Arc of Sacrifices

A Harry Potter fanfiction Jump, based on the works of Lightning on the Wave
Version 1.3, by dragonjek

“What are your vows, Harry?”

"To keep Connor safe. To always protect him. To ensure that he lives as untroubled a life as he can, until he has to face Lord Voldemort again. To be his brother and his friend and his guardian. To love him. To never compete with him, never show him up, and never let anyone else know that I'm so close to him. To be ordinary, so that he can be extraordinary."

Greetings, otherworlder. I wish you basalt, and the ash of the volcano, and fires that no water can put out, and the black wind that blows between the stars. Welcome to the world of Harry Potter… albeit quite different from the one you may be familiar with.

Trained from childhood to be a soldier to fight for his brother Connor, the Boy-Who-Lived, Harry was raised with twisted ideals of sacrifice, but also a clear vision of his future following and defending his brother. However, his life is turned upside-down when instead of following his brother into Gryffindor House, he’s instead sorted into Slytherin. What follows is a slow but steady unravelling of his twisted mindset as the world he trained to hide from starts to focus on him in ways he can’t escape, and others start to question why the brother of the Boy-Who-Lived is so much stronger than him.

This is a world where being the Boy-Who-Lived isn’t as straightforward as being the one Voldemort cast the Killing Curse at, where child abuse isn’t as easy to redress as simple beatings, where Light and Dark are more than merely “good” or “evil”, and where prophecy never means what you think it means.

But what this world *isn’t*, is simple.

Nothing is ever simple.

Take +1000 Choice Points with which to establish your place in this world.

Location:

You enter this world on July 31st, 1991, but as for where… you can pick your entrance location freely, or roll 1d8 to determine your starting location. If you decide to roll, you receive an additional +100 CP.

1. **Hogwarts School of Witchcraft and Wizardry**:
   The home away from home you know and love. Unless you decide to stay away from the plot, you'll probably be spending a lot of time here. If you have a local background you'll be there for some reason or another, but if you're a drop-in you'll just appear out of nowhere, and considering Hogwart's anti-Apparition wards you may face some very probing questions from the teachers. The headmaster is, of course, none other than Dumbledore himself.
2. **Durmstrang Institute**:
   One of the three great European schools of magic, it has a notable number of British attendees whose parents disagree with Dumbledore enough to give up the tradition of attending Hogwarts. The headmaster, Karkaroff, has spent the last decade or so subtly recruiting Death Eaters-to-be from amongst the students, and is a much more dangerous man than he appears. That said, don't paint the entire school black because of it, as plenty of fine and upstanding people have graduated from Durmstrang.
3. **Beauxbatons Academy of Magic**:
   The place to go if you want to stick your head in the sand and just ignore the chaos that will be breaking out in Britain. Madame Maxime, headmistress of Beauxbatons, is fortune enough to run a school that largely avoids the mayhem in this story… as long as you don't go with the others to attend the Triward Tournament, that is.
4. **Diagon Alley**:
   The beating heart of commerce in wizarding Britain and most muggleborn's first introduction to the world of magic. It has nearly everything you could want to buy… everything legal, at least. Oh sure, a number of specialty items exist that would require you to contact craftsmen or breeders who don't run a shop there, but by and large all your worldly needs could be met by this street

alone. Just, a word of advice for when you decide to go to Gringotts—don't ever call a goblin a liar.

5. **Knockturn Alley**:
   For all your less-than-legal desires, however, there's Knockturn Alley. Often derided as being full of criminals and ne'er-do-wells, it sells goods for cheap and doesn't ask questions of its clients, and so those with a good reason to hide their identity—such as werewolves—may find it a more welcoming place than Diagon Alley.
6. **St. Mungo's Hospital for Magical Maladies and Injuries**:
   The place to go for fixing any sort of magical mishap, it has some of the best Healers in the world attending to its patients. Sadly, they still haven't discovered that some of the patients in long-term care from the effects of the Cruciatus Curse are in fact victims of the Imperius Curse, commanded to act as though they were in intense pain.
7. **The British Ministry of Magic**:
   The organization that keeps wizarding Britain together, and a means to allow ordinary wizards to have a say in the direction their country takes instead of allowing it to be controlled by whoever happens to have the most powerful magic this century. Sadly, as a result it is a clumsy and lumbering beast, riddled with corruption and ineptitude. Still, the Ministry is an incredibly ally to have on your side, especially if you know the right person to grease the wheels of bureaucracy. One Rufus Scrimgeour, Head of the Auror Office, would be invaluable for those purposes… if you can convince him you aren't just another powerful individual trying to control the lives of ordinary people, at least.
8. **Free Choice**:
   Pick freely, from anywhere in the world! Do you want to arrive in China? Maybe attend Ilvermorny School of Witchcraft and Wizardry in America? Go dive into Curse Breaking in Egypt? Or maybe you'd like to go Horcrux hunting?

Age, Gender, & Background:

You may freely select your age, sex, and gender. However, background is determined by the perks that you select, rather than by selecting an origin. If you do not take **Scion of the Dark**, **Heir to the Light**, or **Plebian**, you are assumed to be a drop-in, and thus lack a local background.

Perks:

You may select two perks of each tier of prices to receive a 50% discount. 100 CP perks that are discounted are instead free.

Scion of the Dark (free): [Incompatible with **Heir to the Light** or **Plebian**]
You were raised as a member of a pureblooded house aligned with the Dark, or given training very similar to one. You know the "dances", the intricate web of traditions, rituals, and etiquette by which purebloods interact with each other, by heart. Paths tread since ancient times have given magical potency to these rituals, and when you or another swear by your magic, all will know that you speak nothing but the truth—otherwise your very magic would have smote you where you stood. Yours is an upbringing that holds three prides above all others; pride of tradition, pride of family, and pride of magic, in ascending order.

In future Jumps, you will begin with an exacting knowledge of the rituals, procedures, and etiquette expected from members of the upper class. You may select any Dark pureblood House (such as Black, Lestrange, Malfoy, Nott, Parkinson, or Belville) to be a descendent of, although you are not the heir to the House. Alternatively, you may be a member of a non-Dark family, but taught in the Dark ways.

Heir to the Light (free): [Incompatible with **Scion of the Dark** or **Plebian**]
You were raised as a member of a pureblooded house aligned with the Light, or given training very similar to one. You also know the dances, although a number of the rituals for Light families are markedly different from those of the Dark. Similar to how Dark pureblood dances tend to cull the weak and buffoonish, people who would pose a danger to themselves and others, the dances of the Light tends to lead its practitioners towards a more empathic approach to others, to try to teach the weak or foolish to grow to be more than they once were.

In future jumps, you will begin play with an exacting knowledge of the rituals, procedures, and etiquette expected from members of the upper class. You may select any Light pureblood House (such as Starrise, Gloryflower, Griffinnest, Oppaline, or Bones) to be a descendant of, although you are not the heir to the House. Alternatively, you can be a member of a non-Light family, but taught in the Light ways.

Plebian (free): [Incompatible with **Scion of the Dark** or **Heir to the Light**]
You are either a Muggleborn, a half-blood raised without partaking in Light or Dark traditions, or a member of a pureblood family who has rejected the dances entirely.

You find protection from your ignorance of the customs of others; when your behavior culturally inappropriate or rude without you intending to be, or if you do something culturally meaningful without knowledge of its meaning, people will be understanding and not assume you did it purposefully. You may select any family that is not a Dark or Light pureblooded family to be a part of.

Wand Wielder (free):
You're a wizard, Jumper. Or a witch, it doesn't particularly matter. You have magic, and are capable of using that magic to cast spells through the use of a magical focus such as a wand. Casting spells requires three things; proper movement of the magical focus, proper enunciation of the incantation, and the proper mindset. Combined, these three factors produce a spell.

Magical Perception (free):
You are capable of perceiving magic. Every family has its own way of perceiving magic; some as varying strengths of a specific smell, some as wind, some as sound, some as light; regardless, all of them are different methods of detecting the presence and strength of magic. Select a physical sensation; you feel this when you are around magic, the force of the sensation proportional to how powerful the magic is.

Free of Fate (free/-100/-400 CP):
So much of this story hinges upon fate and prophecy—too bad you're there to mess things up. Fate, destiny, and prophecies of all sorts just sort of… fail to take you into account, allowing you to serve as a wild card that can even prevent a prophecy from being fulfilled, with the right timing. Even in settings where destiny directly dictates your actions, your actions are yours and yours alone; as prophecy defines so much in this world, this ability is provided to you for free for the duration of this jump. If you would like to keep this feature moving forwards to future jumps, you must pay 100 CP.

For another -300 CP, however, this protection from being manipulated by fate expands to be immune to all forms of control and coercion; no form of outside force is capable of forcing you to think or behave in ways you do not want to.

Natural Talent (-100 CP):
Select a particular branch of magic, as taught in Hogwarts School of Witchcraft and Wizardry. You are inherently more skilled in that type of magic; you learn it faster, use it to stronger results, and you have a natural sense for its subtleties and intricacies. You may purchase this multiple times, selecting a new type of magic each time. You can also select broomstick flight, if you so desire. If you apply any discounts to this, they only apply for specific purchases.

Friend to Goblins (-100 CP):
Well, not necessarily goblins. Perhaps you're friends with centaurs, mermaids, or even acromantulas. Regardless, there is a particular species of magical creature that you have a special relationship with. They will think of you favorably, will not take hostile action against you unless provoked, and will be willing to do favors for your sake. As with all friendships, this will require effort on your part to maintain this friendship, but generally speaking if you encounter a member of this species, you will have a friendly connection. You may purchase this multiple times, selecting a new species of magical creature each time. If you apply any discounts to this, they only apply for specific purchases. On each new jump, you can decide to reorient this perk to select a different species while in that jump (or multiple species, if you have multiple purchases). In worlds without magic, you can select a non-magical species.

Magical Heir (-100 CP):
You are the magical heir to either one of your parents, or to one of your ancestors, and have inherited whatever unique Magical Talents they may have possessed. To represent this, you gain a stipend of 300 CP to spend on the Magical Talents section of this jump document. You may purchase this twice, for a total stipend of 600 CP.

Brightest Witch of the Generation (-100 CP):
You are a voracious learner, capable of easily retaining and assimilating information even if you have only been exposed to it in passing. This is more than just storing the knowledge in your head; you actively *understand* it. You gain nearly eidetic memory for information, and are capable of learning a new subject at three times the speed a normal person would progress if they put in the same amount of effort as you do.

Torture Training (-100 CP):
You've been trained to endure torture, to the point that even being subject to the Cruciatus Curse as an eleven-year-old child wouldn't be a particularly traumatic memory

for you. You know how to handle pain, how to let it roll over you and keep functioning despite it. No amount of physical pain will be able to break your will and spirit.

Declared (-100 CP):
You've Declared for either the Light or the Dark, proclaiming your allegiance to anyone who wants to know. You have an aura about you signifying your status as a Light or Dark wizard/witch, and are considerably more talented at magic that fits your allegiance. Dark magic is magic of Chaos, Compulsion, Deception, Wildness, War, and Solitude; Light magic is magic of Order, Choice, Truth, Domestication, Peace, and Cooperativeness. There is overlap in individual spells and the lines of distinction can be fuzzy (for instance, sometimes protecting Peace requires going to War), but your magic is empowered as long as your spell can be considered in part to be a part of your allegiance. You may spend another 100 CP to focus on a particular aspect of Light or Dark magic, greatly empowering magic that fits that specific paradigm.

Risk-Free Bonding (-100 CP):
When making any sort of mental connection with another creature (such as via Familiar Bond or Possessor) and other side of this connection experiences pain, death, or mental attack, you will not suffer any consequences. You will not feel the pain the other side feels, your mind will not break with their death, and you are not more vulnerable to mental attacks just because the person you are connected to has been subject to one.

Familiar Bond (-200 CP):
You may bond with a creature, magical or otherwise, as your familiar. If the creature is of a less intelligent species, doing so elevates its mind to human levels. Familiars are connected to their master's magic and mind, and can provide a degree of protection against outside influences that even Occlumency cannot equal. So long as they are not mistreated, a familiar will be an endless source of love and loyalty. However, if they are ever killed it will maim your mind. Having **Occlumens** will be helpful in piecing your mind back together should this disaster ever occur.

Warfare Tactics (-200 CP):
You've been trained in combat, and more than combat. You've learned strategy and tactics to a level expected of an experienced general, and have an equal degree of skill for magical combat. This doesn't teach you combat spells, but teaches you how to think, how to read the flow of battle, and when to transition from defense to attack or vice versa.

Silent as a Mouse (-200 CP):
You're a sneaky fellow, that's for sure. You know how to avoid notice—not only how to hide and sneak around silently, using your terrain to your advantage, but also in how to blend in with a crowd and make yourself less noticeable. This also applies to social interaction; you know all the tricks to make people talk about themselves or redirect a conversation away from sensitive topics so that people can't learn anything about you that you aren't willing to tell them.

Builder of Bridges (-200 CP):
You excel in finding common ground with others, even those of different or opposing ideologies to your own. You can't outright make an enemy into your friend, but anything short of that you can easily sway into allying with you, and maybe even being friends. Given enough time and enough interaction, you might even be able to win over someone who was genuinely your enemy.

Eternal Magic (-200 CP):
There are multiple ways in this story to lose magic or have it outright stolen from you. These methods will never work on you, because your magic (or similar power) can never be suppressed, taken from you, or otherwise reduced in potency.

Maze of Triplicate (-200 CP):
You gain a mastery of bureaucracy such as to make Rufus Scrimgeour applaud in respect. You can get paperwork you want completed pushed through even in the face of bureaucratic obstacles, and can easily thwart other people's attempts to work that same bureaucracy by impeding their goals with seemingly-endless files of paperwork. You know all the obscure laws and rulings that could help or hamper you in your goals. Additionally, you are no longer capable of being bored, even if you're filling out endless stacks of paperwork, and can give each individual paper you're signing your full attention to ensure that no small detail escapes you.

Private Property (-400 CP):
It is impossible for other people to invade your mind. This doesn't quite give you an immunity to mind-affecting effects, but rather makes it impossible to look into and root about inside your head, preventing others from possessing you or looking at your memories. It also discounts both **Occlumens** and **Legilimens**, providing additional bonuses should you possess either of them. If you have **Occlumens**, your mind

genuinely becomes impenetrable, and you have a blanket immunity to all effects which directly alter your mind against your will, be they magical, chemical, or happening via some other method. If you have **Legilimens**, then your Legilimency gains the quality of absolute penetration, allowing you to use it to bypass any form of mind defense, mental evasion, or protective trick that might keep someone's mind safe from you.

The Perfect Teacher (-400 CP):
This is a story revolving around a school, after all. No matter the topic, as long as you are in a reasonably populated location you will be able to find someone who knows enough about a subject to teach it, so long as you are lacking in and want to learn about the subject. They will always be an excellent teacher, able to convey the information in ways you can easily understand and making the act of learning enjoyable.

Leader of Men (-400 CP):
You are a natural leader. You know how to best sway people to your allegiance, how to convince them to do what you say, how to judge people's talents to best utilize them, and how to inspire loyalty. The best part? You don't do any of this intentionally—it's just the way you think and behave that naturally draws people in.

Magical Potency (-400 CP):
You stand head-and-heels above your fellow witch and are capable of performing feats of magic that ordinary witches or wizards couldn't hope to replicate. Other wizards will inherently respect you more for the power of your magic. You are even strong enough to invent your own spells, a feat reserved for only those wizards and witches of notable magical strength.

Justice Prevails (-600 CP):
When someone does you wrong, reparations will *always* be made, even if not necessarily to you directly. Your abusers will inevitably end up facing trial over it, those who attempt to kill you will always either find some way to make it up to you or face similar situations themselves, and those who insult you will either apologize for it or find the world insulting them in turn.

Horcruxes Won't Help You (-600 CP):
Who has time to hunt down all of someone's Horcruxes? Not you, that's for sure. When you kill someone and that person has Horcruxes, all of the other pieces of that person's soul die as well, no longer serving to anchor them to this world. This only works if you

kill their proper body; destroying a Horcrux won't also destroy all the other Horcruxes. In future Jumps, this will allow you to kill someone who split themselves into many bodies or minds just by killing their "original" body or mind—or, if they don't have an original anymore, just by killing any version of them.

The Great Deceiver (-600 CP):
Like Voldemort, you have a talent for deceiving magic and magical rituals. You can twist Light rituals to Dark (and worse than Dark) ends, or use Dark rituals for Light ends. Rituals are the most powerful form of magic, utilizing symbolism and tradition to accomplish magical feats even a Lord cannot accomplish on their own… although the strongest rituals require a Lord to participate anyways. In future jumps, you are capable of using alignment-, faith-, loyalty-, or allegiance-based magics regardless of your own status, letting someone who follows no god use religious rituals or letting a faithful follower of one nation make use of magic items exclusively usable by those loyal to the opposing kingdom's crown, or similar such feats. As long as you can think of good, sensible reasons it might work, in future Jumps this even allows you to select options that are mutually incompatible.

Lord-Level Magic (-600 CP): [Requires **Magical Potency**]
You do not have the inherent limitations to your magic, and your raw magical power possesses a strength and depth that blows other witches and wizards completely out of the water. Rather than relying solely on incantations, you can wield your magic to nearly any purpose you can imagine—if much less effectively than if you used a proper spell—and can accomplish feats of immense scale and power, such as enslaving or freeing an entire magical species, working a spell that affects the minds of everyone in a nation the size of Great Britain, or destroying mountains. Other wizards will feel your magic, and unless you take care to avoid influencing their minds will begin to act in ways that you desire and try to fulfill your wishes—a subtle survival mechanism to allow weaker mages to survive the attentions of those wizards who are more powerful than they. Only a handful of Lord-level mages exist at any point in time, and they influence the fate of the entire wizarding world.

***Vates* (-600 CP)**: [Incompatible with **Declared**] [Cannot be discounted unless you also possess **Lord-Level Magic**]
Vates is the term for the unbinder, the one who will release magical creatures from their slavery and free their magic. To be *vates* is to be freedom itself, and they must likewise never give in to the Dark or Light, nor use their magic to compel

others. They must accept the freedom of Dark Magic and the free will of Light Magic, while rejecting the compulsions of the Dark or the tameness of Light. For purchasing this perk, you gain the potential for freedom. Whenever your mind, body, soul, magic, or any other aspect of yourself is bound or restrained, you will always have a route to freedom. A *vates* cannot stay imprisoned.

Magical Talents:

Magic comes in a broader spectrum than any rainbow could hope to hold, and many are its varieties and specializations. With a small sacrifice of CP, you can gain access to one of the focused aspects of magic, even those that are inborn talents specific to bloodlines or magical inheritances, or perhaps special skills that require a focused education to unlock.

Creature Inheritance (Varies):
Although in recent generations your family is perfectly pure-blooded, that wasn't always the case, as you have the blood of some manner of magical creature in your genes. In addition to making it possible for you to learn their racial magics, you also gain some special benefits according to what creature your family mingled with. In some cases, this isn't by direct breeding, but by magically infusing the nature of the creature into the family. Example creatures to be related to, and their prices, are listed below. You may purchase this multiple times, but each one influences your appearance.

Grindylow (-50 CP):

You can breathe underwater, even without having gills, and can move through water more easily than others can.

House Elf (-100 CP):

People have a hard time paying attention to you, and you can easily be ignored even if you're the only other person in the room. Further, it is impossible for magic not specifically barring house elves from traveling to restrict your traveling magic of any sort, be it portkeys or Apparition or something else entirely.

Goblin (-100 CP):

You can see in the dark, and gain a particular awareness for feeling the presence of valuable metals. Any magic you work that affects metal or the earth is empowered.

Boggart (-100 CP):

You can instinctively tell what someone most fears by looking at them. You gain an affinity for casting spells that invoke fear.

Giant (-200 CP):

Your giant heritage not only grants you greater than normal size and strength, but also gives you some resistance to magic such as giants are known for.

Centaur (-200 CP):

You can read the stars to gain a general idea of the coming future. You can use this to detect upcoming times of peace, strife, violence, or similarly setting-wide changes. Furthermore, you gain great stamina.

Vampire (-200 CP):

You do not inherit the typical vampire weaknesses, but you have inherited some of their strengths. Any magic that you use that involves blood is stronger, and you can cut yourself to let your own blood be used to fuel any sort of spell to higher levels. Furthermore, you gain an affinity for mind-affecting magic, such as hypnosis.

Dementor (-400 CP):

You are able to perceive the souls of others, and can identify individuals by the nature of their souls. You are also capable of feeding upon souls in slight measure; not fully consuming it, but imbuing deep weariness and depression in your victims while healing you and empowering your magic. Furthermore, at will you may exude an aura that mimics that of a dementor. The Patronus Charm will banish this aura, however.

The Many (-400 CP):

Although unlike The Many you have only a single body, you are capable of splitting your mind into many different trains of thought, letting you focus on multiple things or think multiple things at once. All these different trains of thought are still YOU, so you don't have to worry about any of your component minds working against you or thinking at odds with your goals. Even if your mind is many, your identity is still singular.

Veela (-400 CP):

You are more than beautiful, you are *magically* beautiful, to the point that it can be difficult for those around you to do anything but admire your beauty… or it would be if you hadn't purchased this with CP. You are able to scale down the power of your aura of beauty to the point where you are "merely" at the level of a supermodel.

Dragon (-600 CP):

Dragons are the wildest of Dark magical creatures, and cannot be constrained… even by being a mere fragment of a dragon, or even by being in a non- dragon body. You can break through all forms of magical constraint, gain a special talent over fire, and although you cannot clearly see the future, you do gain an awareness of important events in the future that will involve you, or where you will be needed. You gain

increased magical power, but it is partially at the mercy of the dragon within you. Those who look into your eyes are subject to the wildness of dragons, a feral sensation which can be debilitating to all but the most prepared or already-wild individual. Finally, you are able to transform into a full-fledged dragon, of one of the types known to the world of Harry Potter, such as the Antipodean Opaleye, Hebridian Black, or Peruvian Vipertooth—but only once, and you can never turn back to another form. Furthermore, after transforming your mind will be filled with wildness, and you will not act according to any plan, but only to your immediate desires. After this jump you will not be filled with wildness, and will be able to change back and forth from your dragon form as though a dragon Animagus.

Troll (-600 CP):

The troll blood breeds true in you, and although you do not necessarily look different, you have the full power of a troll hiding in your body, giving you even more strength than a half-giant and giving you an even stronger resistance to magic.

Beast Tongue (-50 CP):
Similar to Gellert Grindlewald's ability to speak to thestrals, you have a rare talent that allows you to speak to a specific animal or magical creature that people are otherwise unable to converse with. It is the root talent from which the more notable **Parseltongue** eventually evolved. In each jump you go to, you may select a new animal or magical creature to be able to converse with.

Old Blood (-50 CP): [Requires **Old Blood** drawback]
The Opallines reject violence, but in return the magic of the Light has given them a mighty power, one which you now benefit from yourself. For every member of your bloodline who abstains from taking life, you become able to access their magical power along with your own, letting you draw upon their strength and magical stores. Your own magic is empowered for your rejection of harming others, as well. If you intentionally kill any living creature, you lose all benefits of this magical talent for a year and a day. If you are an Opalline, you may instead pay another 200 CP to have access to the entire power network of that extensive family.

Apparition (-100 CP):
The ability to teleport to a location via magic, Apparition is without a doubt the most widely practiced of the magical talents listed here. In exchange for paying CP to learn this art, you are able to Apparate even in locations where Apparition should not be possible, such as on Hogwarts grounds or under an anti-Apparition ward, and

additionally gain an immunity to Apparition-related accidents such as splinching. As a reminder, it is called Apparition when you are going someplace, and Disapparition when you are leaving someplace. Which word you use is entirely dependent on context, there is no magical distinction between the two.

Empath (-100 CP):
You gain the ability to feel the emotions and feelings of people around you, mimicking how they feel, regardless of how hidden or how much control over their emotions they have. You can limit your ability to feel the emotions of others by choosing a specific individual to "attach" your Empathy to, feeling their emotions more strongly to give you a more stable emotional state than just reacting to everyone around you. Even so, studying Occlumency to control your own emotional reactions is recommended. For -100 CP, you also gain the ability to induce the emotions you feel into other people, something even Julia Malfoy herself could not accomplish.

Puellaris (-100 CP):
Like Eldrida Bulstrode, you are a puellaris witch (or wizard). Such witches and wizards devote themselves to the realm of their home completely, giving up their autonomy in matters regarding other people in exchange for absolute dominion over home, family, and hearth, particularly as relates to their children. Puellaris witches, by not using their magic save when necessary, store up vast quantities of magic to be exerted when their family truly needs it. They are typically seen as soft and weak, but only present themselves as such in public; in private, or when their children are threatened, they are lionesses. In the most literal sense of the word, as a puellaris witch whose children are in danger can transform into a magic-resistant lion to act in their defense.

Animagus (-200 CP): [Discounted for **Parselmouth**, **Beast Tongue**, **Puellaris**]
The power to transform into an animal. Although you always retain your own identity, the mind of the animal flavors your own thoughts enough while transformed that it gives you a resistance to mental and emotional effects while in animal form. You may transform instantly as an act of will, but are bound to a single mundane animal form. For another 200 CP, you may instead take the form of a magical creature. For another 200 CP on top of that, you may take the form of a powerful magical creature, such as dragon. Notable Animagi include Peter Pettigrew, Sirius Black, James Potter, Minerva McGonagall, and Honoria Pemberly.

Artifact Sensitivity (-200 CP):

Much like the Lovegood family, you have an ancient power enabling you to sense the magical echoes left in objects as time passes. Objects seem to tell you stories and show you images, and if it weren't for you purchasing this with CP you would be utterly incapable of telling the difference between real sights and those shown to you as echoes of the past from objects. You might learn what spells a person's wand has cast most recently, or you might hear stories about dances between Slytherin and Ravenclaw, or stranger things besides.

Blackfire (-200 CP):
You've replicated the secret Bulstrode trick of not merely being able to summon one of the elements, but using it as a medium to magically apply a "status effect"-like curse, such as fire that causes petrification, wind that causes poison, or stones that induce nausea on contact. You must select both the element and the status effect now. You may take this more than once, to apply the status effect to an additional element or to increase the number of status effects that you can apply (either separately or at once). Further purchases of **Blackfire** only cost 100 CP.

Parselmouth (-200 CP): [Discounted with **Beast Tongue**]
The ability to speak to serpents. Magical creatures are almost universally capable of near-human intellect, but this allows you to converse with even mundane snakes as though they were thinking, intelligent beings. All snakes are positively inclined towards someone capable of speaking with serpents, and a number of magical snakes are able to perform unique mystical feats in conjunction with someone a Parseltongue speaker. The magical language also has a written form. Harry, Salazar Slytherin, and Voldemort are, of course, the most notable bearers of this particular gift, although the ability to speak it was also gifted unto Lucius Malfoy at the conclusion of his truce-dance with Harry Potter.

Elemental Association (-300 CP):
Much like Ignifer Apollonis, you have a spectacular affinity for a specific element. Any form of magic drawing upon, creating, or wielding this magic is made exponentially more powerful in your hands—but you can also wield it with exacting precision that is not in any way diminished by the scale at which you can perform such magics. You may purchase **Elemental Association** multiple times, picking a new element each time. If you also possess **Blackfire**, this drastically increases the power of the element that you can summon using **Blackfire**, and allows you to apply your status effect to any instance

of that element that you summon or manipulate through any means, not just those wielded through the use of that talent.

Metamorphmagus (-300 CP):
The power to reshape your body and flesh in an act of will, not even requiring you to expend magic, such as possessed by Nymphadora Tonks. You can adjust your appearance within human limits with a few moments of concentration, and are also capable of taking on colors outside of what is biologically possible. However, you cannot heal, nor can you reverse aging (although you can *appear* younger). For an additional 100 CP, you are also able to take on minor inhuman traits, such as giving yourself a big snout or appearing to be a member of another species. If you are an Animagus as well, you may freely give yourself traits from the animal of which you are an Animagus, without needing to pay extra.

Sanctuary Seer (-300 CP):
Like Vera and the other Seers of Sanctuary, you possess a peculiar form of divination. It does not show you the future, but instead shows the absolute Truth of the present that you See. Specifically, they See the nature of the soul. With but a glance, they understand person's true nature, and if given a few minutes to observe someone, they can learn that person's entire life story, and how every step of it has contributed to making them the person they are today. Furthermore, you gain the ability to see through all forms of illusion to see the truth behind them.

Songstress (-300 CP):
Like Arabella Zabini, you have mastered the use of Song Magic, and are able to use your voice as a medium for spellcasting—although not every spell can be conveyed via song, host of different effects certainly are. Most notable, however, is the ability of a Songstress to convey not merely the content of the song they sing, but the *meaning* and *story* behind it, telling entire novels of tales in the space of a few short notes, or placing listeners into the actual mindset of the characters in their stories.

True Seer (-300 CP):
Like Sibyl Trelawney, you have the power to perceive the immutable future in the form of prophecy. The prophecies created by a seer always come true, although often not in the way you expect them to. Indeed, most prophecies can have multiple different interpretations, and much of the work of responding to a prophecy is in trying to make a particular interpretation of it become the truth. Because you're purchasing this with CP,

you will be able to willingly enter a prophetic state, and create prophecies regarding subjects of your desire. But be warned—you have no control over what the prophecy says, and are as bound to it as anyone else would be.

Compulsion Gift (-400 CP):
The power to use magic to subvert the free will of others and make them act how you desire. At its most blunt, this outright forces people to act a specific way, but with more skilled and subtle uses you can reinforce existing behaviors, quietly manipulate their will, delicately guide people to specific thoughts, or even take direct control over their bodies. At high levels, it is possible to manipulate magic itself as though it were a person. Voldemort, Dumbledore, Sirius Black, and Connor Potter are all notable compellers.

Legilimens (-400 CP): [Discounted if you already have **Occlumens**]
The power to peer into the mind of another, as seen wielded by Albus Dumbledore, Harry Potter, Severus Snape, and Voldemort. Although raw power plays a part in its use, far more important is proper technique and visualization, allowing you to find ways to overcome the oft-esoteric mental defenses of others. You are able to utilize Legilimency through eye contact. Should you attempt to use Legilimency on someone otherwise immune to mental assault, you may with great effort find a way to attack their mind anyways.

Necromancer (-400 CP):
Necromancers are kin to the dead, and in exchange for their power they make a host of sacrifices—they can speak aloud only on Halloween and Walpurgis Night, must hide their faces from everyone except family, and must give up their own names; only via these sacrifices are they able to safely form a connection to the deceased. They can commune with the dead, call the dead back to their bodies in temporary reanimation, and know how and when everyone they see will meet their end. Because you're paying CP, you don't need to make the sacrifices Necromancers normally do… however, you also will not know your own death the way that Necromancers do. Which is a pity, for the dead are now your family, and you lack the comfort of knowing the date when you will join with your kin. Becoming a Necromancer makes you lose all fear of dying, as seen with Dragonsbane and Pansy Parkinson.

Occlumens (-400 CP): [Discounted if you already have **Legilimens**]

The power to know, sort, and defend your own mind and emotions. An art not of static defenses, but misdirection and eternal motion as you seek to outmaneuver the invasive probes of other mentalists. Occlumency also allows you to control your own emotional responses, examine the state of your own mind, and cast up false memories in response to the invasions of others. It isn't an impenetrable defense against mental attacks, but in some ways it is even more useful. It is exceptionally rare to encounter a Legilimens who is not also an Occlumens, and all notable Legilimens are also accomplished at Occlumency.

Possessor (-400 CP): [Discounted with **Empath**]
A possible evolution of the talent of **Empathy**, altered by predisposition towards the **Compulsion Gift** into something new, as seen when Draco Malfoy inherited Empathy and its proceeding transformation under the influence of his Black genes. It can also be Inherited of its own accord, showing how magical talents can mutate over time. Possession is just what it sounds like—it allows you to place your consciousness into another person to control their actions as directly as you would your own body. Although you feel the pain they feel, no damage they take is mimicked upon your real body… but it would be disastrous for your mind if you were to die while possessing someone's body, although it would not be fatal for you.

Wandless Magic (-400 CP): [Discount **Magical Potency**]
Typically seen as a symbol of a powerful wizard, being able to use wandless magic lets you use a more freeform style of magic, although its power is still increased if you stick the spells of wand magic. Even so, it has a great deal of versatility, and although it is more difficult and energy-intensive than using a wand, it also holds more possibilities and is the primary method via which Lord-level mages engage in combat with each other. Although wandless magic does not require incantations, it is more effective if you use them.

***Absorbere* (-600 CP)**:
You gain the ability to consume the magic of others, your magic taking the form of a funnel, serpent, maw, or something similar to consume the spells or actual magic potential of another being. This gift is most notably used by Voldemort, but also by Harry Potter. This can be used to safely take apart spells that might otherwise have consequences to being broken, and can absorb spells as they fly through the air. Magic thus absorbed can be directly repurposed and used, or you can truly take it into yourself to increase the amount of magic you have at your disposal, albeit at a reduced degree of

effectiveness. You are also able to reverse this flow to provide magic to someone else. But be warned—sufficiently corrupt magic will harm you if you try to ingest it.

Items:

You may select two items of each tier of prices to receive a 50% discount. 50 or 100 CP items that are discounted are instead free.

School Supplies (free):
You gain a full set of school supplies suited for a First Year attending Hogwarts. Not attending Hogwarts? We can change the fine details before arriving. Included within are:

Your Hogwarts acceptance letter
3 sets of plain work robes (black)
1 plain pointed hat (black)
1 pair of protective gloves (dragon hide)
1 winter cloak (black, silver fastenings)
The Standard Book of Spells, Grade 1 by Miranda Goshawk
A History of Magic by Bathilda Bagshot
Hogwarts, A History by Bathilda Bagshot
Magical Theory by Adalbert Waffling
A Beginner's Guide to Transfiguration by Emeric Switch
One Thousand Magical Herbs and Fungi by Phyllida Spore
Magical Drafts and Potions by Arsenius Jigger
Fantastic Beasts and Where to Find Them by Newt Scamander
The Dark Forces: A Guide to Self-Protection by Quentin Trimble
1 wand (see the Wand section)
1 cauldron (pewter, standard size 2)
1 set of crystal phials
1 telescope
1 set of brass scales

School Trunk (free):
A standard, non-magical trunk, meant to hold your school supplies. For an additional 50 CP, it has a permanent Feather-light Charm on it, reducing its weight to almost nothing.

For an additional 100 CP, the trunk is actually an interdimensional space with about as much volume as a room; if you select this option, you may pay another 50 CP on top of that in order to increase the size of this interdimensional space to a full acre. For each additional 50 CP you spend, you increase this space by a factor of 10. You may spend a discount on School Trunk to make it cheaper; it is considered to be of the closest price tier, rounding up (100, 200, 400, or 600). If the School Trunk's add-ons wind up costing more than 600 CP, it is still considered to only be a 600 CP item.

Spending Money (-50 CP):
You possess 10,000 Galleons. That is equal to 170,000 Sickles, or 4,930,000 Knuts. In Muggle terms, that would be about £49,300 pounds or $65,300 USD. You may purchase this multiple times; if you elect to spend a discount, it gives you two purchases of **Spending Money** for free.

Wizarding Games (-50 CP):
A set of common wizarding games, including Wizard's Chess and Exploding Snap.

Sweet Tooth (-50 CP):
A collection of common wizarding treats, the containers of which magically refill whenever you aren't looking at them. Includes packages of Acid Pops, Bertie Bott's Every Flavour Beans, Blood-flavored Lollipops, Chocolate Frogs, Peppermint Toads, Cockroach Clusters, Pepper Imps, Popping Pixie Wing Dust, Caramel Cobwebs, Dragon Claws, Exploding Bonbons, Sugar Quills, Fizzing Whizzbees, and Ice Mice.

Remembrall (-50 CP):
A Remembrall is a large glass sphere with smoke inside. If the person holding it has forgotten something they would otherwise want to remember, the smoke will turn red. Unfortunately, it doesn't tell you what you've forgotten… unless you spend an additional 100 CP, which will let it verbally remind you of what you've forgotten.

Plush Dragon (-50 CP):
A small, magically-animated plush dragon. It acts just like the real thing and behaves very threateningly, but is completely harmless. Incredibly cute, and a favorite toy for young children.

Basic Potions Ingredients (-100 CP):

A container with extradimensional space, full of the most common components of potions, all neatly separated, organized, and labeled to prevent mistakes or cross-contamination of components. With this, you'll have everything you need to create the majority of ordinary potions you'll learn in this world. It refills every month.

Books of Magic (-100 CP):
Select a field of magic, such as Potions, Charms, Defense Against the Dark Arts, or even a subject like alchemy or rituals. You gain a small collection of books on that specific topic, containing everything you need to know to teach yourself that field of magic. On each new jump, you can select a new field of magic—from the local world or from any past world you've been to—to receive a new set of books for. You may take this more than once to gain books on an additional field.

Serpent Armband (-100 CP):
It's a small armband of a silver serpent with powerful, but very limited, use; if worn by a Parselmouth it will greatly increase their raw magic output, but only when used for wandless magic.

Emergency Portkey (-100 CP):
You gain a special portkey, disguised as any item you wish. This portkey is reusable, activates via intent rather than just touching it, and always returns you to the same place; the very location you first appeared in the world (as such, it would return you to your point of arrival in future jumps). Furthermore, this portkey is able to function even in defiance of anti-Portkey wards, and cannot be magically destroyed.

Apparition License (-100 CP):
It's all well in good if you bought the Apparition Magical Talent, but that doesn't change that Apparition is prohibited to those who do not have a license. This is a special license giving you permission to Apparate, even if you are too young to actually take the test to get the license. No one will find it strange that you have this.

Pensieve (-200 CP):
You have a pensieve; a bowl containing a special potion, which with but a minor application of magic allows you to place memories into it (which does not actually remove them from your head unless you want the memories gone), and allows you or another person to enter the pensieve and view the memory from an objective 3rd person viewpoint. Pensieve memories can also be stored in vials, like potions.

Polaris (-200 CP):
Polaris is a magical knife with a peculiar purpose. It is not meant to cut flesh (although it is certainly capable of doing so); instead, it cuts the bonds between people. It severs the magical connections of family, blood, and love, as well as any form of mental bond between people.

Marauder's Map (-200 CP):
You have a magical map depicting the entirety of Hogwarts and its grounds, and will in-time show the names and locations of every individual in the school. For another 200 CP, you instead have a map that shows your current environment, with the names and locations of everyone nearby. Alternatively, you could instead attune it to "follow" someone else and show the environment around them. You may purchase this item multiple times; each discount applies to only a single purchase.

Ally Compass (-200 CP):
You have a special compass that does not point North. Instead, it points towards the nearest person who has the inclination and ability to help you with your most pressing problem, no matter how far away that person is.

Omnioculars (-400 CP):
These aren't your normal Omnioculars, no. These special magical binoculars are hybridized with pensieves, and record everything around them. You can look at what they recorded, or view it in altered time—slower or faster, to many different degrees.

Ice Crystal Ring (-400 CP):
A simple ring, inset with a magically-chilled ice crystal instead of a gem. This is the traditional first gift given in a truce dance, a lengthy process of establishing a positive relationship between potentially hostile wizards or families, an alliance which is magically supported in several ways. This ring is special, however; if you gift it to someone, that person will in the future view you as an ally and potential friend. This only works if they are at worst mildly hostile towards you; it has no effect on genuine enemies.

Uncle Arcturus's Coin (-400 CP):
Arcturus Black was a powerful magician, but a strange man with a fondness for games. This is a simple coin, with a wizard's face on one side and the Black family emblem on

the other. If a Black flips the coin and correctly calls what side it will land on, the coin activates its power, drawing on the might of fate to fulfill any wish that could be achieved via the warping of destiny, chance, or probability (although it cannot overcome fiat-backed options such as drawbacks, nor provide abilities that you could purchase with CP).

After flipping it once, called correctly or no, it becomes death to the person who flipped it if they dare to touch it again. It can be moved via magic, but not flipped again by the same person. Normally this would only be usable by someone of the Black family, but since this is just a copy of the original it can be used by anyone you give permission to. After each jump (or 10 years, whichever is soon), the coin "resets" and can be used and touched again by people who previously used it.

Advanced Potions Ingredients (-400 CP):
A box with extradimensional space, filled with the rarer and more esoteric potions components that might be found on this world. It focuses particularly on those ingredients that are unique to the world of Harry Potter, that you might otherwise be unable to access in future jumps. It refills on a monthly basis. Combined with **Basic Potions Ingredients**, you will have everything you need to create any potion, except for the know-how to do so.

Philosopher's Stone (-600 CP):
You possess a Philosopher's Stone, the epitome of alchemy. It is capable of creating a liquid which will give those who drink it years of youth, heal wounds, and can convert lead into gold. This is entirely apart from Flamel's Philosopher's Stone. Be careful that Voldemort doesn't find out you have one, or he'll try to take it from you.

Linchpin (-600 CP):
You gain a linchpin, a magically-powerful mansion situated over the ley lines and bound to your bloodline. It possesses titanically strong wards that can keep out anyone you consider to be a threat or enemy, while also being a location of high magical power that will allow you to perform a number of rituals that would otherwise be unfeasible. The magic in the house responds to you and your blood, and should you be in danger for any reason the wards will act to defend you. They aren't sapient, but sometimes you might fooled into thinking otherwise. Unlike the linchpins of Britain, yours is not a component of the web that entraps the northern goblins.

Broom (Cost Varies):
You gain a broom capable of flight, with charms to make it more comfortable and safer to ride on. The quality of your broom is dependent on how much you're willing to spend on it. For 50 CP, it has a maximum speed of 50 kilometers per hour, and handles clumsily. For each additional 50 CP you spend, you can increase its maximum speed by another 50 kph, or increase its handling (from clumsy, to unsteady, to steady, to precise). Regardless of how fast your broom is, it is capable of accelerating to full speed in 10 seconds. For another 50 cp this is reduced to 5 seconds, and for another 50, to 2 seconds.

Wand Creation:

Of course, if we're talking about objects and magic, we must of course talk about the wand. Yes, you receive a wand for free, but what sort of wand? Well, that's not up to you—after all, the wand chooses the wizard.

If you'd care to skip the traditional trials of finding a wand that suits you, however, you can spend 200 CP to pick a specific combination of wand traits if you so desire. Each aspect of a wand has a small impact on the sorts of spells you can best use; it may let certain spells be cast more easily (in some cases casting the spell before you even complete the incantation!), or make the spell come out with more power than you actually invested in it. The more specific the enhancement, the more noticeable a boost it provides.

The science of wand creation is, of course, vastly more complex than this, and different aspects of the wand can interact in minute ways to produce entirely new effects; however, as you are obtaining this wand via your Benefactor rather than a proper wandmaker, these finer details do not come into play. Furthermore, this only describes the basic nature of the wand; any design specifics or ornamentation are up to you.

Wand Length:
Roll 4d12 to determine the length of your wand. You may increase or decrease the length by up to 3", if you'd prefer something else. If this would take the wand length outside of the listed ranges, then use the closest length to it.

Roll	Length	Spells it enhances
6	6"	Spells cast on the self

7	6 ¼”	Charms cast on the self
8	6 ½”	Transfigurations cast on the self
9	6 ¾”	Defense spells cast on the self
10	7”	Dark Arts cast on the self
11	7 ¼”	Spells cast to defend yourself
12	7 ½”	Charms cast to defend yourself
13	7 ¾”	Transfigurations cast to defend yourself
14	8”	Defense spells cast to defend yourself
15	8 ¼”	Dark Arts cast to defend yourself
16	8 ½”	Spells cast to defend someone else
17	8 ¾”	Charms cast to defend someone else
18	9”	Transfigurations cast to defend someone else
19	9 ¼”	Defense spells cast to defend someone else
20	9 ½”	Dark Arts cast to defend someone else
21	9 ¾”	Spells cast on humans
22	10”	Charms cast on humans
23	10 ¼”	Transfigurations cast on humans
24	10 ½”	Defense spells cast on humans
25	10 ¾”	Dark Arts cast on humans
26	11”	Spells cast on creatures
27	11 ¼”	Charms cast on creatures
28	11 ½”	Transfigurations cast on creatures
29	11 ¾”	Defense spells cast on creatures
30	12”	Dark Arts cast on creatures
31	12 ¼”	Spells to counter magic
32	12 ½”	Dark Arts cast on objects
33	12 ¾”	Defense spells cast on objects
34	13”	Transfigurations cast on objects
35	13 ¼”	Charms cast on objects
36	13 ½”	Spells cast on objects
37	13 ¾”	Dark Arts cast to attack others
38	14”	Defense spells cast to attack others
39	14 ¼”	Transfigurations cast to attack others
40	14 ½”	Charms cast to attack others
41	14 ¾”	Spells cast to attack others
42	15”	Dark Arts cast on others
43	15 ¼”	Defense spells cast on others
44	15 ½”	Transfigurations cast on others
45	15 ¾”	Charms cast on others

46	16”	Spells cast on others
47	Free Choice	X
48	Free Choice	X

Wand Flexibility:

Roll 1d8 to determine the general range of pliability and springiness of your wand.

Roll	Bendiness	Spells it enhances
1	Inflexible	Spells cast in defense of honor
2	Barely Flexible	Spells cast in defense of others
3	Sort of Flexible	Spells cast in defense of yourself
4	Flexible	Spells cast to take from others
5	More Flexible	Spells cast in self-interest
6	Very Flexible	Spells cast for selfish reasons
7	Free Choice	X
8	Free Choice	X

Wand Wood:

One of the most important factors in determining the nature of a wand lies in the wood chosen to build it. Some wands are designed with more than one wood, but only a single one of the materials used determines the “nature” of the wand. Generate a number between 1 and 45 to determine the wood of your wand.

Roll	Wood	Properties
1	Acacia	Cannot be used by other people
2	Alder	Enhances spells used to construct or build
3	Apple	Spells are more powerful in opposition to Dark magic
4	Ash	The longer you go without casting a spell, the more powerful that spell will be
5	Aspen	Enhances Charms magic
6	Beech	Enhances spells that are sustained over time
7	Blackthorn	Enhances combat spells
8	Black Walnut	Enhances spells that reveal or expose information
9	Cedar	Makes your spells more accurate
10	Cherry	Enables your spells to partially bypass counterspells
11	Chestnut	Enhances the properties of the wand’s core
12	Cypress	Allows you to draw upon your life force to empower your spells
13	Dogwood	Enhances spells used for mischief or fun
14	Ebony	Enhances violent spells and Transfiguration
15	English Oak	Enhances magic when in a dangerous situation

16	Elder	Causes bad luck to the wielder, but also provides a powerful general enhancement to all magic
17	Elm	Enhances the power of spells secret to specific families or used via Magical Talents
18	Fir	Enhances magic in proportion to how injured you are
19	Hawthorn	Enhances magic used to heal or kill
20	Hazel	Enhances magic when you are feeling strong emotions
21	Holly	Enhances protective magic and strongly increases in power when facing the Dark Arts
22	Hornbeam	Select any single spell; this spell is enhanced more than twice over when cast by this wand
23	Larch	Holding this wand will give you courage and confidence when you lack both, even if due to a magical or Jump fiat effect
24	Laurel	Enhances spells cast in honorable duels
25	Maple	Enhances spells used while travelling away from home
26	Pear	Enhances spells cast for the sake of other people
27	Pine	Enhances spells used for artistic purposes, as well as those adapted for purposes other than that for which they are intended
28	Poplar	Enhances beneficial spells cast on other people with a stronger enhancement the more people it affects
29	Red Oak	Completes any combat spell cast halfway before you finishing pronouncing the last syllable of the incantation
30	Redwood	Brings good luck—nothing on the level of winning the lottery, but you'll always be able to find some spare coins when you need to ride the Night Bus
31	Reed	Enhances protective magic
32	Rosewood	Enhances offensive magic at the cost of weakening your defensive spells… unless those spells are used to defend someone other than yourself
33	Rowan	Enhances defensive spells
34	Silver Lime	Enhances the beauty of all your spells, and makes compulsion effects harder to resist
35	Spruce	Enhances magic in any conflict in which you are the first to start casting combat spells
36	Snakewood	Allows your spells to partially bypass shields and barriers in weaker form
37	Sugar Maple	Makes your spells harder to counter
38	Sycamore	Enhances magic when in exciting situations
39	Tamarack	Enhances benefits of both wand length and flexibility

40	Vine	You think more clearly and more swiftly while holding this wand
41	Walnut	Allows you to learn new spells more swiftly when cast with this wand
42	Willow	Enhances healing and restorative magic
43	Yew	Allows you to survive a single fatal wound once every 10 years, although you will need to be healed to at least a non-fatal level within an hour of the point you should have died or else you will truly succumb to death
44	Free Choice	X
45	Free Choice	X

Wand Cores:

You are, of course, getting an Ollivander wand—and Ollivander exclusively makes the *best* wands, and as such you will roll a 1d3 to determine if you have a core of Unicorn Hair, Dragon Heartstring, or Phoenix Feather. However, if you would like more variety, and are willing to risk sub-par performance in exchange for circumstantial benefits or the novelty of an unusual core, you may instead generate a number between 1 and 18 to determine your wand core.

Roll	**Core**	**Properties**
1	Basilisk Horn	These wands produce a powerful enhancement to the Dark Arts, and has a high power level; however, Light spells are mildly weaker
2	Dragon Heartstring	Using this wand lets you learn new magic quicker than you otherwise would be able to, and has high raw power
3	Horned Serpent Horn	Has power levels comparable to dragon heartstring, and performs better in the hands of a Parselmouth; additionally, it can warn its owner of danger via sound
4	Jackalope Antler	Increases the luck of the wielder, and has a moderate power level
5	Kelpie Hair	A core with a weak power level, and demands exacting pronunciation to not mess up spells. However, it will continue to function at full effectiveness even if reduced to shards, a small piece of it working as well as the full wand would.
6	Kneazle Whiskers	Select two of Charms, Transfiguration, Defense magic, or Dark Arts. Such spells are cast at very high power with this wand, while the others are cast at only weak power.

7	Phoenix Feathers	A wand core of high power, it is also capable of acting on its own if need be; twitching quicker to its master's hand when grasped, letting lose a spell of its own accord should it see the need, and the like. While wands are only quasi-sentient, phoenix feather wands come closest to full sentience.
8	Rougarou Hair	A moderately powerful wand that enhances Dark magic; unlike basilisk horn wands, Rougarou hair does not decrease the effectiveness of Light magic.
9	Snallygaster Heartstring	Spells meant to enhance a quality of something—make it stronger, harder, sharper, faster—are empowered. Snallygaster heartstring is otherwise a strong core, although not as strong as dragon heartstring
10	Thestral Tail Hair	Equal in power to unicorn hair cores, thestral tail hair cores allow the caster's magic to affect ghosts and spirits as easily as they do material targets
11	Thunderbird Tail Feather	A powerful wand core that enhances Transfiguration
12	Troll Whisker	A weak wand core, but wands made of troll whiskers are unbreakable to anything except a select small number of spells. Furthermore, you may optionally let the magic "sit" in the wand itself, letting you deliver stunning impacts should you strike someone with your wand, rather than via spell
13	Unicorn Hair	The weakest of the three supreme cores, unicorn hair is still a powerful wand core that provides a universal improvement to the quality of all non-Dark magic cast through it
14	Veela Hair	If someone other than you or a member of your blood family attempts to use this wand, the spell will backfire upon them in a vicious manner; it is a moderately powerful wand, but becomes stronger if you are related to the veela who's hair is in the wand (which you will be only if you chose **Creature Inheritance** for veela)
15	Wampus Cat Hair	This wand is only moderately powerful, but performs well in all categories; however, it provides especially strong enhancements to any spell that targets or affects the mind

16	White River Monster Spine	In most regards a wand of only moderate power, its spells are particularly elegant, and when it comes to directly opposing another spell its raw power increases drastically
17	Free Choice	X
18	Free Choice	X

Companions:

Here you can purchase companions to accompany you on your adventures.

The Broken Guard (-50/-300 CP):
It is common for Lords to have their own cluster of close, most trusted followers, such as the Broken Guard of Lord Guile or the inner circle of Death Eaters for Lord Voldemort. So too is it for you. You may create or import one companion for -50 CP, or eight for 300 CP. Each companion receives +800 CP with which to build their character, as well as the standard number of discounts and freebies. Companions cannot themselves buy more companions, nor can they purchase the **Lord-level Magic** perk. If you have **Lord-Level Magic**, the first two purchases are free, and you may get the full set of 8 for only 100 CP.

House Elf (-300 CP):
You have a House Elf, a slavishly devoted servant of your chosen sex and gender who will, of their own accord, do anything they can from their position as a servant to obey you, serve you, and act in your best interests to a degree you would find permissible. However, House Elves are all magically bound, not only restricting them to their current forms, intellect, and slavery, but also caging their minds to make them *like* being enslaved. By reducing the price to 200 CP, you may instead have a free Elf as your companion. They are no longer bound to obey you any more than any friend is bound to obey another, but they do think well of you and so long as you do not order them around they are inclined to do what you want them to. “House” elves are magically powerful, can bypass any magical ward not specifically designed to target elves, and those elves who have been freed are capable of slowly changing their shape over time, taking on new appearances as suit their feelings and personality.

The Could-Have-Been *Vates* (-100 CP):

This is a moderately powerful wizard or witch who has deeply studied the relationships between wizarding kind and magical creatures, who has learned about the various webs binding those creatures, and is such a bleeding heart that they want to save as many as they can. Unfortunately, although they are a decently powerful mage they are not on the level of a Lord, and as such do not have the power required to free any magical species from their webs. However, they have learned much about the different creatures and the webs that bind them, and have identified and come up with solutions to a number of (although not all) the most problematic creatures that it could pose a problem to free. For another 400 CP, you can instead take the ACTUAL *vates* with you, gaining Harry Potter as a companion. You can purchase this twice to get both of them.

The Pureblooded Heir (-100 CP):
This is an heir to a Dark- or Light-aligned pureblooded house (your choice of which, but if you choose a family with a known heir then that character becomes your companion instead of building one here). They are well-taught in the ways of the pureblooded nobility (possessing either the **Scion of the Dark** or **Heir to the Light** perk), and have above-average magical talent (they have the **Magical Potency** perk). Additionally, they have up to 400 CP worth of Magical Talents, which you may select for them. You can purchase this multiple times for different characters.

Muggleborn Prodigy (-100 CP):
A witch or wizard with **Plebian**, **Brightest Witch of the Generation**, **Magical Potency**, and **The Perfect Teacher**. This is a particularly brilliant young student attending your school of magic, very nearly the equal of Hermione Granger in intellect, although they lack the self-confidence she eventually grew into and will have a hard time outgrowing their shy and introverted nature. Still, they excel at and love magic and all things magical, and will eagerly absorb any knowledge they can find in anything related to magic. If you so desire, you can instead take Hermione Granger as a companion. You can purchase this twice to get both of them.

A Veritable Chiron (-100 CP):
You gain a centaur as a tutor. Much like Chiron taught many of the greatest heroes of Ancient Greece, so too will the centaur tutor you. They can teach you to fight, to achieve superhuman levels of archery without the use of magic, teach you how to treat wounds, and if you follow their instructions then within two years of exercise you will reach the peak physical form it is humanly possible to achieve. Furthermore, they have insights into the stars and constellations, and if you heed their warnings (which may be

somewhat obtuse), you will find that they will give you early notice of great dangers or disasters you may encounter. Finally, they have an understanding of your physiology as a Jumper through what the stars have told them, and are capable of adapting their teachings to suit any body or supernatural physique you may have, ensuring that even a titan-sized Kryptonian/Asgardian/Dementor/Dragon hybrid with fifty arms, ten heads, and thirteen wings would be able to have an exercise as straining and invigorating as that an ordinary human would endure.

Familiar (Varies):
You gain a familiar… or at least, it's called a familiar. Even if you don't have the **Familiar Bond** perk, it's still the term culturally used for an animal that is your close companion. You may gain a single purchase of a toad, Flobberworm, frog, rat, bat, cat, owl, or other bird for free. You may purchase an additional such animal for -50 CP. However, if you're willing to put in more money you can have something more impressive. For 100 CP, you can have any magical beast that rates an 'XX' or 'X' on the Ministry of Magic's classification of magical beasts (such as an Augury, Diricawl, or Puffskein). For 200 CP, you can have any beast that rates an 'XXX', such as an Ashwinder, Omen Snake, or Sea Serpent. For 400 CP, you can have a magical beast rated with 'XXXX', such as a Re'em, Phoenix, or Runespoor. Finally, for 600 CP, you can take an 'XXXXX'-rated creature, such as a Dragon, Locusta, or Basilisk as your familiar. You will have all the legal paperwork filled out and a license permitting you to own them. Regardless of how powerful the creature is, you will be able to use **Familiar Bond** to make a bond with it. You may take this multiple times, but can still only form a single **Familiar Bond**.

Spells:

By default, you do not enter this world knowing any magic. You can, of course, always learn them via independent study, but you also have the opportunity here to start off knowing additional spells to leave you better prepared when you start your adventures in this world. No potions here though, sorry. You receive a 100 CP stipend to spend in this section.

The Bare Necessities (-50 CP):
You know some of the most basic spells, such as the Levitation Charm (makes things float), *Finite Incantatem* (ends most spells), *Lumos* (creates light), *Nox* (turns off lights,

including *Lumos*), and the Unlocking Charm (which unlocks that which has been locked, but not magically sealed).

Prank Material (-50 CP):
You know some spells useful for making mischief, such as the Smoke Charm (creates a large cloud of dense smoke to inhibit vision, but it fades away too quickly to be harmful), the *Specularis* (creates field of air clear of smoke and scents), *Tarantallegra* (forces the target to dance), Jelly-Legs Jinx (makes legs flop like jelly), the Bat-Bogey Hex (turns your boogers into bats attached to your face), and *Exhibeo* (turns the clothing of the target transparent).

Basic Combat (-100 CP):
You know some basic combat spells, such as the Shield Charm (creates a barrier that can block physical attacks or reflect spells), the Absorbing Shield (creates a barrier that absorbs blocked magic into itself, becoming stronger if the spell doesn't overwhelm it), Disarming Charm (flings away an object in someone's hands), the Stunning Spell (knocks a person unconscious), and the Reviving Charm (forces someone to consciousness)

Utility Magic (-100 CP):
You know some spells that are generally helpful, such as the Confounding Charm (which can confuse both people, spells, and magical artifacts), the Lynx Sight Spell (let's you see what is real and what is illusionary), *Ventus* (makes the wind blow), *Incendio* (creates fire), *Aguamenti* (creates water), and the Earth Rupture Spell (which makes the ground shake and split open).

Complex Combat (-100 CP): [Requires Basic Combat]
You know more advanced combat spells, such as the Mirror Curse (reflects a spell cast at it, but stronger), the Dream Curse (catches a spell cast at you, and lets you redirect it), the Flinging Hex (hurls someone in your chosen direction), the Cutting Curse (it cuts things), and *Occaeco Manicula* (more advanced than *Expelliarmus*, causes pinch pain in hand to induce spasms to drop wand)

Healing Magic (-200 CP):
You know magic that is turned to healing purposes, such as *Anapneo* (technically a pain curse, but used to clear throats from choking), *Vulnera Sanentur* (heals serious bleeding, also the counter curse to *Sectumsempra*), *Reparifors* (cures minor magically-induced ailments like paralysis), *Episkey* (fixes relatively minor injuries, like cuts and broken

noses), *Brackium Emendo* (fixes broken bones), *Ossio Dispersimus* (for when a bone needs to be vanished entirely, being too damaged to be fixed with the *Brackium Emendo*), and *Integritas* (which can heal nearly anything short of death in a brief time, but causes such incredible agony that it is only a hair short of being a Dark spell).

Advanced Utility (-200 CP):
You know some stronger spells with a variety of uses, such as the Snare Spell (which creates an entangling net), *Dupliciter* (which creates a mirror image of yourself), *Aedificeo Spiritum cum Odoratu et Vibrare* (which creates a solid illusion that includes scent and vibration, and is capable of fooling all the senses even of creatures with more advanced senses than humans), *Speculum Ardoris* (creates a mirror of flame that inhibits clear thinking in those who see it, and which can reflect spells cast upon it)

Dark Arts (-200 CP):
You know some particularly Dark spells designed for combat, such as the Blood-Burning Curse (which sets the veins on fire and will cook you from the inside out), *De Profundis* (a spell that calls up your strongest emotions and overwhelms you with them, leaving you unable to focus on the present), *Defensor Vindictae* (spreads out a solid shadow will form fists and beat to death anything that attacks those under its aegis), and *Sectumsempra* (causes deep wounds even capable of severing limbs, that won't stop bleeding unless a specific countercurse is used on them).

Unforgivables (-300 CP):
You know how to cast the Unforgivable Curses. The Cruciatus Curse, which is a spell with no purpose other than to inflict absolute, mind-destroying agony. The Imperius Curse, which completely crushes the free will of the target to give you control over their mind, and the Killing Curse, a spell with no purpose other than murder and which cannot be blocked, absorbed, or deflected by any form of magic other than moving solid barriers into the way of the curse.

Drawbacks:

Of course, there is quite a lot being presented to you, so it's understandable if you've run out of points by this point. If you need some more, you can take Drawbacks

Nothing is Ever Simple (+100 CP):

In real life, tragic events and problems aren't addressed once, and then the trauma disappears. Someone doesn't have a heart-to-heart, and then spontaneously get better. It takes time, struggle, repetition, and failure to change, again and again, before you get real progress. You have some sort of mental trauma, and while it is possible for you to heal from it in your time here, circumstances will keep prodding at your mental wounds and you will keep relapsing into old behaviors.

Zacharias Smith Argues with You Over Everything (+100 CP):
It's just as it says. The infuriatingly smug and infuriatingly intelligent, rational, and logical Zacharias Smith will appear out of nowhere any time you make a statement that is not a rational statement, or say anything that could be considered immature or incorrect, and proceed to verbally lambast you over this. There is no way to prevent this from happening.

Befouled (+200 CP):
Something about your magic is disgusting. People have many different ways of perceiving magic, but yours is universally repulsive to all forms of magical detection. If someone senses magic as a taste, your "flavor" is dog vomit. If they feel it as a sensation, yours is gross and slimy. Magically speaking, you are just revolting.

Occlumency Box (+200 CP):
Occlumency is an art of movement for a *reason*. But you aren't following the proper principles of Occlumency, and have stored all your ugly emotions into a box. All your ugly, unwanted, cruel, selfish, or evil thoughts and emotions get slipped into this box and quickly locked back up, never being addressed or dealt with and left to fester. If anything ever enters your mind, they will be able to target this box, and you risk going insane if all that negativity escapes into your mind all at once. It will be very hard to learn not to use the box anymore, and it will take a long time to face and come to terms with your negative aspects you've been hiding from. Oh, and you lose any immunity to mind-affecting effects that you may have had. Sorry about that.

Magical Block (+200 CP):
Like Ron Weasley, you have a block on your magic, preventing you from being able to use your magic to its full power. You're going to be stuck as a pretty weak wizard. It IS technically possible to break through this block, but it will take a long time to figure out how. Until then your magic is going to suck… and afterwards you'll have to completely relearn everything to get used to how drastically different your magic is.

Infinite Forgiveness (+300 CP):
You have the capacity to infinitely forgive others, even when you really shouldn't. So long as the wrongs they commit are against you and not against others, you will never take more than the bare minimum measures necessary to punish them, and will instead try to win them over as allies. You will engage in this behavior to insane lengths, even against the advice of those you hold dear.

Emotional Magic (+300 CP):
Although you can consciously and intentionally use magic, overall your magic is more responsive to your emotions than your conscious intent. It will even act of its own accord to fulfill your emotional desires, so be careful not to lose your temper or else someone might get hurt. For another +200 CP, your magic is especially trigger-happy, and if you ever get angry or upset at someone your magic will act on its own to try to kill them.

Old Blood (+300 CP):
You follow the ways of the Old Blood, and are incapable of willingly killing anyone. For another +100 CP, you are not able to fight anyone except in self-defense. For another +100 CP, you are not permitted even that, and furthermore are incapable of eating meat.

The Better Brother (+400 CP):
You only have access to whatever perks, and items you purchased for this Jump. All of your other perks, powers, and items instead go to your twin sibling. Oh, and you have a twin now. Your powers will remain in your sibling's possession until the end of the Jump, at which point you get them back. You may take your sibling with you as a companion if you so wish; they retain all the powers they gained from you, even though your own powers have been returned. Don't think about it too hard.

***Converto Intellegentiam de* Jumper*! Converto Animadversionem ab Intellegentia!* (+500 CP)**:
You have been subject to a particularly insidious curse. Whenever people think of you, their thoughts are compelled to think of you in a negative fashion. You will always be blamed for anything that goes wrong around you, you will always be the scapegoat to others, and for the entire duration of your time here everyone who encounters you will hate you. They may not be inclined to attack you… but those who are already cruel or

violent will target you. Making friends outside of your companions will be… not technically impossible, but supremely difficult.

Tom Marvolo Riddle (+600 CP):
There is a connection between your mind and that of Lord Voldemort. Nothing can close this connection, although you can try to guard yourself against entry. If Voldemort gets past your guard, he will be able to freely search through your memories, emotions, and mind, gaining access to all of your secrets and any important information you might know. Fortunately, you're able to peer into his mind too… but he knows this, and while his Occlumency isn't as strong as his Legilimency, it's more than enough to create fake memories or you to deal with, making all information from his mind suspect. For another +400 CP, Voldemort is able to possess your body for an hour each week. You cannot control when this happens.

The Voice in Your Head (+600 CP):
Your body is transfigured into an object, and hidden away in a building relevant to your background (if you are a drop-in, it is hidden away in properties owned by the Ministry of Magic). You do not know what sort of object you have been transfigured into, do not know where it is, and you are incapable of using magic, moving, or affecting your own body in any way. However, you are able to communicate with one of the following by speaking to them mentally, letting you bypass any form of mental defenses; Light wizard, Dark wizards, wizards with a connection to Voldemort, or wizards who are un-Declared. You will have to convince them that you're real, convince them to help you, and use them to indirectly find your body and restore you to your true form. If you cannot do this within 10 years, you fail your chain. Oh, and you lose access to all charisma- or persuasion-buffing perks until you free your body again.

I Am Also Thy Brother (+1000 CP):
You will die seven years into this Jump. This will kill you completely and utterly, bypassing any sorts of defenses against death you may have and ending all of your multiple lives. However, this will not be the end of your Jumpchain. Instead, you can designate a single character. This person must survive the full 10 years of your Jump in place of you. If they survive all the way to the end, then you will come back to life and will be considered to have completed this Jump, and may continue your Jumpchain as normal. Additionally, you can take the person you chose to survive you as a companion in the future.

Scenario:

There is only one scenario.

The *Vates*'s Work: [Requires **Lord-level Magic** and ***Vates***]
To complete this scenario, you must be *vates*. Very nearly every magical creature in the world is bound or enslaved by wizarding magic in some way. You must free them all. Not just the creatures that are useful or the ones that are nice, but even the "evil" and monstrous ones. However, to be a *vates* means, first and foremost, that you respect free will… including the free will of the wizards whom the magical creatures might hurt, and the free will of the wizards who own house elves as slaves.

Fortunately, magical creatures all have a degree of sapience, and many such as phoenixes are willing to work with other creatures to help convey their needs to the *vates*, even if they can't otherwise communicate with you. As such, you will be able to, with their assistance, identify what webs are binding any given magical creature, and what their purpose is. Many, but not all, magical creatures may have an idea about how to escape their webs—because it isn't as simple a matter as simply breaking the web. Some webs are woven so deeply into a species that it would kill or maim them if you simply tore it apart; others can only be torn. Others need to be delicately unraveled, while still others must be tricked into attaching themselves to a proxy totem instead of clinging to the species. One might be something you could break in moments, while another could need an extensive ritual, or require the actions of more people than yourself.

And aside from the needs of the webs, you also need to take into account the consequences of freedom. Dementors, if free from their bindings, would be free to consume human souls and reproduce. Centaurs, if free from theirs, would once again become the rapist creatures they used to be. Yet still, you must free them… but find a way to do so that does not infringe on the free will of the very people they might victimize. To use the above examples, Harry Potter convinced the Dementors to go back home to the realm of nightmares instead of eating people's souls, so they would feed on bad dreams like they used to instead, and together with the centaurs performed a ritual to change the fundamental nature of what it meant to be a centaur so that they would no longer feel compelled to rape without the bindings.

You cannot force this to happen, but must convince others while not infringing upon their free will… even though you are entirely capable of doing so. Even without the **Compulsion Gift**, **Lord-level Magic** will sway others to your way of thinking. You must control your own magic so that you do not accidentally have this effect on others; indeed, if you spend enough time on the path of *vates*, you may even be able to invert this effect, and presence of your magic will free others from lesser bindings and compulsions. You cannot threaten people into doing what you want; you must persuade them. Although bribing them works just as well.

If you have any perks or options that boost your charisma, likeableness, persuasion ability, or similar traits beyond the range of what is humanly possible, they are reduced to the point that they are within human ranges. Such inhuman degrees of charisma are, by the rules this world operates by, perilously like compulsion, and as such are restricted if you take this scenario. Hopefully you have a perk that gives you immortality; even a wizard's lifetime isn't enough time for someone to free every species in the world, especially considering that so many webs are only regional, rather than affecting all members of a species across the globe.

Reward: When you have freed every species of magical creature from the magical webs which restrained them, and have done so without violating the free will of others, then you will receive your reward: a **Planeswalker Spark**!

Don't get too excited now; your Jumping days aren't over yet. This isn't one of the nigh-omnipotent **Oldsparks**—this is a **Newspark**. It provides you no powers other than the ability to freely travel across the multiverse—and not the lesser multiverse you find in a given Jump, but the greater multiverse that allows you to travel between different settings, such as your Benefactor has been transporting you between.

But be warned; you do not gain special powers for entering a one of these world like you would while Jumping, and what powers you learn while in a world and what items you obtain are not protected by fiat. Without the power of your Benefactor, the magic you learn from one setting will not function in the world of another, and the subtle differences in physics means that any technology that intrudes on the realm of science fiction will cease to function in any setting but its own.

Don't expect to spend all your time in another universe while your next Jump is going on; time in the 'verse of your Jump freezes when you leave, and you must spend the

entire duration of a Jump actually in the setting of the Jump itself in order to complete it. Furthermore, your Benefactor will grow upset if you spend too much time in other settings, and if you spend more than a year per Jump in other settings then they will forcibly pull you back into the setting of the Jump and prohibit you from leaving until your ten years (or other time period, depending on your choices) is up.

Finally, getting a Newspark is not considered to be "Sparking" for purposes of options from other Jumps that only come into play after you achieve your Spark. Those only activate if and when you achieve your Oldspark.

The End:

Well, it's been ten years… or if you took the scenario, quite a bit longer. I hope you made it through with less trauma than Harry did. But now it's time to ask that familiar question… where do you go next?

Stay Here:

"You know, mijo*, it isn't where you're born that matters, it's where you choose to die–that's your country."* - Richard Blanco

Go Home:

"*To thee I'll return, overburdened with care; The heart's dearest solace will smile on me there."* - John Howard Payne

Move On:

"The woods are lovely, dark and deep/But I have promises to keep/And miles to go before I sleep/And miles to go before I sleep." - Robert Frost

Notes:

Changelog v1.1:
Reformatting and correcting spelling mistakes
Added descriptions to Locations
Renamed "Apart from the Dance" to "Plebian"

Added the Magical Heir perk
Altered the details of Creature Inheritance (Dragon) and (Dementor)
Added Creature Inheritance (Boggart)
Adjusted the details of the Old Blood a bit
Added in War/Peace as part of the Dark/Light dichotomy of magic
Renamed Magic Absorption to the proper "Absorbere"
Elaborated on Blackfire, and Blackfire's interaction with Elemental Association
Moved "Hogwarts, a History" by Bathilda Bagshot and "A History of Magic" by Bathilda Bagshot by each other in the School Supplies.
Rephrased Uncle Arcturus's Coin
Rephrased Broomstick
Added detail to Linchpin
Added Basic and Advanced Potions Ingredients.
Added Philosopher's Stone
Added Befouled

Changelog v1.2:
Kneazle Whisker wands now enhance two fields of magic.
Troll Whisker wands now having the melee-magic be optional.
Improved the function of Private Property
Added Books of Magic
Rephrased The Better Brother so it's clear that your sibling only gets your powers from past jumps.
Reworked Free of Fate to be free for this jump, with two levels of improvement.
Added protection from splinching to the Apparition talent.
Clarified that you can apply discounts to the School Trunk's modificiations
Adjusted the dice for Wand Length to 2d24. I'd have liked to stick with using d8s, but it was too hard to leave the middle area of wand length. This gives a tendency towards the middle, but keeps the extremes from being virtually impossible to get without needing to pay.
Added a link to Lightning on the Wave's fanfiction.net profile.

Changelog v1.3:
Advanced Potions Ingredients now refills.