **Free** will be delivered to you when you ask for them. You will have minor plot armour to protect you until the jump starts, and you will be unaffected by the negative effects of your Drawbacks until your Hogwarts Letter arrives. When your Hogwarts Letter does arrive, you will gain all your purchases from this document:
For **Free** you can start this Jump a year early on Harry's Tenth Birthday, 31 July 1990.
For **+50 CP,** you start this Jump three years early on Harry's Eighth Birthday, 31 July 1988.
For **+100 CP,** you start this Jump six years early on Harry's Fifth Birthday, 31 July 1985.
For **+200 CP,** you start this Jump eleven years early, the date of Harry's Birth 31 July 1980.
If used with **Hogwarts University,** you will still go to those dates and that point in time; however, you will be older than the stated ages, depending on what age you have Hogwarts begins accepting students.

Optician Required +50 CP
It seems your eyesight is highly restrictive, as you can not see anything other than indistinct blurs without wearing glasses. Neither Magical nor Muggle forms of healing can remove this drawback, and any form of contact lens will feel incredibly itchy.

Extra Time +50 CP
With each purchase of this drawback, your total time in this jump is extended by 5 years; however, you must be alive at the end of the jump time. This drawback can be taken a maximum of 20 times, totaling a total time of 110 years and +1000 CP.

Neville Longbottom and the Philosopher's Stone +100 CP (Incompatible with "Narrative Drawbacks")
It seems that on the night of the 31st of October 1981, Voldemort made a different choice and Neville Longbottom became the Boy-Who-Lived. This drawback supersedes any other, as you are no longer Harry Potter but instead Neville Longbottom. Any Perks, Items, or Drawbacks that reference the character Harry Potter or any points in their life will be changed to be appropriate to Neville Longbottom and the Longbottom family.

Age Appropriate +100 CP
You're eleven, Harry! With this drawback, you and all characters are locked to their canon age, preventing you from changing your own and other people's ages for the duration of the jump.

Cursed Class +100 CP
It looks like Voldemort Cursed more classes than merely the Defence Against the Dark Arts Class as with this Drawback you must select one Uncursed class to suffer from the same issue. This means that the subject will get a new teacher each year, with them at some point either intentionally or unintentionally attacking you. You may take this Drawback up to 4 times, but you may not choose Transfiguration, Herbology, Charms, or Potions to suffer from this curse.

Half-Blood +100 CP
Despite being the famous Harry Potter, the blood purest and most Pure-Bloods will go out of their way to discriminate against you. Most of the time, this will just bring them to act entitled towards you and be generally rude towards you.

The Lesser Good +100 CP
The majority of Death Eaters are not the monsters that the most well-known would make you think they are. Some are just magical people who hate that their traditions and beliefs are being demonised and outlawed by the pro-muggle faction led by Dumbledore, with Voldemort being a figurehead for change. Some were forcefully conscripted after being told that if they didn't join the Death Eaters, they would be imperio'd into torturing their family to death and handed over to a corrupt Auror. You may find that most of the frontline infantry in a combat situation are just civilians who have been imperio'd into fighting. In a combat situation, this may not matter, but after the fact, you may find you have a lot of innocent blood on your hands.

Higher Education +100 CP
By taking this Drawback you are unable to complete this jump until you have pursued and legitimately completed a mastery in one magical subject. You must either pursue this mastery as an apprentice for a master wizard, or if one exists in this setting, you may gain your mastery through a University of Magic. Normally, receiving a mastery in any subject would require at least five years of study and training after completing Hogwarts.

Tear Filled Bite +100 CP
You've at some point had the misfortune of being bitten by a Basilisk; however, you have also been lucky enough to have a Phoenix cry into the wound. This has stopped the venom from killing you, but it has not removed it. This means that every so often, you will gain an unpleasant burning sensation that will slowly be healed by the Phoenix tears in your system.

Scarface +100 CP (Requires “Horcrux”)
Normally, your lightning bolt scar is small and even somewhat charming; however, with this drawback, your scar is gruesome and blackened, taking up half of your face.

Educator +100 CP
By taking this Drawback, you are required to spend at least ten years total working as a teacher for a magical education institution such as Hogwarts or Durnstrum in order to complete this Jump.

Wand Lore +100 CP
By taking this Drawback, you are required to craft at least 100 functional wands and effectively match them to at least 100 witches and wizards in order to complete this Jump.

Game Logic +100/200 CP (Requires: "Pixelated Tasks of Limited Coding")
For **+100 CP,** to learn any Spells, you must first use your wand to complete a rhythm-based pointing game, using your wand to learn the Spell you need to complete each stage perfectly.
For **+200 CP,** you will also be sent to complete the objectives that the various video game Harry Potter did, such as retrieving a sloth brain for Professor Snape.

Pre-Built House Loyalty +100/200/300 CP
It seems that in this Continuity, the House Cup is far more important than merely a soft attempt at discipline. Should you fail in this Drawback’s task, you will be sent back in time and must repeat the year, with your house acting slightly more hostile towards you. If you fail repeatedly, they will eventually become violent towards you without knowing why.
For **+100 CP,** you must ensure that your house claims the House Cup at the end of the Year.
For **+200 CP,** your personal capacity to earn House Points is removed, making it impossible to earn points, but you still can lose them.
For **+300 CP,** not only must you also make your opposite house come in last place, “**Gryffindor**” is the opposite of ”**Slytherin**”, and “**Ravenclaw**” is the opposite of ”**Hufflepuff**”.

Magic Blocks +100/200/400/800/1600 CP

With this Drawback your magic will have restraints on it that weaken your magical abilities. This restriction also blocks what **Magic Perks** you have access to by the total amount of **CP** the Perks you purchased from the **Magic Perks** section are worth before discounts were applied.

- For **+100 CP,** you have a magic seal that leaves **10%** of your magic blocked. This means you will only have **90%** of your Raw Magic. Additionally, for every **10 CP** worth of Perks you have purchased in the **Magic Perks** section, at least **1 CP** worth of **Magic Perks,** rounded up, will be locked.
- For **+200 CP,** you have two magic seals that leave **25%** of your magic blocked. This means you will only have **75%** of your Raw Magic. Additionally, for every **4 CP** worth of Perks you have purchased in the **Magic Perks** section, at least **1 CP** worth of **Magic Perks,** rounded up, will be locked.
- For **+400 CP,** you have three magic seals that leave **50%** of your magic blocked. This means you will only have **50%** of your Raw Magic. Additionally, for every **2 CP** worth of Perks you have purchased in the **Magic Perks** section, at least **1 CP** worth of **Magic Perks,** rounded up, will be locked.
- For **+800 CP,** you have four magic seals that leave **75%** of your magic blocked. This means you will only have **25%** of your Raw Magic. Additionally, for every **4 CP** worth of Perks you have purchased in the **Magic Perks** section, at least **3 CP** worth of **Magic Perks,** rounded up, will be locked.
- For **+1600 CP,** you have five magic seals that leave **90%** of your magic blocked. This means you will only have **10%** of your Raw Magic. Additionally, for every **10 CP** worth of Perks you have purchased in the **Magic Perks** section, at least **9 CP** worth of **Magic Perks,** rounded up, will be locked.

You may select what **Magic Perks** are restricted in each rank, so long as the **CP** amount reaches the total **CP** restriction. It will be possible for you to remove these Magical Seals in a few ways, such as overloading your magic. Each seal's removal will be painful, and you will only be able to remove one at a time. If you regain access to the "**Power the Dark Lord knows not**", it will have the percentage restriction applied to the total amount of Raw Magic available.

Disinteresting Student +100 CP (Doubled for Gryffindor)

You seem to emit an aura of monotony, causing everyone who doesn't know you to think you are a boring stick in the mud that wouldn't know fun if it hit them.

Standoffish +100 CP (Doubled for Slytherin)

It seems that everyone considers you a threat; the other students will actively avoid you and make it difficult for you to get to know them.

Puzzling +100 CP (Doubled for Ravenclaw)
Others who don't know you well will find it very difficult to understand the intentions behind anything you say. A simple hello could be misconstrued as a threat, or asking someone to pass a pen could be seen as a riddle.

Failure +100 CP (Doubled for Hufflepuff)
Anyone who doesn't know you well will automatically expect you to fail at whatever you are trying to do. This will cause those who mean well to push you to work harder, and those who don't mean well to attempt to discredit you.

Potter Luck +200 CP
Every year, you will find yourself being forcefully dragged into whatever shenanigans are happening that year and often blamed for it. You will always find yourself in the center of an event or its immediate aftermath, making it so that you are the most likely suspect of a basilisk attack, a casting of the dark mark, in the center of a troll attack, or the murder of a student. This will often result in you suffering from pain, injuries, and blame while your actions to end the problems are virtually ignored.

Harry-Hunting +200 CP
It seems that you're a walking, talking target for violence, as whenever someone nearby wants to start a fight or attack someone non-specific, they seem to be almost drawn to you. These attacks could come at any time from random thugs or bullies with delusions of grandeur, even if you have a reputation.

Problematic Prophecy +200 CP
It seems that a prophecy that was accidentally made public knowledge is actually about you. This prophecy will state problematic information about you, including secrets and weaknesses. It's not obvious that the prophecy is about you, but some people may be able to put the clues together.

The Only Family he has +200 CP (Requires "Wrong Boy-Who-Lived")
It seems that not only were the Dursleys horrible people, but so were Lily and James. While they adore the fame they got from the child they kept, they see Harry as something disgusting and unworthy of their time.

Dreams of Failure +200 CP
Each night, you will dream of the life of a version of Harry Potter who failed to fulfill their destiny. You will remember their life, their love, their hate, their defeat, and their death, experiencing each one as though it were you and your failure.

Fan-block +200 CP
It seems that any attempt to get romantic or sensual interactions with others will be blocked by fans and stalkers like Romilda Vane. These people will go to unsettling depths to get in your way, including poisoning you, spreading rumors, and just making up lies to get in your way.

Do or Do not +200 CP
A strange wrinkly green house-elf will start appearing at some point during the jump in order to cause you trouble, with the intention of training you. Though this strange house-elf means well, they keep eating your food, damaging your property, interrupting your activities, and unleashing threats against you that could potentially maim you; they are doing all of this in order to “help” you. If you genuinely try to learn what this house-elf is teaching you, it could be beneficial, but with their broken speech and penchant for showing up when you're busy, they will more often than not just be an inconvenience to you with their comical but painful antics.

Obstacle Course +200 CP
By selecting this Drawback, you will be forced to take part in an Obstacle Course created by the teachers of Hogwarts. These Obstacle Courses will contain a wide range of magical objects, potions, creatures, and plants. This Obstacle Course will be in line with the one created to protect the Philosopher Stone, and so long as you do not change events too much, completing that Obstacle Course will fulfill this Drawback. You may choose if each Drawback that requires this Drawback is a separate Obstacle Course or if they stack onto a single yearly Obstacle Course.

Obstacle Curse +100 CP (Requires “Obstacle Course”)
With this drawback, the yearly Obstacle Course will become progressively harder each year.

Humiliation Course +200 CP (Requires “Obstacle Course”)
With this drawback, the yearly Obstacle Course will be humiliating and embarrassing. While no one will be watching you perform in the obstacle course, it will be unpleasant for you.

Blame it on Potter +200 CP

It doesn't matter whether you did something or not; nobody in positions of authority will believe you. Whenever you are within Hogwarts, anything that goes wrong that can be blamed on you will be blamed on you. When a teacher sees two students fighting while you're nearby, then you will be punished, and they are praised for 'defending themselves'. The teachers will be oblivious to their prejudice even when it's proven that they are wrong.

When My Father Hears Of This...! +200 CP

Whenever you have a personal argument or disagreement with a student at Hogwarts, they will make sure to rope their family members into the conflict. Most reasonable parents will not get involved; however, death eaters and politically connected parents may take petty revenge against you.

Self Preservation +200 CP (Doubled for Gryffindor)

You seem to lack any, no matter the danger, no matter the threat, you seem to face it as though you are invulnerable. The greater the chances of you being crippled, maimed, or killed, the more excited you become.

You're only Paranoid if You're Wrong! +200 CP (Doubled for Slytherin)

It seems you've not only taken a page out of Mad-Eyes' book, but also written the sequel. You expect every word to be a thinly veiled threat, every offer to be a chance of preemptive betrayal, every moment of weakness to be an opportunity to be attacked.

Hyper Focused +200 CP (Doubled for Ravenclaw)

It seems that whenever you are interested in something, it becomes your whole world; any spell, any task, any topic of discussion could set you off into a spiral of research and testing that could take days away as you prioritize the topic over work, food, sleep, and socializing.

Too Nice +200 CP (Doubled for Hufflepuff)

You tend to be overly accommodating of others, allowing them to dictate or make decisions for you. While most of the time this will be simple things, such as what to eat or where to go, if left unchecked, you could find others determining your whole life for you.

Tom Riddle Returns +200/400 CP (Doubled if taken with “Tom and Tom Again”)
Perhaps they performed some dark magic, perhaps they gained a divination of what is to come, or perhaps your Horcrux transmitted information you would have preferred it didn’t. Regardless of the reason, it seems that Voldemort now benefits from knowledge of the future.
For **+200 CP,** Voldemort now knows the full events of the canon timeline, both the books and the movies. Depending on the settings, this may confuse the Dark Lord a great deal.
For **+400 CP,** you don't recall taking this Drawback, and Voldemort now knows of all of your skills, Perks, items, and abilities whilst being immune to any form of non-consensual mind manipulation abilities you possess.
If taken with “**Tom and Tom Again**”, all of Tom Riddle’s Horcruxes will benefit from this Drawback, gaining the knowledge and protections that this Perk would bestow on the original.

Obscurial +200/400 CP (Requires “Horcrux” and either “The Dursleys” or “Wool's Orphanage”)
Unfortunately, your suffering at the hands of your supposed caregivers, combined with the torment you have had from the Horcrux in your scar, has had a horrific side effect: you are now an Obscurial, your magic has become parasitic in nature, causing your magical force to become an Obscurus. From this, you will be a ticking time bomb, as should you lose control over your magic, it will explosively lash out, causing death and destruction. If you have taken the **Magic Blocks** Drawback, you will only gain **+200 CP** from this drawback, as the Magic Blocks will also weaken your Obscurus by the same percentage, making it less dangerous.

Catnip for Magical Beast +200/400/600 CP
For **+200 CP,** Magical Beasts seem slightly drawn to you; this should be a minor annoyance if you don't interact with them, as they will simply find you interesting to smell or look at.
At **+400 CP,** Magical Beasts will actively try to get to you and want to interact with you.
At **+600 CP,** Magical Beasts will try to find you even in the Muggle world and try to collect you.

Harry’s Moving Castle +200/400/600 CP
For **+200 CP,** Hogwarts will completely rearrange itself over the summer holidays; each year, you will have to relearn the school layout, and no one else will notice the changes.
For **+400 CP** instead of each year, every month, the school will re-arrange itself.
For **+600 CP,** the school rearranges itself every day, and still no one else will notice.

The Twin-Who-Returned +200/400/600 CP (Requires "Wrong Boy-Who-Lived")
It seems that you are not the only one given another chance; your twin will return as they awake the day after the Hogwarts Sorting Ceremony. Your twin was raised in luxury, becoming a selfish, spoiled brat who was given fame and the love of the public for being the one who killed Voldemort. While they are an arrogant braggart more focused on what fame they have than what good they could do, they have returned from a future where they blame you for how everything went wrong. Their alternate timeline is similar to this Jump; however, their Harry Potter rose up, defeating the various threats that attacked Hogwarts, while the supposed Child-Who-Lived took no actions to help but still feebly tried to take the credit for the victory, something that filled your twin with humiliation every time they failed. With many seeing through the lies of your twin, they found their fame dwindling as they were constantly sidelined, unable to get in on the glory, all the while Harry kept saving the day. Eventually, your twin was revealed to be a fake, as after Harry killed Voldemort, the prophecy's contents became public knowledge, causing the house of cards to tumble down. When the truth of the true Boy-Who-Lived came out, your Twin and their family were publicly villainized and their social life destroyed because of their betrayal of the true Boy-Who-Lived. They are immune to any non-consensual Mind-Altering or Memory-Erasing Magics, Abilities, or Perks.
For **+200 CP,** your twin, the Potter given the position of the one who lived, will return with all the knowledge and skills they developed in their own timeline.
For **+400 CP,** you don't recall taking this Drawback, and your twin is slightly unhinged; they now know all of your skills, Perks, items, and abilities. They will do everything in their power to become the true chosen one, taking back what they see as their Destiny, their Fame and cannot be convinced to change their mind.
For **+600 CP,** you are now their White Whale, and taking you down is their main goal for what they see as you taking away what they see as rightfully theirs. They are more psychotic, happily ending the lives of others for their own gain; they won't care if Voldemort kills their parents so long as it aids them. They are immune to all of your Perks, Powers, and Abilities outside of physical and magical capabilities that the true Harry could have gained. If you kill them, they will return to the second day of the First Year with the new knowledge and experience, while you will not recall a thing.

The Boy Who Died +200/300/600/800 CP
This drawback makes it so that you are not truly the Harry of this setting, as he died the night Voldemort attacked. You will appear behind the leaky cauldron at the entrance wall to Diagon Alley with the memories and body of a Harry Potter from another setting.
For **+200 CP,** there was never a Harry Potter in this setting, and your existence is an anomaly.
For **+300 CP,** after Harry died, someone else killed Voldemort, becoming the child who lived.
For **+600 CP,** when Harry was killed by Voldemort, it caused an explosion that killed the dark lord at the same time. This option is Incompatible with **"Narrative Drawbacks"**.
For **+800 CP,** Voldemort never died. After he killed Harry Potter, the Dark Lord went underground. His followers still attack Muggles and are a threat, but the blood war has become less public. This option is Incompatible with **"Narrative Drawbacks"**.

Fourth Champion +200/600 CP
For **+200 CP,** the Triwizard Tournament is guaranteed to happen during your fourth year, and your name is guaranteed to come out of the Goblet of Fire regardless of your actions. With this, you will be bound by magic to compete in the competition.
For **+600 CP,** all other Perks and items other than "**You're a Wizard Harry**", "**Source of Magic**", and **Bodymods** are locked for the duration of each task.

Who is the Third - Free/+200 CP (Requires "Fourth Champion" and either "Wrong Boy-Who-Lived", "Other Boy-Who-Lived" or "Red hair and a hand-me-down robe")
With this, Cedric Diggory's name will not be selected from the Goblet of Fire.
For **Free** you will be the representative of Hogwarts selected by the Goblet of Fire, and everyone will think the Child-Who-Lived is the Fourth Champion who cheated their way in.
For **+200 CP,** everyone will assume the Child-Who-Lived is the true champion of Hogwarts, and you are the Fourth Champion who cheated their way in.

Wool's Orphanage +300 CP (Requires “Orphan”)
It seems that in this continuity, the Orphanage system was not replaced by the Fostering System, so instead of the local authorities, the Dursleys dumped Harry into a random Orphanage, and they just so happened to pick the refurbished Wool's Orphanage. The same Orphanage that Tom Riddle Jr was dropped off at, as in this continuity, it was not demolished to make way for an office block. This Orphanage was cruel and violent to Harry far more than the canon Dursleys ever where and as they do not know his original name, he has been given a different name, as well as the derogatory nickname Scarface. The Dursleys also moved houses to prevent anyone from the wizarding world from finding them. If and when Dumbledore finds out where Harry lives, he will become very paranoid about it.

The Dursleys +300 CP
The family of Harry Potter is far worse than canon, actively abusing him in every way they can imagine, and thanks to the blood wards getting away with it uncontested.

Missing Property +300 CP
For the duration of this Jump, all out-of-Jump Items and Warehouse options other than **Bodymods** are blocked. If this document is taken as a Supplement this drawback will not affect the items gained in the attached Jumpchain.

Nothing up my Sleeve +300 CP
For the duration of this Jump, all out-of-Jump Perks, powers, and abilities other than **Bodymods** will be blocked. If this document is taken as a Supplement this drawback will not affect the Perks gained in the attached Jumpchain.

Eldritch Fears +300 CP
Your Boggart will no longer be something you fear and instead take on a disturbing and unsettling form that will bring anyone else who sees it to panic and tears, but will not affect you. Anyone who sees it will jump to conclusions about why you fear what the Boggart transformed into and will not believe you if you say you don't fear it. If taken with the **“Lost In Another Land”** Pre-Jump scenario, it will somehow relate to things from that setting.

Jumper Who? +300 CP
You have no memories of your personal past or any adventures you have been on so far, but you will retain your knowledge, including whatever you know about the wizarding world of Harry Potter.

Harry Who? +300 CP
You don't seem to remember anything about the wizarding world of Harry Potter, including this Jumpchain and what Perks you have gained from it.

The Boy-Who-Lived comes to die +300 CP
This Drawback can be taken multiple times, and for each time you take it, you are guaranteed to die at least once within the first 10 Years after you gain your Hogwarts Letter. This Drawback only guarantees that you will die, not that you will stay dead, as a 1-UP will still revive you.

Lawful Employment +300 CP
By taking this Drawback, you are required to spend at least ten years total working as an Auror for the Ministry of Magic to complete this Jump. As you are Harry Potter, you will probably become an important figure and climb the career ladder of the Auror Corps very fast. However, as a celebrity, you may expect to get dragged into all kinds of mysterious and dangerous events, including murder cases, kidnappings, serial killers, magical anomalies, and far stranger things.

Prophecy Protection +300 CP (Requires "Prophecy")
It seems that Voldemort now benefits from the prophecy of the one destined to defeat him. This means that he can not be killed until seven years after the Jump begins and only at the hands of Harry Potter. Should anyone else attempt to kill him, Voldemort will only become more powerful in order to survive.

Dark Prophecy +300 CP (Requires "Problematic Prophecy")
It seems that the prophecy implies that you will become a terrible dark lord who will bring great destruction upon the world. People obviously fear this prophecy, so if you are found out, they will try to end you for the greater good.

Unlucky Horcrux +300 CP (Doubled if taken with "Mutant Obscurus")
It seems that Voldemort did not target the Magical Number of 7, but instead the Magical Number of 13, the number most often used for dark magic. This not only means that Harry Potter was his 12th Horcrux, but there are 6 more Horcruxes that were not canon.

Tom and Tom Again +300 CP (Doubled if taken with “Unlucky Horcrux”)
It is not just the Diary of Tom Riddle that contains a consciousness of its own, but now all of Voldemort’s Horcruxes have a will of their own and the memories that Dark Lord held when he created them. Each Horcrux will begin to take action so that they can be unleashed and become the true Dark Lord. This should not affect the events of the Diary and the Horcrux within Harry Potter should only be able to whisper in his mind or force them to see nightmares.

Wrong Boy-Who-Lived +300 CP (Incompatible with “Narrative Drawbacks”)
On that terrible night, the 31st of October 1981, there were not two choices for Voldemort but three: the Longbottom child or the Potter Twins. In this turn of events, the Potter Parents survived the night, yet Voldemort still died at the hands of Harry Potter. Due to the machinations of Dumbledore, instead of Harry Potter becoming the Boy-Who-Lived, it was their twin sibling. Dumbledore then convinced the Potters to reluctantly turn over Harry to the Dursleys while the famed Child-Who-Lived grew up in the lap of luxury as a spoiled celebrity. Some events in this world may be quite different from the canon stories, with the third book being completely different.

Kneazle Got your Tongue +300 CP
You are now Mute and unable to speak verbally for the duration of this jump.

Saving People Thing +300 CP
You have a strong desire to help others, which can often get you into trouble. You find it hard to ignore people in danger, acting impulsively or recklessly to help them, even if it puts yourself at risk.

A Potential Dark Lord Returns +300/400 CP
With this drawback, one of your **Named Companions** has returned from an alternate future into their younger body. In their future, Harry Potter died before he could kill Voldemort, possibly from the basilisk bite, or at the Graveyard of Little Hangleton, perhaps at the Battle of the Ministry, or even by Inferni at the seaside cave. Regardless, in their future, without Harry, Voldemort easily returned and took over the wizarding world.
For **+300 CP,** you can choose which **Named Companion** returns.
For **+400 CP,** which **Named Companion** is returned is random.
The **Named Companion** will have trauma, far more magical power than their canon self, and specialized magical knowledge such as magitech, plague-craft, indoctrination magic, necromancy, or even stranger magic. The **Named Companion** has the intention of taking over the world not only to kill Voldemort but also to fulfill their own desires, such as a deep hatred for Muggles, Wizard-kind, and or purebloods. It will take great effort to turn them from this path, that is, if you can even figure out what they have planned, as you will forget that you have taken this drawback, regardless of which version you choose.

Dumbledore the White +300/400/500 CP (Doubled if taken with "The Greater Good")
Albus Percival Wulfric Brian Dumbledore is the self-proclaimed Light Lord, the Ultimate Force of Good, and that's what he demands you become. Albus will be keeping a very close eye on you and making sure that you will never go 'Dark' by the definition of his delusional mind.
For **+300 CP,** Dumbledore takes whatever actions he deems necessary to return you to the Path of Light, though mostly it would be manipulations, gaslighting, Memory Charms, and even at the most extreme, using the Imperius, all while patting himself on the back that it's for the Greater Good.
For **+400 CP,** Dumbledore is now immune to all of your Perks, Powers, and Abilities outside of physical and magical capabilities that the true Harry could have.
For **+500 CP,** Dumbledore is now legitimately insane, as their delusional mind can no longer tell Good from Bad. They are convinced that you have to die at the hands of Voldemort for the Light to empower him and banish all Evil from the world, making Albus the true lord of light, incapable of making any wrong decisions.
Unless taken with **"The Greater Good",** Dumbledore won't be evil, just mentally unstable, meaning that you have the potential to talk them out of doing some truly evil things that they see as for the greater good. While he may do many terrible things, he won't go so far as to actually kill anyone, but there are a lot of things worse than death that a Wizard of his caliber can do.

Plot Wobbles +400 CP
Normally, the plot of a jump would have some protection, making it so that they generally follow the narrative of the original story. With this Drawback the canon events are no longer protected, and every action you take will cause massive butterfly effects, changing the plot.

PG +400 CP
It seems the sexual context of this Jump is now far more restricted, as you are no longer able to use the **Lewd Perks** section and will not be able to interact with others sexually until halfway through the jump.

Why is it always you three? +400 CP
You seem to be a magnet for trouble, as it seems trouble tends to find you, even when you try to lead a normal life. From this, you will end up in various predicaments, such as finding a paralyzed body, getting ambushed by Death Eaters, or if another student is harmed by a cursed necklace, you will be there.

The Luminous Ones +400 CP
It seems that you will not only have to deal with the manipulations of Voldemort and Dumbledore but also the plans of a secret order. This hidden order of ancient witches and wizards actively manipulated all facets of the wizarding world. They have each achieved their own forms of immortality or prolonged their lives, having functions for hundreds or potentially thousands of years. This order is not necessarily evil, but the changes they've made from the shadows are ultra-conservative and long-lasting, and have taken an active interest in the brewing second blood war as a new game for the members to manipulate for their own amusement.

The Greater Good +400 CP
It seems that Dumbledore is the true Dark Lord who created Gellert Grindelwald and Voldemort as puppet dark lords, manipulating them to spread his legend as the “Lord of Light”. He has arranged events so that Harry Potter will die at Voldemort’s hands, fulfilling the prophecy, and allow him to “avenge” Harry and reinforce his fame.
With this Drawback Dumbledore is powerful enough to defeat the in-universe version of Voldemort, humiliating them in the process, but depending on the drawbacks taken, Voldemort may be powerful enough to turn the tables on Dumbledore.

Demonic Distinction +500 CP
It seems that the biblical is somewhat true as demons, devils, and other dark monsters from hell truly exist; what's more, fools have been summoning them for centuries. These creatures can be summoned by magical and Muggle alike; they are far more vicious and cruel than even the darkest of magical beasts, and should the veil between them and us be opened, it will truly be hell on earth.

Half-Potter +500 CP
It seems that rather than just replacing Harry and gaining his advantages, you have truly become one with them. This will make the resulting you a perfect and permanent fusion of you, the Jumper, and you, the Harry Potter of this Jump setting, with the soul, memories, essence, and even your default **Alt-Form** fusing. You will also gain an **Alt-Form** copy of your pre-fusion default **Alt-Form** and of the Harry Potter you fuse with.
If you have already permanently fused with others or will permanently fuse with others in the future, each being that is part of the fusion will have a proportional representation of the fusion.
WARNING! THIS DRAWBACK IS PERMANENT!

May you live in interesting times +600 CP
It seems the power curve of this world is far larger than would otherwise be expected. The world is now a much more dangerous place as Magical Beasts are raised so that the Griffin native to this setting could easily beat a canon Common Welsh Green Dragon. The level of magical power that witches and wizards possess is equivalent to their canonical counterparts if they were wielding the Elder Wand, and the style of education is far more combat-focused.

Sensitivity Settings +600 CP
It seems your sense of touch has been made erratic. This makes it so that the intensity of your sense of touch, hot, cold, pleasure, and pain changes at least once a day to a random level, making it so that while one day you are incapable of feeling pain, the next you may find a simple cut to be a crippling pain.

Somehow Voldemort Returned +600 CP

With this drawback, no matter what you do, a version of Voldemort will come back to life on the 24th of June 1995 and another on the 2nd of May 1998. If Voldemort is either already alive or in his wraith state at this point in time, their body will be restored, and they will gain a boost to their power, making them a more serious threat. If you have destroyed all of the Horcruxes and erased Voldemort's soul from existence before the dates stated, a new copy of Voldemort will appear with an awareness of their counterparts' actions.

My Immortal +700 CP

You now have to deal with Ebony Dark'ness Dementia Raven Way, a villainous Mary Sue. Though she claims to be a vampire, she isn't, and she has powerful plot armour that protects her the more edgy she is, and she is very cringy, but apparently that's the same thing.

Method of Rationality +700 CP

It seems you are now stuck with a far more dangerous variant of Voldemort, as now you must deal with Tom Morfin Riddle, a hyper-intelligent, rational, and strategic mastermind who would give Moriarty a run for his money. He has taken a number of false identities over the years and even rose as one of his own strongest opponents during the Wizarding War.

Eldritch Horror +1000 CP (Incompatible with "Eldritch Mind")

It seems there is more to Tom Riddle's Madness than merely horcruxes or genetics; it seems he learned things that shouldn't be learned. He delved too deep into the abyss, and something stared back. With this drawback, the world is far more dangerous as things that mortal minds cannot correlate wander the unseen spaces between spaces. Though these Eldritch horrors don't care about humans one way or the other, the human cultists tainted by them do. The world is now riddled with secret cults worshipping these forgotten gods, desperate to call their masters to the world, and lesser Eldritch monsters roam freely, most of them more dangerous than anything the Wizarding World normally offers. While Eldritch magic is powerful and can be learned, it is incredibly dangerous to try. Maybe you, dear jumper, think you're above such risks. That you can handle it. Wield the unknowable. Bend it to your will? Better think twice and be extra careful.

Narrative Drawbacks:

The Drawbacks in this section alter the Narrative of the Harry Potter Universe preventing you from being the Boy-Who-Lived. You can only select one drawback in this section, as these drawbacks are incompatible with one another. Each option may change named companions' identities and histories to be appropriate for the setting, such as swapping Susan Bones for Amelia Bones. With any of these Drawbacks, you will no longer be able to take the "**Horcrux**" or "**Prophecy**" Drawbacks.

Not-A-Potta - Free/-200 CP
This drawback supersedes any others and goes against the spirit of this Jump. Instead of being Harry Potter, you will be a Drop-In.
For **Free, a**ny Perks, Items, or Drawbacks that reference the character Harry Potter, his family, or any points in his life can no longer be taken.
For **-200 CP,** any Perks, Items, or Drawbacks that reference the character Harry Potter can be changed to your pre-jump name.

I Am Lord Voldemort +200 CP
This drawback supersedes any other, as you are no longer Harry Potter but instead Tom Riddle, 53 years earlier in 1938. Any Perks, Items, or Drawbacks that reference the character Harry Potter or any points in their life will be changed to be appropriate to Tom Riddle and his family. Any Drawbacks that reference Voldemort will be changed to another dark lord, such as Grindelwald.

Cursed Child +200 CP
This drawback supersedes any other, as you are no longer Harry Potter but instead Albus Potter, 26 years later in 2017. Any Perks, Items, or Drawbacks that reference the character Harry Potter or any points in their life will be changed to be appropriate to Albus Potter and his family.

Hogwarts Marauder +300 CP
This drawback supersedes any other, as you are no longer Harry Potter but instead James Potter, 20 years earlier in 1971. Any Perks, Items, or Drawbacks that reference the character Harry Potter or any points in their life will be changed to be appropriate to James Potter and his family.

Red hair and a hand-me-down robe +400 CP
This drawback supersedes any other, as you are now Ronald Weasley. Any Perks, Items, or Drawbacks that reference the character Harry Potter or any points in their life will be changed to be appropriate to Ronald Weasley and the Weasley family.

Other Boy-Who-Lived +400 CP
It seems that on the night of the 31st of October 1981, Voldemort made a different choice, and instead of Harry Potter becoming the Boy-Who-Lived, it was another. With this drawback, Neville Longbottom is the Boy-Who-Lived instead of you. However, your parents still died that night at the hands of Barty Crouch Jr and the Lestrange family, resulting in similar events taking place with Sirius going to Azkaban and Harry being dropped off at the Dursleys

End Choices:

You have lived here for a while, and the time has now come to an end; now a choice must be made.

Go Home
Return to your original world and end your adventure.

Stay Here
You want to stay in this wizarding world and see what the future holds.

Continue
Onwards to the next great adventures to a new world, perhaps one in need of a boy who lived?

Notes:

This section contains notes on the tasks that grant Magic Tokens.

Correctly Bury the Fairy Wing Wand
A storm of chaos has been occurring within the forbidden forest sets the magical beasts upon one another and the students unfortunate enough to cross their path. Promises have been left unfilled and duties abandoned, for the danger that threatens not only the forest but also Hogwarts itself has been caused by a grave that lacks a key piece. You must uncover the true history of the Fairy Wing Wand and correctly bury it.

Use the Stone Key to unlock its vault.
A new terror stalks the halls of Hogwarts, attacking students deep in the dark of night, leaving only a cursed wound, though no student has died thanks to Madam Pomfrey, all lack their memories but are scarred with a permanent reminder of their attack. Though searches have been made, the attacker seems unwilling to stop as it seeks the students that the key finds worthy. You must gain the stone key, find its Vault, and use it to gain the treasures within.

Enter the Myst with the Pendant of Bone.
It seems a cloud of madness now roams the land around Hogwarts, seeking those of strong will. Those who find themselves enveloped within the cloud live in a state of pain and terror. You must uncover the mystery of this cloud, what connection it has with the centaurs it targets most fervently, and prevent it from ever returning.

Open and enter the Casket of Thieves.
There is a tale of an ancient weapon hidden by the founders, a secret so dire and terrible that it should never be unsealed. Together, the four founders forged a trap for fools who would seek this weapon, a cage to imprison anyone who makes it through, a maze so no one could ever escape, a casket of thieves who should have known better than to seek such terrible power. You will need to find this prison and enter the heart of it, where the secrets lie, and uncover the truth of what the terrible weapon truly is.

Release the Dragon’s Tithe.
Long ago in the lands that Hogwarts now stands, a mighty and powerful dragon of great size slept. But like all things of power that do not show their strength, fools thought it weak. An army marched upon the lands to attack the dragon, but found their weapons could not even wake the beast. The army took advantage of this slumber, taking the dragon's treasure until only what the dragon was grasping and sleeping on was left. Those who returned with greed in their hearts viewed the dragon as weak and harmless. They decided to move the dragon and take the last of its treasures. Their attempts to move it tickled the dragon, causing it to wake and realise its treasure was gone. The dragon burst into a rage, burning down the towns, villages, and kingdoms for miles around, killing thousands before it was eventually killed itself. Decades later, the four founders arrived upon the land which was once the dragon’s domain, and together they created Hogwarts School of Witchcraft and Wizardry. They gave the school the motto “Draco dormiens nunquam titillandus," four words that translate to "Never tickle a sleeping dragon”. Now, the burned remnants of the dragon's hidden home hold only the most precious of the Dragon’s Tithe, something so important to the dragon that it would not let go of it even in the depths of sleep. You must find the Dragon’s Tithe and release it.

Shatter the Hydra’s Blade.
There are those who seek to end lives not for their own goals but because it is what has been deemed as necessary by ones beyond their understanding. Not all blades move in one direction; some split in several. Some poisons strike deep not at the body but at society as a whole. And some wounds must be burned shut if you wish to survive.
Something is happening, people are acting in unexpected ways, but not out of character voices are heard but never seen, and lives are taken months after they die.
You must find the Hydra’s Blade and shatter it before it can cut you down.

Find the Burning Portrait
There is a chamber within *Hogwarts castle grounds while the black sky rained blood. Meanwhile, in Hagrid's hut*, where the personal effects of one of the founders placed their greatest shame hoping that no one would ever *meetings, so the trio made their way to the castle roof door's landing. They almost ran in, but* the guardian of their secret and old friend who was *ripped his eyes out of his head, threw them into the Forbidden Forest, and told* from this world in a way thought impossible for they were a powerful magical beast who *was hungrier than he'd ever been. Meanwhile, moaning chandeliers filled the Great Hall and* thought to be immortal. To hide their friend and their secret Helga cast a spell hoping their disgrace would *never going to get rid of [them]'. The castle floor seemed to be a big magic pile, and* be found by anyone. You must find *the Portrait of what Looked Like a Large Pile of Ash.*