Luck of the Draw

By Mist of Rainbows

Jumpchain CYOA

SB Edition

By: Mist of Shadows

Introduction

Every thousand years or so a collection of demon lords get together and give out fantastic prizes. Where is the catch you ask? It's simple and a little terrifying, beyond the chaos certain items can cause in other worlds, if you don't show up to the coliseum to collect, your prizes go to your enemies. In order to get a better showing and to show off their power, the demon lord sends a demon to collect the contestants. While the story was focused on Buffy the Vampire, Wheel of Time and Harry Potter characters the contestants and prizes are pulled from many worlds, including Ducktales, Simpsons, Firefly, Star Wars, DC, Harry Potter, Buffy, various unnamed anime and fantasy worlds where some of the stuff came from and of course Wheel of Time. In other words, if something fits, go for it.

The coliseum is organized into sections. A demon assistant in each section gives out door prizes while they're waiting for the grand lotto. In the normal course of events you'll be in the same area as Illyria Godking of the Primordium, Spike, Willow Rosenberg, Dawn Summers, Xander Harris, Hermione Granger, Harry and Violet Potter, Maggie Simpson, Magica De Spell, Leah a random vampire slayer and a decent collection of demons.

Various female demons dressed as bunny girls sell refreshments and large nasty looking demonic bouncers make sure everyone is on their best behavior. The door prizes are given out first by calling out lotto numbers in their section then you have roughly an hour to trade and chat with the other contests before the main lotto.

While the various demons are willing to sell or gamble souls, the heroes are not willing to gamble anyone important nor is Willow willing to sell or give away the world she wins.

While the demons will play cards for them, Illyria has all of Fred's rather insane skill at counting cards and a certain amount of plot armor when it comes to winning. In other words, if you want anything really useful from the demonic lotto, buy it with cp.

If you're a contestant or a drop in, Willow is willing to let you visit her world provided you aren't completely evil, insane or a danger to her friends and are willing to help out. Of course if you prove a significant problem for her or her friends after you get to her world she'll attempt to banish you from her world or kill you if she has to.

Age and Gender

You may pick your gender and age freely, within reason.

Origins

Drop-In: You have no history, no backstory anywhere, you appeared out of thin air in section of the stands with a lotto ticket in your hand just as a cute demon girl was explaining how the door prizes worked.

Contestant: You were living your life on some magical world, fighting the good fight, researching or maybe just relaxing watching television when a rather cute demon girl showed up with a ticket to the demonic raffle.

Prize: This is embarrassing, rather than winning a prize you are the prize. You were either minding your own business on a world of your choosing before something went drastically wrong and you died or were grabbed. You may take this as a drop in option with no new memories or past life connected to any of the local worlds. You have a bond with one of the contestants, your choice. This bond allows them to sense your location and emotional state and gives you the ability to sense tainted creatures from a decent distance and communicate telepathically with the person you're bonded to. Post jump this extends to corrupted creatures

and can recruit the person you're bonded to as a companion if they're willing to come with you.

Native: You're just a bog standard or not so standard citizen of a world that got mixed up in things. You start on your home-world in a location of your choice.

Perks

100 CP perks are free to their origin, rest are discounted to their origin. Perks may be bought more than once if it makes sense. Buying a free perk more than once costs 50cp rather than nothing.

Drop-In:

Party Crasher: [100] You have a certain knack for getting into places that are semi public but require an invitation. If a party or event is open to more than a handful of people, you can crash it without people objecting provided you behave yourself. Getting into a 'private' card game at an illegal club would require little more than some halfway decent clothes and flashing some cash while joining a White Cloak gathering would require you to toss on a white cloak. This merely gets you in the door, any overly suspicious behavior after that will get them to reevaluate your presence.

Demon Blood: [200] You've got some demon or alien blood in you. In addition to having free range to tweak your appearance to make it look more demonic or alien whenever you need to, you can generate 'demonic' wings and fly.

Talisman Magic: [400] You know an interesting type of magic that involves crafting talismans for each type of magical effect you want to use. The more general the talisman the more mana using it costs, the more specific the less mana. While not as impressive as some forms of magic, it has the advantage that nearly everyone in the multiverse can use it if you awaken their potential. Awakening someone's potential gives them a regenerating mana pool and allows them to use talismans to create various magical effects depending on the talisman in question. You can also teach them how to make their own talismans.

Rebirth: [600] I'm not sure how you acquired a spell that shouldn't have been invented yet but such is life. The spell allows you to give a target or targets a second chance at life. By casting this spell you may take a number of willing souls/beings and cause them to be reborn in a target female. Sapient targets have to be willing. This recreates the target/targets as a child or children of themselves and the target female. They'll end up looking mostly the same as they did before though there might be some changes depending on the mother. For the purposes of genetic testing or magic the resulting child counts as the child of themselves and their mother. This can grant access to new genetic abilities if the mother has any genetic or magical abilities that pass down by inheritance. This has a small chance of producing twins which may be increased with fertility spells. This ability doesn't count as death.

Contestant:

Apprentice Mage: [100] In order to be a contestant, you need magic, this perk provides you with enough magic to be an average magic user from the magical world your new identity is from such as Buffy, Harry Potter, Wheel of Time or the like. In the case of a Drop-In you may pick what type of magic you get.

Bandwagon: [200] You have a dash of luck, an extra helping of charisma and a smidgen of plot armor when it comes to convincing people to explore new worlds. As long as you're not trying to lead them into a trap, you'll find people quite a bit more willing to come with you on adventures than they otherwise would be. While they might still say no, most people will at least entertain the possibility of coming with you.

Miscellaneous Power: [400] You've picked up an ability of moderate quality from the lotto such as wingless flight, the ability to sing and draw people closer in a daze, the ability to smell past violence, communicate with a particular type of animal or the ability to manipulate plants like a Nym from Wheel of time.

One Percent: [600] You're someone that matters, maybe not in a political or monetary sense but you're up there with Dumbledore, Skywalker, Rosenberg or the Dragon Reborn himself in power and ability. If you're a wand wielder, you've got enough power to make dark lords take notice, if you're from somewhere like Star Wars, your potential would exceed the Emperor's, in the Wheel of Time, you could match the greatest of the Forsaken in power though not skill.

This gives you the magic type in question and a lot of raw talent for using it. This can either match your world or be an ability you won.

Prize:

Weather the Storm: [100] Tossed back in time into your younger self, tied to a mad scientist for ten years or finding yourself on a world that is falling to the forces of darkness or has already fallen, it's a big deal but it's not going to break you. You're immune to PTSD and other stress related disabilities. That isn't to say you won't get stressed by things but you'll find ways to deal with it in a healthy fashion.

True Source: [200] You have enough magic to be one of the more impressive magic users for the Wheel of Time setting, think main cast level rather than Lanfear or the Dragon Reborn. You may also take this to be a Treesinger, comes with an optional Ogier alt form.

Rare Talent: [400] You have a rare talent such as, a rather impressive animagus form, being a metamorphmagus, the ability to craft ter'angreal, you're a vampire slayer, identifying magical items by looking at them, dream walking, wandless magic, creating seeds for angreal, making Cuendillar/Heartstone, reliable foretelling, force battle meditation or the like. This may be bought twice per specialty, once is enough to give you the potential to be one of the best possible with your talent, twice is enough to put you in the realm of legends. If something requires magic to work you have the minimum ability you need in order to use your talent. In other words, you could be nearly a squib and have an animagus form or wandless magic. It's highly recommended that you pick up a decent magic source to go with your talents if they require magic.

Twinned Souls: [600] Your soul was merged with your past self granting you double the power of your purchased perks from this jump outside of the grand prize purchases. This gives you up to ten more years of memories of an alternate future that will never be if you're from the Wheel of Time world where things were reset. This perk can't be purchased more than once. If taken by a Drop In or a Contestant, the powers they win are merely doubled instead of having an extra memories..

Native:

Past Life: [100] You had a trade before you got your memories back, you were probably even decent at it. You have professional level skill in two related skills of your choice that exist in the world you're from.

Supernatural: [200] You have a decent amount of magic of some type, a channeler of the One Power, a spellcaster from Buffy, a force adept or maybe you're a wand user from Harry Potter to give some examples. Ideally you'd pick the same type of magic as the world you're from but you're free to pick whatever.

Pocket Master: [400] You have a rather interesting talent for building 'small' pocket dimensions. The more power you have when creating the dimension the more you can customize it, making it larger, move at different rates of time or have strange and or interesting effects like a wall of mist around the edges that allows you to walk into and out of on the opposite side of the pocket dimension. With enough practice, you could even include aspects of the world of dreams in your dimensions.

Two Rivers: [600] You were born in a place where "talents are Talents and humans walk as gods". While that is a bit of exaggeration and you might not have actually been born in the Two Rivers region of Andor, your bloodline is rather exceptional. While this doesn't change your physical appearance you have a certain presence that attracts people to you and your cause. In addition to giving you a significant boost to your elemental affinities and any magic you take here, you gain one purchase of the Rare Talent perk for free and discounts on further purchases.

Grand Prize:

Limited to Jumper and limited to one purchase:

World: [800] Interesting, rather than just raffling off one copy of the Wheel of Time, they raffled off at least one additional copy and you won one of them. This world is a bit of a fixer-upper, what with the large island of insane magic users in the south, the Dark One's forces still hiding in most corners in the world and a decent chunk of the northern continent being a

blighted wasteland of corruption and death. This world is connected via portal stones to Willow's version of the Wheel of Time. This comes with a six inch crystal sphere that shows your world in exquisite detail, complete with weather patterns. It even has a zoom function that allows you to watch areas of your world in real time.

For an additional 200 points, you may choose another world to win in the grand raffle instead of a copy of the Wheel of Time. You may chose to have a portal stone on your world that connects to her world if you wish.

Superman's powers: [1,000] You've won a copy of comics Superman's standard powers at a level such that you can move planets with great difficulty. Keep in mind this power is based on absorbing solar radiation of yellow suns thus red sunlight will depower you. You're also no more resistant to magic than you were before.

Power Copying: [800] You've won this rather impressive ability from the grand lotto, the ability to permanently copy powers with a touch. You get a weaker form of the power in question that you can train to something approaching the original.

Items

50 CP items are free to their origin, the rest are discounted to their origin as normal including additional copies. Additional copies of the 50 CP items can be purchased for 50 CP.

Drop-In

Invisible Flying Carpet: [50] You get a genuine flying carpet that can turn invisible. Its top speed is 100 mph.

Solar Charger: [100] This top of the line solar charger has been enchanted to supplement the solar energy it pulls in with ambient magical energy. It also comes with a battery that has a nearly endless capacity. It has adapters for most electrical devices that use batteries.

Mind Control Box: [200] This simple looking box has a basic magical AI that is able to mind control up to twenty soulless bodies at a time and puppet them around provided the bodies are wearing the

linked magical collars. Comes with five collars and the designs for creating more. You may import a magical portrait or AI to give them this ability instead.

Fusion Toad: [400] You've won a fusion toad, it has the ability to eat two person sized or less items and spit out a combination of the two items.

Tree of Purification: [600] This interesting sapling will grow into a tree that eats corruption and concentrates it into magical apples. While most of the apples will be corrupted black apples that mutates and twists the being that absorbs their magic a small handful will be purified crystal clear apples that have no harmful effects. Both types of apple create a regenerating mana pool that works even in places without magic. Draining additional apples increases the mana pool until you eat five at which point you turn into a minor godling, gaining agelessness, a modest boost to your durability and magical talents and a moderate magical ability related to your personality, such as teleporting through shadows or summoning shadow ravens to spy for you. Unlike the version in the story where the number of apples you could drain before you exploded was based on your magical power, the apples from this tree won't cause you to explode if you eat too many. Of course, once you drain five, you won't get anything out of it other than refilling the tank.

Contestant:

Mount: [50] You have a small token that you can use to summon a mount. For an additional 50 it can fly. The aesthetics are left up to you. Any damage is healed the next time you summon it. You may import a mount into this item.

Random Trinkets: [100] Ring of invisibility, boots of speed, magical swords and other such items.

Grimoire of magical knowledge: [200] While not the Necronomicon or anything, you've acquired a copy of a rather impressive spellbook such as Gargamel's book that has the secret of making small magical smurf like creatures out of clay or Morgana Le Fey's book on combat magic or one of Merlin's workbooks. Strangely enough the spells in the book can be used by anyone with magical talent.

Random Japanese Empowerment Item: [400] You've won your very own magical girl item. This powerful magical item gives sapient beings the ability to transform between their normal form and an attractive magical girl form which boosts their strength, endurance, speed and magical ability. Changing back and forth is under their control, not yours. How much of a boost? Enough to lift an extra five tons, run all day at upwards of 50 mph and enough magical ability to toss around a decent

number of moderately powerful combat spells or buffs if they started from nothing or about a 10% increase in their power if they already have magic more powerful than this. You may at the time you give them the magical girl form choose what type of outfit they get when they transform, anything from a fully functional skimpy magical girl outfit or spandex outfit complete with a helmet to steampunk ‘power’ armor. The armor value for the skimpy outfits is the same as the ‘power’ armor and depends on what they are wearing when they transform. You’re free to make different outfit choices for each being you empower. You may also buy a version that gives people an alternate magical form that doesn’t swap their gender or a male form if you’d like with their clothes/armor turning into something thematic if you so choose.

Vacation Island: [600] This wondrous luxurious tropical island vacation home in a globe can speed up time so that you can sneak in a vacation almost any time you want. You may freely teleport into the globe and safely return to the same general area once you’re done with your vacation. You may of course take willing people with you because what is a vacation without your friends. You may increase the flow of time in your vacation home by up to 30 times. The vacation home comes with cute construct servers that are more than happy to take care of you and all of your friends.

Prize:

Color Changing Outfit: [50] You have an outfit made from color changing cloth that changes between two colors over the span of a minute. Unlike the material the produced by the ter’angreal in the story, you can freely select the colors it swaps between as well as the material’s transparency and the speed it changes color. The cloth is extremely durable, as in cutting it requires a magical blade and some work. You may import an outfit to get these properties for no additional charge.

Chora Sapling: [100] Chora trees are large magical trees with trefoil shaped leaves created during the Age of Legends. This particular tree is merely a sapling but it emits a sense of peace and tranquility. You may import another tree to give it the aura of peace and tranquility.

Portable Workshop: [200] You have a top of the line workshop in a pocket dimension that you can access via a free standing arch. You can set the rate of time compression when you purchase the item up to thirty times faster.

Hero's Loot: [400] Somewhere in your travels you picked up something rather impressive, a warhammer that destroys shadowspawn and most demons with a single blow, an item that boosts your magic by half again or some type of defensive gear that protects you from one type of harm.

Talent Sharing Bracelets: [600] You have two sets of magical bracers that allow people to temporarily share magical talents with anyone that wears the other set. For example, if one wearer has a talent for wandless magic, everyone wearing the matching sets will find themselves with the ability to use wandless magic while wearing the matching bracelet. This also comes with instructions on making additional sets.

Native:

Gear: [50 Free for native] You have the tools and or basic gear needed to fulfil your role in the world. For a warrior this means a basic sword, basic shield and basic armor. For craftsmen this means basic crafting equipment to help with work. For wizards from Harry Potter world this would be a wand, broomstick and magical trunk.

Land: [100 Free with Two Rivers] You have a large house in your background world or your world if you bought one.

Papers of Importance: [200] In your home world you were someone that mattered a lord or even a prince of Andor, a village healer or maybe even the court witch/wizard. In addition to starting with wealth and a small building/holding appropriate to your title in this jump, these papers will prove your qualifications in future jumps, granting you a measure of respect by people that would be impressed with such qualifications and or the occasional free drink at the bar.

Binder: [400] You have a binder, a vaguely triangle shaped piece of metal which can be used to create control rings and magical tattoos that bind people to the rings. You may also chain the rings so that one ring can control anyone linked to the child rings. The upside is that anyone with a tattoo is immune to other forms of mind control or obliviate. You may not wear your own ring and anyone bound to a ring gets an annoying buzzing 'sound' if the ring they're connected to isn't worn. In order to tattoo someone a control ring is touched to the top of the binder then the being in question has to stick their wrist/arm in the binder for several seconds while someone else feeds magic into the binder. They don't need to be willing for the record.

Legendary Item: [600] You've managed to get your hands on something rather impressive from the world your identity is from on the order of a sa'angreal, a set of ter'angreals, the Slayer Scythe or something like the Elder Wand or certain relics from Star Wars. You're limited to the dimension you picked for your background.

Companions:

Companions may take any non setting drawbacks that make sense. Companions can't purchase companions but you can assign imported or purchased 'prize' companions to any Contestants or Drop Ins for the duration of the jump.

It's a Small Multiverse: [200] For 200 points you may import any versions of the fic's cast that you have from a previous jump into their counterparts. If you have a female sibling of Harry Potter or a female Harry, you may import her into Violet's spot. They get discounts for the Prize, Native or Contestant backgrounds depending on their place in the story and 500 cp to spend. Importing Willow as the local Willow costs an additional 400 points owing to her power and the fact that she wins a world.

Contestants: [50] You may import one of your previous companions as a Drop in or Contestant with 600 cp to spend. This may only be purchased up to four times.

Native Help: [50] You may import two of your previous companions or design two new companions, they get 500cp to spend and either native or prize as a background. This may be purchased as many times as you want.

Army of Prizes: [200] You may import your remaining companions as prizes. Each companion gets 400cp to spend and are assured to end up with someone that isn't going to eat their soul for power.

Zomara: [50] This blond haired blue eyed slightly androgynous mind reading girl is dressed in leather shoes, black pants and a white shirt. She can't talk or even remember much of anything but she's expertly trained as a servant and loyal. While Zomara are normally shadowspawn this one has been cleansed and stabilized so she doesn't die when she goes through a gateway.

Legion: [100] You've won a hundred well trained soldiers that fit in one companion slot. Any powers they get in future jump by being imported can either be shared between them lessing the power to

1/100 of its proper power level or may be given to captain of the legion at full power. They start with no supernatural powers and decent yet mundane equipment.

Demon Girl: [200] You've been assigned/won the services of a rather cute demon girl assistant. While she doesn't like fighting, she's rather useful in that she's able to teleport you and a small group of friends to and from the stadium which is used as a demonic bazaar when it's not being used for the demonic lotto. She also doesn't mind shopping for you as long as you're paying. There are always plenty of demons and magic users of one sort or another willing to buy and sell magical items and other things of interest. Strangely enough, in addition to random 'generic' magical items, you'll often find things from previous jumps for sale.

Glorificus: [600] That's right, you've won your very own mind controlled hell goddess. Don't worry, that pesky Ben character can be sent on his way if you'd like.

Sapient Starship: [600] You've won a copy of the starship Andromeda complete with a regenerating supply of nova bombs and loyal AI. You're free to import any ship and AI you have.

Drawbacks

Gentleman's Agreement: [0 Mandatory] In exchange for tickets to the raffle, Jump Chan agreed to hold anyone she gives the tickets to to the rules of the lotto, i.e. no cheating the raffle, no violence or use of hostiles powers against the other contestants or staff at the auction house during the raffle which only lasts an hour and a half or so.

Borked Prize: [50] You win a rather happy go lucky channeler of decent strength that needs training. If they're male they hit on anything female no matter how inappropriate, insist on bowing way too much and calling you lord at inconvenient times which will generally attract notice if you're not a lord. If they're female, they insist on wearing see through clothes or nothing at all and generally flirt with you and any cute females around. They also like being leashed and will sulk and pout if they don't get their way. This tends to clash rather badly with the local culture and attracts the wrong sort of attention. Comes with an a'dam (magical leash) if female. If you choose to keep them at the end of the jump, the male learns some tact and the female stops attracting quite so much attention.

Mirror Trouble: [50] You're unnaturally unlucky/lucky when it comes to magical travel. Whenever you use a method to travel to a different world or teleport you tend to end up somewhere interesting unless you're rather familiar with the destination you're traveling to. The lucky part comes from the fact that you'll never end up somewhere immediately harmful unless you're trying to go there.

Black Ajah: [100] For some reason you were on Verin's list of Evil Warders/Black Ajah members or a similar list of criminals if you don't go to Willow's world. While this was probably a mistake it's going to take some work to straighten out, until it's straightened out you're on Harry Potter and the Scooby Gang or another group of raffle winners' list of acceptable targets. Thankfully they're generally willing to capture dark magic users but expect to have to jump through some hoops to get everything cleared up. Even after you straighten things out, expect the occasional joke about the whole experience. You won't remember the specifics of the list or you'll miss something until after your name has already been passed around. For an extra 200 points, it's not a mistake and you really are guilty of all of those various crimes they suspect you of. This means that you're an acceptable target for binding, imprisonment and possible experimentation. Worse, for some reason, their bindings, shields and magic suppressing prisons work on all of your powers and abilities even if you don't have the right type of magic or shouldn't be susceptible to having your powers blocked.

Local Troubles: [100] Maybe you're a male with magic or maybe you looked at a member of one of the local groups the wrong way or you're a female with great strength in the Power that a magical group wants to recruit, either way, for one reason or another you're a person of interest to the White Tower or a similar group of magic users or people with great power and they're not used to people telling them no. While they don't have any drawback granted magical ability to find you at any great distance, they can sense any magical potential you have which means they'll find you 'interesting'. What form their interest takes depends on the organization in question.

Shadowspawn Magnet: [100] For some reason shadowspawn/demons can sense your presence from miles away and are drawn to you. Even special magical items that are designed to cloak your presence from the particular type of monster after you such as the Dull Knife ter'angreal that hide people from shadowspawn are only partially effective at concealing your presence, reducing their ability to sense you to about a mile. Keep in mind their ability to sense you doesn't let them see you if you're invisible for one reason or another though they'll know you're in the area. While shadowspawn generally like nothing more than to kill people, your presence is so aggravating to them that they want to rip you limb from limb and eat you and won't let their usual laziness distract them from trying. Thankfully this kicks in after you leave the coliseum. It also doesn't apply to your companions.

Misplaced start: [200] For Contestants and Natives, your starting location/world isn't a nice safe place even compared to the normal Wheel of Time world. Maybe the Blight has overgrown half the known world or maybe the Ministry of Magic/USA government/Empire has put a bounty on your head for one reason or another or maybe the entire world doesn't have magic anymore. While Contestants still end up in the coliseum, barring other arrangements you'll be returned to your world shortly after the raffle is finished.

Forsaken: [200] Normally most of the Forsaken don't wake up for a decent amount of time, other than Ishmael. For some reason your arrival has woken the thirteen extremely powerful dark magic users from their slumber early. This might not sound so bad but with the dark god dead they can draw on a considerable amount of dark magic, enough to casually level cities and vaporize otherwise indestructible objects in addition to their usual tricks of which they have many.

Illyria: [200] (Restricted Prize) Rather than be bonded to one of the saner characters you're bonded to Illyria. She has a bit of a god complex and treats you like a servant/property for the duration of the jump. You may not kill or disobey her for the duration of the jump.

Babysitting the Idiot: [300] You've gotten stuck with babysitting the nephew of a demon lord. He's actually his wife's nephew and for some strange reason she loves the idiot. While he isn't technically an idiot, he's prone to getting into trouble that he can't deal with which is a rather impressive talent considering he's a rather powerful demon in his own right. You've been tasked with making sure he doesn't do anything stupid and cause more hassle for the overworked demon lord. Unfortunately he's rather prone to finding situations that can actually kill him despite his rather long list of defenses. At least once a year you'll need to be around to save him or he'll die. If he dies, his uncle will blast you from existence and you'll fail your chain.

Sore Loser: [300] Someone with a capital S was rather pissed that you won the prizes that you won and has decided to do something about it. They have enough power to be a credible threat and will come for you at some point during your stay. How this plays out depends on how much power you have, if you're a walking god, they won't care who or what gets in the way because they'll have enough power to match you, if you're not then they'll take care to avoid hitting you anywhere that one of the story's main cast can save you until they get desperate to kill you near the end of the jump and claim 'their' prize. They have an item or an ability that allows them to keep track of your location in a general sense and can use a limited resource to find your exact location five times without fail which they'll use at some point to try to kill you. They won't try to kill you at the coliseum.

Dark Goddesses: [600] A powerful god, demon or agent of the Powers That Be wanted to eliminate you and gave five dark apples to one of your previous enemies, never mind that the tree that created the apples hasn't even been made yet. This turned them into a dark magic fueled god that is hell bent on destroying you. Sadly, thanks to their own native power and the dark magic of the apples they have sufficient power to pose a serious threat to yourself and your new identity's home world.

Choices

Go Home: You've had enough, you're going home.

Stay: You've decided that you have it pretty good and have decided to stay in the world.

Continue: Time to continue the journey.

Notes

1. Special thanks to Sonic0704 for lots of helpful suggestions and letting me bounce ideas off him.
2. The One Power functions much like the books, requiring affinities and talents and causing some fatigue when used. The author added some ter'angreals/magic item but didn't really add any weaves so you can consider the channeling to match the world. The fatigue isn't excessive and the more power you have the larger your magical 'muscles' and thus the less fatigue you suffer which means you can probably ignore that part if you have decent endurance or the right perks.
3. Channeling in the Wheel of Time has a male/female divide in the magic system, as in they use a different but related power source. You're free to choose if power copying gives you the gender appropriate magic or if it gives you the gender based magic of the person you copied it from. You're also free to buy whichever side of the True Source you want access to with your perks or both if you buy more than one perk that gives channeling magic.
4. The Harry Potter is much the same as in the books, with the possible exception that they're able to transfigure things into empty human shells without memories or souls. There are some extra breeding spells but considering the number of magical creatures that someone had to create, the spells probably exist in Harry Potter. In other words, it's close enough that someone

with Harry Potter magic could learn any of the spells Harry or Hermione cast without any trouble.

5. As for Buffyverse magic, the Buffy world that Willow's world is connected to doesn't have magic anymore as the Seed of Wonder was destroyed, that means that pulling in mana from the world doesn't really work. Internal sources of magic such as Harry Potter style magic should work just fine. As for the rest of a jumper's magic, make a judgement call.
6. Any magic you buy here, will continue working in other worlds post jump, i.e. you can use your force powers or channeling elsewhere. Negative effects such as getting a rotting sickness if the user doesn't learn control or emotional feedback are removed at the end of the jump.
7. If you pick up an Ogier form, you don't have to worry about the longing, i.e. their attachment to steedings.
8. Fic in Question can be found here. The first chapter covers the setup and the raffle.

https://www.tthfanfic.org/Story-29284/MistofRainbows+Willow+and+the+Luck+of+the+Draw.htm