

Generic Harry Potter Fanfiction

Jumpchain CYOA

Version 1.2

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With a whole lot of help from Brellin, Orion Ultor and the rest of the folks at SB.

Introduction

Welcome, Jumper, to a world of Myth and Magic, of Lords and ancient prophecies, or of revolutions and blood! It might be that people you're accustomed to seeing as good might be all traitors, and people you're used to seeing as evil might be good! Harry Potter may be just one more boy, or he may be the subject of every single prophecy ever! Or maybe he's just the sibling of the person the world seems to revolve around. Ron may be a good friend or a spy of Dumbledore or a Death-Eater, possibly all three!

Hermione could be an Unspeakable in training or not actually all that intelligent, the Purebloods could actually all be misunderstood! A lot is possible, and it's all up to you, actually. This is the Generic Harry Potter Fanfiction world, where you may insert any HP fanfic of your choice, with no restriction except that you may not make it any fanfic that already has a Jump. Yes, crossovers are fine too. One restriction is that the story must be set in the HP world. Fusions are fine too, but stories with HP characters moved to other worlds are not.

This Jump is designed to work best if you use it to enter into a particular fanfiction, but you may instead use a 'generic' world, where a random mixture of the most common fandom tropes takes place.

No matter what, take these **1000 CP**. You'll likely need them.

Age and Gender

Your gender remains the same, but you may pay 50 CP to change. You may pick your age freely. If you don't want to for some reason, roll 1d7+10.

Time and Place

You may pick the 'where' of your arrival freely, as any place of your choice in the British Isles. As for the 'when', you may pick that too freely, or if you want, roll 1d7 to choose:

1. **April 1, 1940** - Tom Marvolo Riddle is a student at Hogwarts, as is Rubeus Hagrid. Have fun!
2. **June 1, 1975** - The Marauders are... er, marauding at Hogwarts, Snape is training to be a terrorist, Voldemort's power is building up to a crescendo. More importantly, Lily Evans is a hot unattached redhead.
3. **October 1, 1981** - Harry Potter, or *someone*, at the very least, shall likely be becoming the 'Gender-Who-Lived' in a month. The start-off point for most 'raised differently' stories. Also for any Wrong Boy Who Lived/Twin Who Lived stories.
4. **August 1, 1991** - Just one month before Harry starts at Hogwarts. 'Different House' stories go here. Peggy sue stories too.
5. **June 1, 1996** - 'Summer after 5th year Independent Harry!' departure point.
6. **May 4, 1998** - 'Canon compliant but not the epilogue!' fics start here.
7. **August 15, 2017** - Nextgen!

Again, these are just the most common points of starting, placed to help along the indecisive. You may pick any date you want, depending on the fanfiction you choose to use (if any).

Origins

Drop-In - You appear out of thin air one day, just out of nowhere. Somehow you have all the needed paperwork in order to appear, on paper at least, as a legal resident and/or student. So long as you don't draw attention to it it's unlikely anyone will notice.

Light! - You're aligned to the light side, on the side of Goodness and Order to fight against those nasty evil people. Your blood status is up to you, but either way, you have a lot of potential, Dumbledore tends to like you... well, unless he's evil, and people generally get a good vibe from you. You're a nice guy!

Dark! - Contrary to the name you would be better described as self-serving, opportunistic, and ambitious. Misdirection, deception, and manipulation are your bywords and working through proxy, subtlety, and plans-within-plans your modus operandi. Your general goals are often aimed at the accumulation of personal power, wealth, influence, and prestige... but not always. While you are not required to wear them, leather pants are traditional. Acting like the edgiest edgelord that ever edged is entirely optional.

Grey! - Can't choose, eh? Want to reform Slytherin? Want to prove Dark Magic isn't really dark? This is for you, then. You straddle the line between light and dark, good and evil. Might be you're a half-blood or even a muggleborn Death Eater-to-be, or a Malfoy who's a good person somehow... who knows?

Perks

Each origin gets their 100 CP perk free and the others at 50% price. There are no discounts on general perks unless stated otherwise.

General

Local Magic - 0 CP

The magic system of whatever fanfic you're going to. This is almost always a variant of the Harry Potter magic system, so any and all magic you learn is fully compatible with that. This also gives you the ability to teach the magic to others you meet in the future.

Supernaturally Attractive - 100 CP

You're sexy. You may be a Veela, able to ensnare anyone you want with your allure, or you may be a demon like a succubus or incubus, but whatever the case, the fact of the matter is that you're incredibly, unbelievably beautiful.

Not just that, but you have a certain... *something* about you. It might be an allure, or it might be a demon "lust aura", but you find people of your preferred gender going weak-kneed with just a whiff of it, and they might just go crazy if you really focus it on them.

It makes picking up partners trivial and easy, and if you want you could live an easy life full of hedonism for the rest of your days. Also, you have all the endurance you need in bed, meaning you will never leave your partner, or partners, unsatisfied no matter who or what they may be or how many of them might be there.

Finally, your love life tends to remain peaceful, at least most of the time. If you have just one partner then both of you have an instinct for just what the other would like and superhuman patience towards each other. And if you're the Harem sort of guy, you find your partners get along extraordinarily well, agreeing to 'share' you far too easily, even developing relationships among each other at times.

Either way, you have phenomenal performance in bed, having the endurance of twenty men and a degree of skill that would leave Giacomo Casanova frantically taking notes and declaring that he's not worthy.

Gifted - 200 CP

You're special, Jumper. Besides the whole 'jump across the multiverse' thing, I mean. You have one or more gifts of magic, which place you above and beyond ordinary witches and wizards. You may have received them through your in-universe ancestry, a ritual, or the favor of a very

powerful being... but we all know it's actually that last one. Each gift adapts to the future jumps you go to, providing you equal powers under that world's rules.

Pick one of the following gifts per purchase, Only Elementalism can be bought more than once:

Metamorphicism - You are a Metamorphmagus, meaning you can change your body and appearance at will. You start out only able to do superficial changes, but with a bit of work you can change your looks however you like, and once you've mastered *that* you steadily become able to control each and every aspect of your body, internally and externally. You must retain a humanoid shape, but you can be any height between four and eight feet as an adult, and of proportionate width. Beyond that, go nuts. Colours, shapes, sizes, gender, age, everything is wide open, and hardly any limits apply.

Holding your transformations requires little to no effort, to the point that you can even sleep or fall unconscious without losing it. And unless you go really crazy, your magic will prevent any of your more 'unconventional' transformations from killing or seriously harming you, and will warn you if something you're going to do is beyond its ability to mitigate.

Mind Magic - You have mind magic! Not only are you a whiz with obliviation and related magic, but you're a natural Occlumens and Legilimens, which both have their own uses. Your natural Occlumens and Legilimens abilities start out incredibly formidable, akin to someone who's spent years studying them. With some work you could be a master.

Mastery in occlumency comes with an eidetic memory and perfect control over all your tells, to the extent that no one can tell when you're lying. It also lets you make a Mind Palace, and enhances your ability to recall your memory massively, so that eidetic memory can be of some actual use.

Similarly, mastering legilimency allows you to almost instinctively tell when someone is lying, and also makes you a tremendously skilled cold reader. You're also a dab hand with spells like compulsions, the confundus and the Imperius.

Finally, once you've developed your talents enough to acquire all of these abilities, by combining them you become able to rip skills and knowledge straight out of people's heads. It takes less time and effort the more you practice it, but eventually taking mere seconds to seamlessly copy entire lives' worth of knowledge and skills without the target even knowing it is possible, though it'll take a lot of work.

Elementalism - You have a tie to one of the fundamental elements of nature, those being Fire, Water, Wind or Earth. You can summon it, shape it, send it at people and are immune to any harmful effects it could have.

A Fire elemental cannot burn, no matter how hot the fire. Even with magical fire only the very strongest can affect you. In the same way, Water elementals don't drown, Earth elementals are incredibly tough *and* flexible, Wind Elementals have a sixth sense through the air around them and an unusually great talent for flying, and so on.

The quantity of your element you can call upon and control is truly massive, to the extent that a Wind Elemental would start out able to do major gusts and gales, and with a lot of practice and experience, could control an entire Hurricane. The finesse and precision is similarly entirely dependant on how much work you put in.

Lastly, you have a number of tricks you can do with your element. A fire element trick would be to light candles with a snap of your fingers or by breathing on the wick, and it's similar for the other elements.

After your first element, you may take more (limited to the classical four) for 200 CP each. Taking this gift with Magical Animagus provides you a free form suited for your element (see the notes).

Parsel-Magic - The branch of magic depending on Parseltongue to use, which you also now have, this gives you a variety of useful skills. Firstly, spells cast in Parseltongue are naturally more powerful than normal spells, and in certain cases can only be broken with counters spoken in Parseltongue.

More than that, you're able to naturally command snakes of all kinds, who honor and revere you as a 'Speaker', and will, indeed, *cannot* disobey you barring absolutely extreme conditions. Magical snakes can resist this somewhat and it comes down to a contest of wills, but you have an immense advantage.

Taken along with Magical Animagus this gives you a Basilisk form for free in addition to whatever form(s) you take.

Wandless Magic - Magic is in your blood, Jumper. And you can feel it. Not for you the crutches that are wands. You can do any spells that normally require magical foci without them, and not lose a single smidgen of effectiveness. Nor do you need to crudely shout your spells, being perfectly able to cast wordless spells.

Furthermore, magic comes instinctively to you, meaning you can dispense with the complexity that the more advanced magic usually requires. Spells that would require long chants and complicated wand movements can be done with the wave of a hand, days long rituals can be done with as much effort as a moderately complex potion or ritual would take for an ordinary wizard. Indeed, you can do all magic you know with similar ease.

Seer - Congratulations, you're a Seer! Or should it be Oh Shit, you're a Seer! Either way, you have the ability to see the future in intermittent bursts. It's not unlimited precog, but rather, you can choose a subject to focus on, and you get random bursts of information about it. It's never useless information, but rather things that will certainly help you *some* way or the other. With practice and effort you may even start being able to direct the visions!

In addition to this, you have a second sight and a sixth sense, of sorts. You can 'see' spells, enchantments that are cast on objects and active spells both, you can see the magic of a potion, even of a person. Finally, you're able to see through all but the very strongest concealment magic, including both spells and artefacts and any natural abilities possessed by creatures the rest of the Wizarding World might not even realize exist!

Multi-Animagus - You have multiple Animagus forms, instead of the standard one. Taking this perk gives you three forms, and you may have any number more for 100 CP per form. This may be any mundane animal between the size of a flea and an African elephant, including dinosaurs. This Gift can be paired with 'Magical Animagus' to give you a magical form in addition to the three mundanes you have, and you may pay 100 CP per form for more magical forms. For magical forms, the size limit is waived, but it must be a known magical form.

Magical Animagus - Your animagus form isn't a run-of-the-mill animal, but rather a magical being, such as a dragon or a unicorn. You have all the powers a normal specimen of this animal might have.

Shadow Mage - You are a Shadow Mage, a Wizard with strong abilities tilted towards the shadows and darkness. This can have different implications in different fanfics, but at a minimum you have the ability to travel through the 'Shadow Realm', a strange realm that exists alongside the material world and connects all shadows to each other. It's nearly instant in short areas, and at its longest takes about five or six seconds for you to go from one shadow to another.

Also, you have a link to 'Darkness'. This lets you wield it like a weapon at times, while at others you can use magic based on it. At will, you can shape weapons and shields out of it, though those don't last long at all.

Finally, your link to darkness and shadow extends to the beings that inhabit it. Creatures like Dementors and some types of Vampires consider you one of their own and tend to be friendly towards you, at least until you do something to change this.

Taken with magical animagus, you have a choice between getting a Dementor or a Lethifold form for free.

Blood Mage - You are a Blood Mage, a Wizard with strong abilities towards 'Blood Magic' and Rituals of all kind. This, again, means different things in different worlds, but the least of the

powers you have would be an ability to control your own blood's flow absolutely, up to and including an immunity to all magic or abilities that specifically targets blood.

Beyond this, you have a ludicrously high affinity towards rituals towards all kind, such as adoption rituals, inheritance tracing rituals, or rituals that boost your physical or magical abilities through runecraft or sacrifice of creatures. Indeed, you can outright acquire magical abilities like an incredible physical strength through Re'em blood, magical resistance through sacrificing a Dragon, so on and so forth.

Necromancy - Souls, death, and the other assorted stuff are your domain now. Be it raising vast armies of corpses as Inferi or Ghouls, binding them as bone golems or similar or summoning and/or binding ghosts, you have a preternatural talent at everything that has to do with Death and the Dead. Beyond just this, you are a master of the skill called 'Soul Magic'.

You can bind and control ghosts and spirits, exorcise them, enable them to possess someone or end ongoing possessions. You also have an ability to work with the soul for all kind of things, such as creating Horcruxes, stealing energy or memories from it, and so on. And, if you somehow get someone else's horcrux in your possession... well, you can imagine.

Taken with Magical Animagus, you get a Thestral form for free.

Magical Resistance - Somehow you have skin like a Dragon or a Basilisk, which provides you an incredible resistance to harmful magic of all types. This ability is strongest in your skin, allowing you to tank mighty spells without even noticing them, but it's only slightly less potent elsewhere.

This Gift works through absorbing the magic used on you, meaning that sufficiently strong magic can still affect you, it's just that the bar is sky-high now. Ordinary spells like jinxes and hexes aren't even noticed, a fireball that would vaporize anyone else leaves you mildly smoking, and dancing naked in Fiendfyre would give you a slight burn.

This works not just on deliberately cast magic, but also on magical gifts, be they possessed by humans or beasts. Unless they're exceptionally powerful, of course. A Dementor's aura does nothing to you, nor do the weaker diseases of a Nundu's breath.

There is one single exception to this however. The Killing Curse isn't hindered in the slightest by this.

Master of Beasts - You have a gift for dealing with animals. All beasts, magical and muggle, tend to like you far more than they normally would. Not only do they go out of their way to not harm you, they also tend to be incredibly obedient towards you with just a bit of work.

You have a gift for just *knowing* how to take care of them, what the best diet for them would be, how they can be contained and kept away from harm and from harming others. All of this without making them overly unhappy.

You can also train them for various purposes, depending on what you want to do with them. Based on this training and the steps you take, they even develop some unusual abilities. Beasts trained for war grow more fierce, bigger and stronger with their claws and fangs and whatever other offensive measures they have strengthening beyond usual levels. Beasts you're breeding for potions ingredients become able to regenerate things over time as long as they were removed without undue brutality, and so on.

Luck of the Devil - 300 CP

You're lucky. Indeed, it might be fair to say you have the devil's own luck. Or rather, fanfic Harry Potter's own luck. Ordinary shops hold great treasures that only you come across. People always have useful, nice things that they are willing to give away just out of the blue.

Old kingdoms desperately need heirs just when you come across them, witches and wizards tend to leave you fortunes in their wills. Tombs that have been explored a thousand times just happen to reveal new secrets when you're around. Unless your enemy made sure you were hit and then double-tapped to be sure, nine times out of ten chances are you're just injured.

Hyphenated Name - 500 CP

Yours is an old and storied bloodline. And you are the heir to all its potential. You are directly descended from one or more among Merlin, the founders of Hogwarts, Morgana and any other famous witches and wizards there might be in the local world, having some of the most exalted pureblood ancestry.

This has multiple effects. Firstly, you're able to use any special gifts or bloodline abilities they had to their fullest potential, despite your blood being so far removed from them. Indeed, you can command and wield the absolute apex of the potential possible in your bloodline, no matter how high it may be or how far back the ancestor may have been.

Secondly, you are not just the equal of your bloodline, but the very best of them. Any race, species, type or breed you belong to, you're automatically among the very greatest, most powerful of them. You have every hint of the power and potential possible to be had, although it may require training or practice.

Finally, you count as the 'Magical Heir' of all your ancestors, meaning any wards or defences or enchantments keyed directly to such individuals will also recognize you as their "heir", and let you pass without issue. You can toggle any and all of these effects at will.

Merlin Returned - 600 CP (Capstone Booster)

There were ancient tales of your coming, Jumper. Actually, wait, no. There weren't. But there should have been. You were born to greatness, and this reflects in everything you do. Magic is second nature to you.

While you don't get any skill or knowledge innate with this perk, nor any gifts or talents that pass down bloodlines or through rituals, you now have limitless talent in every single branch of magic apart from these limitations.

Besides that, you are a genius at learning magic too, mastering years' worth of material in days and weeks without even stressing yourself. This growth continues indefinitely, never slowing no matter what.

Your grasp of magic and its theoretical framework is such that you can manipulate the very nature of it, and do so with an almost contemptuous ease. You can take apart spells, rituals or even entire magic systems, and put them back together in whatever different arrangement you like, even in entirely new magic systems of your own. Even altering spells in real time is second nature to you, changing their effects, size, scope, everything. As is coming up with entirely new pieces of magic, with due research and innovation.

Finally, to fuel all this, your 'Magical Core', per se, is proportionately vast. You have a humongous amount of magic at your fingertips, stretching far and beyond any known metrics well into the realm of legends like Merlin and the Founders.

This perk follows you in the future too, providing you all of these effects in any and all magic you become able to do. This perk is a capstone booster, meaning that it serves to enhance each of the origin capstones in their own ways. The interactions are mentioned alongside the respective perks.

Drop-In

Work Ethic - 100 CP

It takes hard work to do things in this world. And you've never shied from this fact. You now have the kind of drive that would make the most wanked incarnation of Hermione Granger blush. When you decide to do something, you will remain at it, come hell or high water, until you succeed.

Mudblood Pride - 200 CP

Someone needs to bring those idiotic, illogical wizards into the modern age! And you're just the jumper for it. You have the skills to inflict great change upon a society, for its betterment or worse.

You can get age old traditions to be discarded, ancient biases forgotten, new methods and ways of doing things adopted at a truly ludicrous pace, everything up to and including getting new laws passed and government policies changed in record time. Wherever possible, you will be able to do it peacefully, with debate and logic. But you will also always know when it's just *not* possible, and have a decent grasp of the violent methods thus needed.

Innovation - 400 CP

Magic is not a new phenomenon. It has been around for ages, and contrary to what you might tend to believe, its users are not idiots, any more than normal people are. But for all that, it still doesn't measure up to you! You're able to come up with several innovations and ideas when presented with any magical field of study, no matter how well-studied or researched it might already be.

And these are not just low key, barely noticeable changes, either. Unless you want to focus on the small stuff, you're capable of sudden insights and ideas that can dramatically change the way the field is studied, discover unbelievable new uses for ordinary spells or potions, come up with entirely unique tricks... anything is possible.

Technomage - 600 CP

There is so much more to magic than what these stuffy inbred old purebloods believe, and you can show them! You are an absolute master of the art of Techno-Magic. Making machines that run on magic, or just magical equivalents of Muggle technology, or something as simple as just making muggle devices work in magical environments is all child's play for you. You can translate flawlessly between technology and magic, meaning that you can make technological equivalents

to all magic you know and magical equivalents to all technology you can make without losing so much as an iota of the effectiveness.

Merlin Returned Boosted - While being good at merging magic and technology is pretty good, being able to merge wildly futuristic technology with highly advanced magic is better. Not only are you highly skilled at magic, but you're now just as good at the technology side of it, being a certifiable genius among geniuses. Your merged devices now run far superior to either the magic or the tech would run alone, providing dramatically higher effectiveness and utility. In addition, your skills with the more 'technical' branches of magic, such as Arithmancy and such cross all imagined levels.

Finally, you can achieve even things normally believed impossible through combining spells and technology. You can dispense with the more symbolic and ritualistic components of any and all magic you do, making it entirely as reproducible as technology.

Automated spells, potion-making through machines... it's all possible now.

Light!

Friend Maker - 100 CP

You're a nice guy, Jumper. Whatever else people take away from meeting you, this is something just about everyone who has so much as exchanged a few words with you agrees on. You're polite, somehow make time for everyone, and have an easy smile.

Getting people to like you and let you join their social groups and clubs is a matter of trivial effort, staying in any groups you're already part of is easier still. Even your worst detractors will have to dig very deep to find bad things to say about you.

Great Redeemer - 200 CP

There is never a person who cannot turn away from evil. You believe so, and you know so. You have an aura around you, a sort of force you exude that inspires people to regain hope in their innate goodness, which makes it so that no matter how foul someone's past actions, how sadistic or obscene their previous temperament, they can always still turn to goodness and be as upstanding and kind a person as any other.

You may choose the way you do this. It might be through a conversation in which you work through all their issues, it might be through defeating them in a duel, or it may be a long process of simple interactions that steadily make them see the light. Or, for the more 'fun minded', you could literally fuck the evil out of a person of your preferred gender over the course of several enthusiastic 'sessions'. Whatever means you end up employing, if there is even the slightest chance of a person ever conceivably turning from their course, you know how to make it so.

Hard Measures - 400 CP

You may have heard of the saying that Good is not Nice, Jumper. Well, now you know how to put it in action. While your morals are clear, you're not necessarily bound by the stupider parts of them. 'Fair play', 'Second, third, fourth, fifth chances' are things you need to honor only if you want to. More importantly, however, you have the unique ability of convincing *others* of this.

No matter how hidebound or how naive their mentality, you can impress it upon others when some things are just *stupid* to do, like trusting that Death-Eater or using stunners against the enemy's killing curses. You can enable others to prioritize, to let their morality move beyond any absolute Black-and-White distinction into a more nuanced mindset, one which allows more... 'flexible' plans.

Legendary Healer - 600 CP

You are a good person, Jumper. And this reflects in your magic. You are a healer without peer, being a master at all aspects of it. From potioneering, to tricks of transfiguration, whatever it takes to heal another person is something you are an expert at already.

But a talent for healing is well and good. However, there are gifts and abilities of any and all types in the world. Necromancy, Parsel-Magic, Blood Magic, etc. While several are benign and helpful, a lot of them seem like they can only ever be used for evil. Not by you, though. You have the ability to use any and all gifts and powers you have for good and benign purposes.

Blood magic can be used as a healing tool, powers that can rip the land asunder can be used to divert floods and prevent earthquakes, an ability to eat souls can be used to instead remove any curses or maladies lain on a soul, and so on. You have the unique ability to share this ability with others, allowing good people born with “bad powers” to use their powers for good pursuits without issue.

Merlin Returned Boosted - When it comes to healing people, what you do cannot be matched. Not only does your mere presence make most usual ailments irrelevant, you’re brilliant enough that conventional limits and boundaries are meaningless before you.

You can cure things like Lycanthropy and Vampirism, regenerate limbs effortlessly, toss back the effects of degenerative diseases and even heal genetic defects. And you’re not limited to the physical problems either. You can help people whose minds have been shattered into nothing pull themselves back together, remove even the most crippling of addictions, and wipe away any and all curses and maledictions. You can even resurrect the recently dead, if you get to them within 24 hours.

Simply put, it might take you a while, it might take a whole lot of labor, but there is no disease or injury you cannot fix, no curse you cannot unravel.

Dark!

Pureblood Etiquette - 100 CP

Manners Maketh Man. Those of higher status or purer blood should act like it, no? You find you have an impeccable understanding of social norms and etiquettes, knowing just the right way to treat everyone higher, equal and lower in status to you at all times. You're at home in any high-level gatherings, and will never be caught wearing the wrong cut of robes.

Aside from being able to make good impressions with the people you interact with, others will always assume you to be a person of high breeding and class unless they have specific evidence otherwise. Even the snootiest pureblood wouldn't suspect you of being muggleborn with this (assuming you were a muggleborn, of course).

Manipulative! - 200 CP

Sometimes it can be difficult to get people to do what you want. They have all these pesky things, morals and whatnot. But you could squeeze water out of a stone, metaphorically at least. You have a gift for knowing what to say and what to do to get people to do whatever you want. You know all the right words to pull their strings, press their buttons and achieve your targets with them.

This doesn't just work on people either. Age old beings, demons and gods and eldritch entities and everything in between are only slightly more difficult than ordinary people for you to influence. Your ability to weave deceptions and create plans based on your manipulations is also bolstered and while not foolproof your plans mix just the right level of simplicity and complexity that it's unlikely they'll be discovered or interrupted barring random chance, so long as you take the time to cover all your bases.

Modern Day Alexander - 400 CP

You have the skills of a modern day conqueror, a warlord and wizard extraordinaire. You can dredge up ancient grudges, remind people of old injustices or just straight up invent causes, but either way you know just how to get people to do what you want, and let you lead them to good and ill.

And once you *do* lead them, you find yourself utterly superb at it. Instead of your charisma being hollow like it is for so many others you actually have excellent leadership and planning skills, to the extent that you could orchestrate the fall of governments as a teenager.

Finally, you have a gift for using magic in wars. It doesn't matter if it's the first time it's being used or the five thousandth, you find your skills at determining the best time and place for the best types of magic to be absolutely impeccable.

Dark Lord - 600 CP

There is no such thing as Good or Evil, only Power and those too weak to seek it. You know the truth of this, and you. are. *not*. weak! Magic is a great and wonderful thing, and among its greatest uses is its breathtaking capacity for harm.

You know this, which is why you're so good at this. You are one of the best at fighting with magic in the world, period. Formal dueling, casual combat or just a magical brawl, you're very, *very* good at all three. More than just *good*, you're utterly brilliant. Your reflexes, your breadth of knowledge and just your sheer *skill* leaves the likes of Voldemort and Dumbledore gaping.

But more than conventionally used battle-magic, you have the gift of being able to turn *any* spell into a combat spell. It might require creative application, or it may require some editing of the spell's wand movements or incantations or whatever, but you have an instinctive grasp for the potential in combat of any spell, and know *just* how to bring it out to maximum effect.

In future world, this extends to all similar mystic or esoteric forces.

Merlin Returned Boosted - Fighting using magic is one thing. Maybe a good thing, maybe a bad thing, who knows? And really, who cares? Because you can go far, far beyond fighting with magic. You can wage a *War* with magic.

Your abilities at using your abilities in combat skyrocket and evolves, taking an entirely more advanced form. To begin with, you can toss around wide, area-effect versions of any magic you can normally do, letting you throw your curses against fortresses and armies instead of individual people.

This takes more energy, obviously, but far, *far* lesser than it normally should. Something to the effect of a tenth as much. And that's for systems that actually cost any power to cast magic in the first place. You can do this in reverse also, 'shrinking' spells meant for battles and sieges to use them in one on one duels.

Grey!

Building Bridges - 100 CP

As it usually works, people in high-tension situations almost always develop ‘us vs them’ attitudes. Anyone who’s friendly with the ‘other side’ is consorting with the enemy, probably a traitor, so on and so forth. Not you.

You’re immune to such petty suspicions. As long as you’re not actually betraying any of them, you can spend the night partying in a Vampire club and the day attending the wedding of the most vicious hunter in town, and neither group will mind.

The greatest use of this, however, is in mediation. You can assist disparate groups find points of agreement, and also come to terms with their differences. As long as your points are valid, no one will dismiss you as being a ‘lapdog of the other side!’

Goblin Friend! - 200 CP

Whenever you encounter someone from a different race, species, nation or culture, you have an instinctive understanding of the best way to show them the respect you have for them, without offending them unknowingly. And it pays off hugely!

You have the tendency to make great friends with entire races or cultures with just a few token gestures of respect, and with a rudimentary understanding and appreciation of their culture you could have them ready to go to war for you!

If you’re able to use it, they also tend to be rather willing to teach you their unique magic.

Heart of Gold - 400 CP

It’s a curious thing you do, alternating between horrific evil and lighthearted whimsy as you are. One day you might be bathing in the blood of a thousand innocents, the other day you might be saving orphans from a fire. What this means for you is that no amount of foul and/or corruptive influence, magical or not, can actually hold a hope of corrupting or subverting you, always sliding off like so much dreck. Unless, that is, you *want* to be evil for some reason.

Additionally enemies you have will be highly likely to think that you could be “redeemed” (either for good or evil, it works both ways!) and therefore will probably try to capture you first and are unlikely to try to kill you outright unless you’ve proved beyond a shadow of a doubt that you won’t join them. Finally you possess both an incredibly sinister villain laugh and a hearty “good guy” laugh as well, and can chew the scenery and be as hammy as you want while still being taken completely seriously instead of being seen as a lame try-hard.

World Walker - 600 CP

You have an affinity for spellwork that has to do with long distance magic, such as transporting people or things, even things like words or messages. Not only are you one of the finest experts in apparition in the world, being an absolute genius at every variation and technique that exists, you're also capable of extremely fast flight without a broom, which has the curious effect of enveloping you in thick clouds of any colour you like.

Apart from this, you're extraordinary at creating things like Portkeys, Vanishing cabinets or Portals, being able to create Portkeys that can move people as gently as a mother's touch, and portals that move people around without them even noticing it until it's too late. Summoning and Banishing spells are trifling to you, even the most powerful or complex ones.

You have a considerable aptitude for penetrating wards and defenses when building these things, so much so that with even rudimentary information about the protections on a place, you can figure out how to circumvent them, and with a bit more work you could bring them down outright.

These abilities also carry over to any spells that revolve around observing people from afar, be they scrying spells, listening charms or other, similar magic.

Merlin Returned Boosted - Normally even the best of transportation or observation magic is limited by the range, be it a continent or a planet. Not for you such petty limits. Your portkeys can take someone to a different galaxy or a different reality just as easily they would take them next door. You can create portals between two places being continents away from either, or even ones between parallel dimensions.

You can go into both alternate realities, such as ones where someone who was a boy in your reality was born a girl instead, or where there were twins, or where Voldemort never fell at all. This ability also ensures there are such realities in all future jumps. You can also go to the connected multiverse, even spiritual or astral realms like Faerie or somesuch.

This ability covers any form of transportation that you can use. Portkeys, portals, apparition, anything can be used to travel thusly by you. You can't use it to travel to other jumps until post-spark, however.

Items

Each Origin gets their 100 CP item free and the others at 50% price.

All origins may take any one 50 CP item for free.

Wherever applicable, you may import an existing item at no additional cost whatsoever.

General

Common Wand - 0 CP

A normal, common wand. Made of wood and something from a powerful magical animal. Lets you cast magic. In future jumps you get more of these, one for everyone you decide to teach magic. Simply by touching the wand they become capable of casting magic themselves.

Harvesting kit - 50 CP

A set of knives and scalpels, some cleaning potions and materials. It has everything you need to cut up and preserve a magical animal perfectly, without any part going bad.

Generates sanitized glass containers to prevent anything getting contaminated, the containers are indestructible. The materials in the kit naturally replace themselves over time when used up and you know how to use all of them.

Hogwarts, a History - 50 CP

Perhaps the most common book in the Harry Potter universe, this book details everything about the castle and the school. Unlike the local copies, though, this book details *everything*. Who fucked whom in which cupboard, who cheated on which test, everything. It even updates itself in real time.

Curiously, this doesn't provide any magical knowledge. But it's great for knowing all the stories. In the future you may denote any one building or any organization that is limited to just one building, and get similar histories.

Hooded Cloak - 50 CP

This is a hooded cloak for you to wear, in a colour of your choosing. Looks stylish, and it can change to any other hooded garment at will. The main thing about this, though, is that it makes it very nearly impossible to figure out who you are.

Your voice is changed, your face hidden, and your build is non-distinct. No mundane methods can pierce this secrecy, no matter how advanced. Among magicals too, only those who are the very best at these things stand a chance.

If you took the Unspeakable drawback you get one of these for free, since it's your work uniform, but the free version doesn't have CP backing so if you lose it or it gets destroyed you'll have to replace it yourself.

Marauders' Map - 50 CP

A to-scale, updating map of Hogwarts school, complete with the people. It pierces Polyjuice, Invisibility cloaks, and anything else people might come up with, always telling the real names of people.

In the future you may pick any area about the size of Hogwarts and apply these effects unerringly to it. You know a short ritual to change the area the map shows, but it requires you being in that location in order to perform.

Shopping Trunk - 100 CP

A simple looking wooden trunk on the outside, this is pretty much a pocket dimension you can carry about. On the inside it has about a dozen compartments, each the size of your average living room. No matter how much you put in it, it will never weigh more than a feather.

This comes with built-in bookshelves, a closet, potions rack and other containers for any common items you may pick up, and automatically sorts anything you may toss in for ease of access.

In addition to that, it's keyed to you, meaning only you and those you permit can open it. It can take the form of a muggle briefcase at your will and can even be shrunk to the size of a matchbox, without anything inside being affected, again at your will.

Does not circulate air, unless you make the arrangements for it.

Deathly Hallow - 300 CP

The Deathly Hallows: Three items of legendary power and history. You have one of them now. You may choose to have a perfect copy or the original, but in both cases it has all the powers attributed to it in the local universe, along with the powers mentioned below.

You may not take more than one.

The Elder Wand - Possibly the most powerful wand ever made. Made either by Antioch Peverell or Death, no one wielding it can be beaten in a magical duel by anyone who is in death's power. That is, no one who counts as a mortal can beat you in magical combat while you have this.

This wand doesn't protect you from thieves or assassins, and if lost in such a way, will not return until the jump is ended unless you go take it back yourself.

The Resurrection Stone - This is a small black stone, about the size of your average pebble. This too, was made either by Death itself or by Antioch's brother, Cadmus Peverell.

Turn it over three times while thinking the name of any dead person, and you may summon the shade of the person to you. The shade has no powers, but the exact same memories, knowledge and personality the person had in real life.

One thing to take note of is that while you may summon anyone and they will come, they are not bound to answer any of your questions or tell you anything. You are not their master, after all.

The Cloak of Invisibility - This is the third item of the set of Deathly Hallows. Again, made either by Death or by Ignotus, the third Peverell brother, this cloak is a timeless, eternally functional invisibility cloak. In addition, you don't age while you have this on, but only when you have it on completely, meaning no part of your body should be visible.

No magic except that cast by the Elder Wand, or of a similar strength can penetrate this invisibility, and attempts to summon this cloak from you fail. In addition, you can always see it unless you want otherwise.

You may turn this into any other form of full-body covering garment at will.

Room of Requirement - 600 CP

Well now, talk about finds! This is a copy of the Hogwarts Room of Requirements, except this one belongs solely to you! It has a pseudo-intelligence of sorts, that reads your intentions perfectly and does its best to provide you with whatever you ask. Being a product of high level magic, it can create any number of whatever mundane objects you desire for purposes of training or even use, although they don't last long outside the room.

In addition, it can mimic any location you wish it to, and do so perfectly, up to and including any fine details and magic. But it won't be a real-time mimicry, but rather a recreation based on your thoughts. It makes the perfect training room, sex dungeon, or really mostly anything you want it to be. This room also connects to your Warehouse, meaning you can summon any item you want to you without having to open your warehouse, though others can't enter your Warehouse (or this room) unless you allow them to. No, this doesn't work in face of drawbacks.

Also, the room provides time acceleration, meaning more time passes inside than outside the room. You don't age in this time unless you choose to, but any physical improvements made to your body are retained all the same. The room requires a cooldown period to recharge its 'acceleration' depending on how high you put the setting, to the scale that using it constantly at the max setting of 24 to 1 for one outside week drains it completely and takes 48 hours to recharge fully.

Drop-In

Muggleborn Introduction Booklet - 100 CP

This is your basic ‘introduction to magic’ booklet. It has a simple primer on the local politics, social structures and good-to-know information of the magical world, and is guaranteed to be able to give a basic understanding of how things work to anyone without them freaking out.

In future worlds it updates to new locales, and you may use it to explain any society, nation or group of people you know about in detail to anyone and be assured that they’ll be able to comprehend things without freaking out.

The Tower - 200 CP

Research and advanced work, be it on science or magic, is best done in a dedicated space. And there are few such spaces better than this one. This is a Wizard’s Tower, hidden far away from prying eyes, and holds just about anything you might need to play the ‘Hermit Scholar’ and play it well.

To begin with, it has every single book in any kind of public circulation in the world. Nothing that is limited to private libraries or that only exists as one of a kind or part of a small collection, but anything that was ever available to be bought on the open market and/or was somehow brought into the public domain.

More than that, it has a huge supply of potion ingredients, wand woods and cores, ritual ingredients, metals and stones for enchantments, blood and parts from exotic creatures, and everything else you need to properly work on advancing whatever fields of magic you choose to work in.

The quantity of the things you have here, the knowledge and the materials, all depend on how rare or common they are in the world, but they restock every six months. However, you don’t get anything that is truly only one or few of a kind here. Needless to say, you get the same in all future worlds.

Epic Wand - 400 CP

Now where did you get this beauty? This is a wand of the very highest quality and power. In fact, it might just be safe to say this is one of the most powerful, best-crafted wands in the world. And it’s made specifically for you. Firstly, it is compatible with any and all systems of magic you can use, regardless of whether or not they normally use foci. And it’s not just compatible, but actually amplifies the effect of any spell you cast with it by an order of magnitude, if not slightly more.

Even spells that don't exactly depend on power have their effects boosted in whatever way would best make sense. You may choose the boost to be less than the maximum if you want people to be unaware of how potent your spells can be.

Finally, magic cast with this wand is utterly undetectable to any means other than someone seeing or hearing you doing it, whether directly or through having been looking at you remotely somehow at that exact time. This does not mean that anything you enchant with this will register as mundane, but rather no one would notice you actually enchanting it.

It does, however, make it so that nothing can be traced back to you, scrambling any 'magical signature' you might have. As an extension of this effect anyone attempting to "check" your wand to see what spells have been cast through or with it will be unable to detect any spell use you would not want them to know about. It expands into a cane or a staff at your will.

Governmental Aid - 600 CP

You were contacted by the Queen of England to 'Bring their wayward subjects under control'. Why a race of casual reality warpers is supposed to be beholden to a muggle utterly irrelevant even in her own world is a mystery, but it is true all the same.

You now have complete support from the local government, meaning a lot of people with guns at your back, a lot of people in lab coats ready to work at your projects, all of whom you command. To top all this off, you have an annual budget well into the tens of millions of british pounds at minimum.

In future jumps, you can rely on having extensive support from any mundane governments or organisations against any magical or otherwise supernatural communities or forces, regardless of whether it makes sense or not.

Light!

The Ride - 100 CP

You know how to travel in style, now. This is your own flying motorbike or car, complete with certain 'defensive' measures, such as an exhaust pipe that releases dragonfire at the push of a button, along with walls, nets and other fun things. It goes hundreds of miles an hour without any trouble, and can go higher if you want to push it. Oh, and has an invisibility button that will never malfunction.

Sidecar optional, and you may turn it into a broom at will. It doesn't have the defensive measures as a broom, but the speed is doubled. And no matter how fast you go on this, in vehicle or broom form, you will never suffer any adverse effects of the wind or the sheer speed. Has collision warning spells, but actually preventing them is up to you.

Grand Jumper Manor - 200 CP

This is a palatial residence, located on its own private island of some significant size, or in some remote mountains. Either way, you own several thousand acres around it, and that's beside the pile itself. This is less a manor and more a grand palace, of a size and magnificence that makes Versailles, the Taj Mahal (although that one isn't a residence), and anything a Romanov owned looking like shabby mud huts.

With hundreds of rooms, dozens of dining halls, ballrooms, multiple gardens that have numerous fountains, it's one prime piece of real estate, and it's all yours.

Oh, and it's completely enchanted, of course. Thousands of gargoyles, statues and carved animals await your command, the whole place is maintained by multiple house elves. They produce enough food to throw obscenely lavish feasts for up to five hundred people in every meal.

It also has a very nice wine cellar in the basement, with some of the finest magical and muggle vintages in the world laid in and replenishing every week. Defence-wise, it's decent, but not really anything to write home about, having your basic unplottable and muggle-repelling charms as standard.

If you want, you may have it be in a Trunk or even a Suitcase. You lose the acreage and the gardens, but hey, portable.

Convenient Inheritance - 400 CP

It can happen that despite your best attempts, you may get into a pickle that is beyond your abilities to deal with. That's where this comes in. Once a jump, you may bring this into play, getting something guaranteed to be suited to your needs at the time. 'This' is an inheritance, as in something left to you by someone. And it can take many forms.

Depending on what exactly you need at the time, it can be books that detail the history of magic you need, a weapon, a map, or just a whole lot of money. It will always be helpful, but the extents may vary depending on the breadth and scale of what you ask for. It won't give you a weapon that can kill an immortal in one-shot, but it may give you something that would let you find one hidden somewhere. On the other hand, if your enemy is just a local government, this could very well be a tablet that details the founding spells behind the institution and how to disable them so the whole organization comes crashing down.

Jumper School of Magic - 600 CP

This is your very own school of magic. A huge castle complete with a lake, a forest and a vast grounds area, this is a place of learning, and what a place it is! The library here is one of the best in the world, holding a vast variety of texts about every branch of magic in the world.

Nothing too advanced, but enough to get everyone very solid foundations in whatever branches of magic they choose to pursue. In addition, the NPC teachers this place generates are extraordinary at their jobs, being able to impart weeks worth of knowledge in hours. There exists a register that lists everyone in the world with magical potential, along with full and complete details regarding said potential

The most important feature of this school is, however, that the possibilities of who can learn what magic are blurred in here. In here, any person who knows a certain style of magic can teach it to anyone else. Any internal requirements to be able to learn or use that magic just develop by themselves.

Depending on the complexity it can take a while, but it'll never take more than a week for a person to acquire a rookie's skills in any style of magic, whatever that style may be and whatever they might have been previously.

There is one requirement, though, which is that anyone learning here must have been capable of *some* type of magic all along. Complete muggles or squibs cannot be taught here. This limitation is removed Post-Jump, allowing you to induct even completely mundane people into any and all styles of magic you can perform, and vice-versa. Post jump it becomes a warehouse attachment until you decide where to place it in the world, at which point it then integrates itself flawlessly into that location.

Dark!

Basilisk Hide - 100 CP

This is a cool piece of wear. Black or a very dark green in color, it's a trench coat that goes down to just below your knees, as long as you're between four to ten feet in height. Extremely resistant to all magic but your own, it can turn into a suit of armor at will, losing none of the effectiveness.

Aside from being extremely light and easy to move in, this comes with a full array of enchantments, including expansion charms on the internal pockets, cooling and warming spells, and durability spells that boost its already great durability, equivalent to about five or six layers of kevlar, by several orders of magnitude. You could brush off a point blank tank shell in this thing. Or the magical equivalent, for that matter.

The Lair - 200 CP

What kind of Dark Lord doesn't have their own lair? Not you, certainly. This is either a medium-sized castle or a secret chamber underneath a building of your choice, and in either form it is the most perfect lair you can imagine. It's completely undetectable, being under a fidelius charm you're the secret keeper of, and one which cannot be broken by anyone.

Besides that, it comes stocked with a huge supply of medicinal potions, food, dragonhide armours, emergency portkeys, spare wands and even highly effective training manuals that you can use to teach magic of all sorts to your followers.

All these are in quantities enough to outfit and supply a small army, say a few hundred witches and wizards, and train them into combatants capable of matching senior Aurors and Death Eaters at equal footing. Besides the fidelius, it also has dozens upon dozens of other wards and enchantments on it, which allow you complete control over every facet of life in this place, and defenses tough enough that it would take an army to meaningfully threaten it even if it were found.

Ritual Hall - 400 CP

This is a Grand Ritual Hall. Runes in beautiful script cover most of the floor, there are multiple sacrificial altars, a rack full of the finest ritual equipment in the world, and a closet full of Ritual Garb, designed and made to never interfere with anything you might be doing.

In this ritual hall you have, and will always have, everything you need to perform any ritual you might need to do. Specific inks to paint runes, special knives, up to and including a few animals that you can sacrifice and perfect replication of any astronomical events of mystic significance.

Blood rituals, power-enhancers, sealing, unsealing, any kind of ritual that has ever been mentioned in a Harry Potter fanfiction can be performed here, and as long as you do your part right, it will not fail due to any external factors.

Lordship Ring - 600 CP

Hail Anon, Lord of the Most Ancient and Noble House of Jumper, assorted muggle aristocratic titles following. You have a ring on your finger now, denoting you as the head of a very old, very rich and very powerful family, which you may or may not also be the last of. Entrenched deep in government, this provides you a seat with multiple votes at the Wizengamot, and broad influence over the Ministry of Magic even if you're really young.

You have several accounts in Gringotts and other banks, holding somewhere around fifty million galleons, and about half of that separately in muggle banks. This is in addition to valuable investments and properties, such as real estate in prime location, shares in media corporations and businesses, again in both the magical and muggle worlds. In addition, you have just over a dozen residences, scattered across the world with a focus in your home country. All of them are magical and heavily enchanted, but none of them is comparable to either the **Grand Jumper Manor** or the **Lair**, being, at best, a third as good. Unless you took those, in which case all of them are uplifted to the same degree.

You'll find equivalent estates and riches in your possession in future worlds, fitting in as appropriate.

In future jumps, if it's at all possible for there to be inheritable political power in the setting you get a nice slice of it, being one of the most powerful people in the government. This will never place you at the absolute top, mind you, just close to it.

The ring itself is a reusable portkey to every piece of property you own, through Jump-fiat or otherwise. It also acts as a signet ring, and sealing any message with it will ensure that people that see the seal know the message came from you, and also serves as proof of your identity if required. You may summon or dismiss it from your person as you desire, but it is traditional to wear it at all times, and no one will question you wearing it, even if you normally wouldn't be allowed to.

Grey!

Vanishing Cabinets - 100 CP

This is a set of linked cupboard-like items, decorated with strange, funny-looking symbols. But its abilities go beyond its looks! These cabinets are a linked set, capable of transporting whatever is placed in one to the other, without any disruptions, side-effects or possibility of failure.

It doesn't matter what measures are in place to prevent it, it isn't relevant how far apart the items are, so long as both are on the same planet. Enter one, step out of the other. Or move goods. Comes with blueprints on how to make more.

The Emporium - 200 CP

It's all fine being massively talented and capable. Now if only if you could convert all that into some cash, eh? This is your tool for that! This is your very own Emporium, a one stop shop focusing on one thing! You!

This is a shop, that moves along with you, appearing unobtrusively in whatever cities you go to. As long as it's not a one-of-a-kind, ultra-rare artefact, anything and everything you make, be it weapons, enchanted items, potions or simple, mundane items can be replicated endlessly here, ready to be sold off for its full worth.

And you *will* always get its full worth. In the context of the local world, your items are priced to get the optimum result possible in terms of sales and profit. You can change this too, if you want to only sell to one side or something. The metrics are set by you, and the shop adapts to achieve the best possible results under them.

Network - 400 CP

You have a laundry list of contacts and connections a mile long, and they're all excellent ones, the kind you could bet your life on. These are people from every walk of life, from the highest offices to the lowest gutters.

They will feed you information, hide your trail, and so much more. Auror contacts can arrange training sessions for you with their experts, Death Eater spies can and will enable you to conduct ambushes. Or vice-versa, if you want.

Most importantly, they will actively help in expanding your network, by placing people under mind control spells, peddling potions at your behest, and by putting you in touch with people you can do favors for who then become part of this network.

In future jumps you don't have this network, but you get incredible luck so that people always tend to need things around you you're uniquely suited to provide, and will be obliged to you above and beyond anything that would reasonably be merited, until you find you have something very similar in a matter of days and weeks, months at worst.

Personal Island - 600 CP

Ah, yes. This has grown somewhat popular lately, I'll admit. This is a private island of your very own, raised from the sea-floor, or created through a volcanic eruption, or whatever other means you want, that's not important. What's important is that this island is linked directly to your magical core.

Simply put, its size is directly proportional to how much magic you pour into it. As you put in more magic, you can literally see new land forming at the edges, ready to be moulded to your will. While it won't shrink once enlarged unless you want it to, you have the ability to control virtually everything about this place, including its shape, flora and even the weather.

This island is roughly half the size of Ireland to begin with, and can expand quite a lot, dependant solely on your power. At about Australia, though, the efficiency takes a sharp dive, to the extent it takes over five times the power to increase it any further, and this only rises from here.

The effects of this island on the climate of the world are negated with the same magic that constitutes it, so no need to worry about that.

Comes with rudimentary Notice-me-not charms all over it, but they won't stand up to any concerted efforts unless you boost them. Speaking of which, this island is very receptive of any protection or secrecy magic, to the extent that all such efforts yield twice the expected results.

Companions

You can give each of your companions more CP by spending yours, at a 1:4 ratio. That is, spending 50 CP gives 200 CP to every companion, not just one.

Import - 50 CP: For every 50 CP, you may import a companion with a budget of 800 CP.

Goblin Manager - 100 CP

This is a Goblin of the Gringotts clan, and has chosen to serve you as a loyal manager of your interests. An absolute financial genius, he is a master of both predatory and genuinely good lending, knows how to manipulate all the magical and muggle markets like the back of his hand, and has an unbelievably good eye for investment opportunities both muggle and magical.

You can put him in charge of any and all money-related matters, be it balancing your personal chequebook or as the CEO of all your estates and businesses or running the Finance Ministry of your kingdom, and trust him to manage it all with superb brilliance. You won't ever need to worry about money with this guy around.

If you want he'll also teach you and others his stuff, although getting as good as him might take a looong while, considering how he's the Einstein, Hawking and Tesla put together of Finance.

Sibling(s) - 200 CP

You have one or more brother/sister. You are not alone the world anymore! They get an origin and 800 CP to spend, and all of you get discounts on any Gifts any one of you takes. Redundant discounts do **not** make it free.

House Elf - 100 CP

The finest housekeeper man can have. This is a house elf of your very own. A being of powerful magic, this elf takes care of everything you need in your day to day life with unerring efficiency. It can cook delicious food, clean both houses and clothes flawlessly, and has powerful magic of its own that lets it apparate past even protected places with ease.

This house elf is fully capable of caring for all the needs of up to eight people without any issue at all, even in the worst possible conditions. It can create excellent food *ex nihilo*, mend and clean your clothes... everything.

Local Companion - 200 CP

Someone from the local world you want to take along? You can, now. Discounted for the third purchase and above.

Familiar - 200 CP

A being of deep, old magic, this is an entity steeped in powerful magic who has chosen to assist you on your way in life. Unshakably loyal, your enemies are their enemies, your goals their goals and your friends... not necessarily always their friends.

The two most common familiars seen in Harry Potter fanfiction are mentioned below. Alternatively, you may choose any other magical animal to take as a familiar instead, but their power-level is limited to the equal of either of these two.

Phoenix - This is your own Phoenix familiar, your partner in both crime and goodness. Fully sapient, the bird has a mental link with you, over which you can speak across any distance. They are able to travel through flame to any part of the world, completely ignoring all but the absolutely strongest defences and secrecy measures.

Their tears are incredibly powerful healing agents, to the extent that a few droplets could reduce a life-threatening injury to nothing. They can lift virtually unlimited weights in their claws and from their tail feathers, which make high quality wand cores. Their song has a strong soothing effect on people you like, even works as a healing agents for their minds and souls.

It also makes people you dislike feel jittery and uncomfortable, even causing sharp spikes of pain. The strength of these effects, good and bad, depends on the intensity of your feelings towards someone.

Depending on the world you pick and your own choice, they are attracted either to goodness or just to power or both, but in all cases they are seen as powerful symbols of light, order and good, and simply by being associated with them your apparent trustworthiness and charisma go up considerably.

You may pick for them to be attuned to another element than fire, which does... surprisingly little, actually. They're a different colour, and they use a different element to teleport. A phoenix of the appropriate element is discounted to Elementalists.

Basilisk - Or maybe a snake is more your style. The King of Serpents has chosen you as his/her human, and you had better be glad for it. Able to kill with a glance, the Basilisk is fiercely protective of you, and will not hesitate to destroy anyone who looks at you wrong.

Their venom is one of the most destructive substances in the world, being able to burn through just about anything magical you may imagine, including the most powerful magic and even souls, under certain conditions like it being dependant on a physical object for survival. It works through contact as well as ingestion just as effectively. Breathing it for a few moments is death if you boil it.

All this is for mortals, of course, this can't kill any immortals. The Basilisk is about the size of a small snake most of the time, the kind you can hide on your person or up your sleeve. At will they can take their full size, which is about fifty feet long and suitably proportioned.

As the King of Snakes, the Basilisk is a very strong symbol of raw power and majesty. Possessing one automatically lends you a very intimidating and imposing presence, indicating your status as someone very powerful indeed.

This is discounted to Parselmouths.

Scenarios

You can take any number of scenarios you can manage the details of.

Each scenario provides 500 CP in addition to the outlined rewards.

You may choose for them to occur in the middle of your stay instead of at the beginning, but regardless, you must complete all requirements to count them as successful.

Master of Death

Requires Necromancy, Deathly Hallow

The Deathly Hallows are items of great power and greater legend, and have been lost for ages. Many powers are associated with them, such as invincibility in combat, a perfect concealment ability, and the ability to call up the dead, wondrous powers that make all those who hear of them desire them.

You are one such seeker, now. Over the duration of your stay in this world, you must unite the Deathly Hallows and take up the mantle of Master of Death, whatever it may mean for the local world.

But you will not be alone in this. A new hunt for the Hallows starts shortly after your arrival, with people coming from far and wide, seeking the items and their power. There will be hundreds of them, some Dark Wizards who want the wand, some who are good people who just want to talk to their loved ones again, others veteran treasure hunters. All will be willing to go very far indeed to take the items, and ripping them out of your cold, dead fingers is an entirely acceptable prospect for most of them.

You must prove the greatest in this struggle, and gain and retain your title against all comers. If you do *not* have all three Hallows in your possession at the end of the Jump, you fail, and not only does whoever does possess them gain the title of Master of Death, it cannot be taken from them anymore.

You could defeat them and take every Hallow, and they would just return to them, having newly acquired a loyalty to their greatest Master. Needless to say, your chain ends in failure, although you have a choice between staying here or going back home.

Reward: Your mastery of the Deathly Hallows, and of Death, becomes a fact that follows you from place to place. This manifests in a number of ways, but part of it is the full flowering of the Hallows' powers. Aside from whatever powers they may have thanks to the world, there are a few basic changes.

Shades summoned with the stone are now bound to obey you unconditionally, and you may keep them here however long you want without them feeling any pain. Unlike ghosts or poltergeists,

both of whom you can also now control, they can move around freely. Unless you command otherwise, of course.

The Cloak now allows you to go through any and all magical defenses perfectly, allowing you to ignore wards, enchantments, even the Fidelius. What magic could ever keep death at bay? Of course, if you do ever encounter such magic, this won't help you there.

You may use any magic that normally requires additional reagents with the Elder wand, and it counts as all the ingredients you needed for them, up to and including your own life force or any other metaphysical components. Though you must source the magical energy to cast the spell yourself (if the spell requires such).

Beside these abilities, your position as Master of Death means any gods, demons or other entities related to Death will now regard you as their ally and champion, and will be prone to granting you their favor. You may enter and exit any afterlife freely, without any danger of being trapped. Your necromancy skills are boosted to the same level as they would be if you had **Merlin Returned**, allowing you to control tens, and with time hundreds of thousands of undead and achieve other feats on a similar scale. If you have **Merlin Returned**, your powers are boosted by the same proportion nonetheless.

And yes, you are also, of course, Immortal now. Nothing short of reducing you to your constituent atoms, destroying your very soul or wiping you out conceptually from the world will kill you anymore. You can be hurt and hurt bloody bad, though, so there's that.

The Jumper-Who-Lived

Time of Entry is set to November 1, 1981 or later

Because the best kind of fanfic is self-insert fanfic! You are now the Jumper-Who-Lived. You were born as the seventh month died to those who thrice defied the Dark Lord (unless your fanfic had a different Prophecy, of course) and you're the one with the cool scar and the destiny and all that. You are replacing the Person-Who-Lived of your particular fanfic's continuity, whoever that might be, and enjoy both all the upsides and downsides of that position.

Since this is a fanfic, continuity will bend enough so that whatever gender you import as your backstory will agree that you have always been that gender. Likewise, you are under no requirement to pick any particular origin or perks, although regardless of which origin you pick for discount purposes you will import as the Jumper-Who-Lived with all the backstory of that so it would be a good idea to take something that will help you deal with the upcoming challenges. You may freely choose the start time of your jump as per the normal options laid out in the jump-document, although your starting location is set to wherever the protagonist would have canonically been at that time ('canon' as per the particular fanfic you are in).

Because you are the Jumper-Who-Lived, you cannot escape your destiny. Whether it be Voldemort, Dumbledore, your evil twin sibling, Hagrid, or anyone else in-between, you are the one fated to oppose the Dark Lord of your particular storyline and you cannot leave the jump until they have been permanently vanquished. This may be by killing them and destroying all their Horcruxes, fast-forwarding them to the end of time, binding their soul into a rock and then burying the rock where it will never be found, exposing all their crimes so thoroughly that they will never be able to regain their power base and then stuffing them in Azkaban for the duration, or whatever else reasonably fulfills the definition of "vanquished" and is something they won't be able to come back from.

They don't necessarily have to be vanquished by your hand, but somebody needs to get rid of this asshole before you're allowed to move on and unless you're blessed with an unbelievably competent Wizarding World you'll likely have to get involved at some point.

Once the Dark Lord has been defeated you may choose to end the jump at that point or postpone leaving until you have completed whatever amount of epilogue you feel sufficient. If you happen to die after the scenario has been completed you do not fail the chain, you simply end your jump.

Also, if one of the Dark Lord's Horcruxes happens to be in your scar then you will be given a special, conditional 1-up for this jump only. The first time you die by a dramatically appropriate Horcrux-destroying method (such as a Killing Curse, being soulsucked by a Dementor, basilisk venom exposure, etc.) that 'death' will only destroy the Horcrux in your scar and not you. After the Horcrux is gone you're on your own.

Reward: The saga of the Boy-who-lived has nothing equal to itself in this world, and this follows you in future worlds too. In all future worlds, you find yourself accompanied by all your achievements, the glories you have achieved.

Perhaps you were a Prince once, an Emperor another time, a Hero in one tale and a Villain in another. They all weave themselves into the histories and myths of every world from hereon, scattered into appropriate cultures. Where possible, your local selves might even have actually *done* similar, equivalent things.

Much as real historians and storytellers, you control this, being able pick out any stories you don't want inserted.

The Rise of Lord Jumper

The sheep of the world, always so content to plod away in their mediocre lives, never seeking to rise above, to go beyond what they are.

That will change, now that you're here. You have a Cause, and you will see the world bend for it to be fulfilled. You must wage a campaign of conquest across this world, bringing both the Magical and the Muggle Governments to heel, and have the magical peoples kneel before you, ready to submit.

It will not be easy. Across the world, people will suddenly find resolve and determination to stand against you and defend their lands and causes, and they will not be that weak, either. You must first cement control over one nation and then use the resources this affords you to wage an extended campaign.

Your cause can be anything from Magical Beast Equality to Muggleborn Supremacy, there is no stipulation as to that, except one. It must be something that is currently *not* acceptable and in the mainstream. Pureblood Supremacy is fine, but it must be to Voldemort's degree of supremacy, and not what you see normally. This doesn't mean you have to copy his methods or morality, just the extent.

You win when the bulk, at least three-fifths, of the magical population in the world accepts your cause, or you rule a geographical area the size of Europe or above entirely uncontested. This means 'with the proportional magical population', mind you. No buying half the Outback and declaring victory.

For the purposes of this scenario, the time limit of your stay is increased to a century at the maximum, although you may leave earlier if you have achieved victory.

Reward: The fruits of your labors come with you. In all future worlds you may have either the organization with which you achieved your goals, like the Death Eaters or the Order of the Phoenix, present and ready to serve you once more.

Members who are not companions don't follow you, but you get NPCs in every world who will have skills in their own world's magic equal to what your servants had here. Also, they will be able to learn the magic of this world very easily. They will also have vast resources, with the nature depending on what you focused on here. If you won through blackmail and shadowy manipulations you have a proper Secret Society which has hidden levers and armies of contacts in legitimate governments and so on, and if you won through war you have an army.

If you use a mix, then that's what you get.

Crumbling Foundations

Pick a time of Entry between 900-950 AD

Incompatible with Jumper School of Magic

Ah, Hogwarts. Glorious and Grand, bright and eternal...or maybe not. In the world you go to, there is trouble brewing. One of the Founders of Hogwarts is...not. Maybe they're dead, maybe they took a different turn somewhere that means they're not here anymore, maybe it was something else. Whichever the case, the very existence of Hogwarts School of Witchcraft and Wizardry is in peril now, and it falls to you to fix this.

You must take a central part in founding Hogwarts now, in everything from building the castle, laying down the mighty magic on it, to developing the institution that is the school based in it. And it will not be easy. As it turns out, while they have agreed to work together, each of your fellow would-be founders is a...problem, let's just say.

None of them like each other very much, viewing this more as an alliance of convenience than anything else. Moods flare, competitiveness abounds, and hair-trigger tempers may well doom the enterprise in its infancy unless you intervene. Of course, each of them is a **Merlin Returned** with one of the origin capstones as well, so be careful as to the *how* of your intervention, yeah? Aside from them, the wider world views the whole idea suspiciously, the entire idea of a school looking like a vile plot to them.

You must do the lion's share of the work in this, from building the castle to the magic, to holding your fellow founders together, to convincing the disparate magical communities of Britain and Ireland to send their children here to learn, impressing upon them that no, you do not intend to sacrifice them to boost your own power. Then there will be others, the groups across the channel and beyond who see this as an attempt to raise an army and develop ideas of their own...it will be a careful balancing act, Jumper, one you must succeed at, no matter the costs.

Once Hogwarts is up and running successfully, all the subjects that were taught in canon have started being taught, the communities in Britain and beyond are accepting a Hogwarts education as a mark of quality and the student population reaches numbers proportionally equal to canon, this scenario is held fulfilled. This you must achieve before 1000 AD, if you take this scenario.

Reward: Your child, the monument to your effort, Hogwarts, follows you in your journeys beyond this world. It gains all the benefits of the **Jumper School of Magic** as well as a **Room of Requirement**. The students and teachers all will see you as a benevolent figure and revere you as the beloved founder, holding you in the utmost awe.

Finally, if you wish your fellow Founders may join you too, as your friends and companions, taking only a single slot.

Lord of Azkaban

You find yourself in the Azkaban prison, with bars in front of your cell and dementors all around. It would be where a horrible criminal like you belongs...had you done any of the things that landed you here.

As it was, you're completely innocent of whatever you're accused of, and were landed here as a result of a political conspiracy.

Fortunately, all is not lost. There is a certain unspecified magical apparatus in the Warden's office, or the equivalent in the fic you choose, which will let the 'Rightful heir' of Azkaban island claim his inheritance and take control of everything, the wards on the prison, the dementors, the whole nine yards.

You must do this, and from here, work on the mainland to uncover whatever conspiracy landed you here. You must uncover each and every person belonging to the conspiracy and deliver unto them just rewards, which are left to you to decide.

Be careful, though. At a minimum the conspiracy will involve the highest levels of the Ministry of Magic, the Wizengamot and whatever other powerful institutions exist in the fic you go to, as well as several members whose personal power is immense enough to dwarf almost everyone around them, being that there are at least four people in it who each possess one non-boosted capstone.

Rewards: Azkaban Island, with the castle, the prison and whatever else it may have is yours, in truth as well as in legal status. It will follow you across your jumps, placing itself in a location of your choosing. Along with the island you also get a practically impregnable prison to put criminals into, and an army of thousands of Dementors to be used for whatever purpose you see fit.

Drawbacks

Sticking Around - 0 CP

Oh? You want to stay longer? Fine. You may choose how long you remain in this world now, be it to the resolution of the local plot or the heat death of the universe. However, all scenario time limits still apply, and drawbacks last the full time unless resolved.

Rewritten Story +0 CP

Ah, this... well, 'Harry Potter Fanfiction', believe it or not, comprises one of the largest bodies of fiction ever written. If you don't find one trip through it sufficient, it's only understandable. This is what allows you to beat that.

To put this simply, you can use this document multiple times, in order to visit different fanfictions or to play with different tropes. Now before you start laughing, there are rules. You only get one serving of CP from any source. That is, not only do you only get 1000 CP default in total, any drawback or scenario only gives you CP once no matter how many times you take it.

That being said, you do get the chance to refund parts or all of your built on every go-around. When refunding a perk you retain anything you learned with it, but you lose the fiat-backed effects. Similarly you lose any items you buy, but if you used CP bought items to make something else separately you get to keep it.

Not An Ounce of Logic - 100 CP

You are a stereotypical wizard. Relying on magic for everything, your logic and reasoning skills have atrophied beyond any hope of recovery. Thankfully, you have the sheer breadth of options afforded by magic and the assistance of your entirely unaffected companions to help you.

You also have the odd streaks of luck you have here and there, so all in all this tends to be more amusing than anything else. But don't rule out it landing you into some trouble now and then.

One Big Evil Weasley Family - 100/300 CP

Ah, the Weasley family. Like them, hate them, they play a big role in 90% of Harry Potter plots. They will in your story too. With this drawback, every single Weasley is now evil to the core. The twins are heartless bullies almost single-handedly responsible for the strife between Gryffindor and Slytherin, Molly Weasley is a shrew using love potions at the drop of a hat, Percy is an outright Death Eater, and the rest are similarly warped and twisted.

The worst affected, though, are Ron and Ginny. Ginny is a copy of her mother, a harlot who is basically the Hogwarts Bike and needs Love Potions to get anywhere in a serious relationship. While Ron... Ron is a Death Eater, a spy for Dumbledore (if Dumbledore is the type to have them in your jump), a bully who keeps people away from Harry, and an aspiring Dark Lord... all at once.

On a different note, though, there is one silver lining. Every single Weasley, while they are just as capable and efficient as anyone else normally, becomes an absolute, unimaginable moron as soon as you come into the equation. Their schemes against you fail at the most hilarious moments, the twins' pranks backfire, Charlie's dragons attack him, so on and so forth.

They won't leave you *completely* unscathed, but serious danger isn't really a possibility with 99.9% of their schemes. Really, the worst thing you need to worry about from them is going bald from tearing your hair out at their idiocy. You may give up this protection and get an additional 200 CP for it.

Marriage Contracts - 100 CP

Oops! Turns out you have a marriage contract to your name. Or several. You may take this drawback up to five times, adding another contract each time. In every case, the person is someone you simply can not get along with. Oh they look good enough, but inside they're all everything you do not like in your partners. If you're the quiet type then they're shrill harpies. If you're a prude they're wanton, and if you like to get frisky now and then they might as well be nuns.

So Mote It Be - 100/300 CP

"I swear I shall not take more than my allocated number of cookies. So mote it be!" You have a strange habit. You're really fond of swearing oaths on your magic for the most trivial things. Someone asks you to wake them up in the morning? You swear to do it! Someone ask if you've seen where they put their quill? Oath that you didn't. It's not *always* on, but you do it very, very often, enough to drive people around you crazy. That would be bad enough by itself, but half the time you demand reciprocal vows from people for equally frivolous things.

For 100 CP, these vows aren't really binding, just really, really annoying. But for an additional 200 CP, your magic will enforce every one of them.

Owed - 200 CP

You owe someone a life debt. Maybe they saved your life, maybe someone else did and they inherited the debt. Either way, you are bound to even the scales and save their life, even at the cost of your own. Unfortunately for you, they have a tendency to get in a lot of situations where death is imminent, and they'll be entirely unprepared for the vast majority of them.

If they die while you were unable to save them, you fail this jump and your chain ends. And if you manage to make it so that they never get in those situations, or never close enough that this debt is tested, you must get them to give it up freely.

Before your jump ends, you must discharge this debt one way or another.

Bitten +200/300 CP

So, you were out on the wrong night. You've been bitten by one of the creatures of the night, a Werewolf for 200 CP and a Vampire for 300. Either way, you suffer all of the weaknesses and problems an average member of the respective races does while having none of the benefits. If you're a Werewolf, you transform painfully every full moon, and unless you make arrangements or consume the appropriate potions, you run berserk.

A vampire bursts into flame upon contact with direct sunlight, cannot abide crosses or garlic and feels somewhat weak and lethargic all day. Once a week you must spend a whole day from dawn to dusk sleeping in a coffin.

After this jump is over you may have this form as an alt-form without any of the downsides.

Unspeakable things - 200/500 CP

Congratulations, you're an Unspeakable! The problem is, you're an Unspeakable. Regardless of whatever role of the Department of Mysteries' employees might be in the story you go to, for you it means the absolute most dangerous, deadly missions to perform that are there in the magical world.

Taking down Death Eater strongholds singlehandedly, assassinating old and powerful Dark Wizards, so on and so forth. You're the James Bond of the magical world. Thankfully, you *do* get a degree of support for these missions, but you can never keep any of it, nor learn anything from it besides what you find out while actively on a mission.

In the event the fic you chose already had them work like that, you may become a part of them with this. You gain fully from the experience but receive only 200 CP for it.

Dumbledorean Troubles - 200/400/600 CP

Albus Dumbledore, the Headmaster of Hogwarts, takes far too much of an interest in your life. He likes to keep tabs on you, and keep an eye on where you go and what you do, even when he really doesn't have any reason to.

For an additional 200 CP, instead of the canon-ish version this drawback normally gives you, you get a defective version. Your version of Albus Dumbledore is either absolutely buffoonish,

unbelievably stupid or he is absolutely, moustache-twirling Evil with a capital 'E'. Either way, he will actively enact schemes and plans, and they will never be to your good.

Evil Dumbledore makes slow, steady plans with long term goals in mind, moving at a crawl with his work. Meaning that you face fewer dangers, but the ones you do face are much more complicated and problematic. Stupid Dumbledore comes up with a new scheme every week, but they're half-baked and just completely idiotic.

Finally, you may get a last 200 CP, the cost for which is that Dumbledore now has the worst of both worlds. Some of his schemes will be hellishly clever and complicated, some still stupid, but it will be a continuous onslaught that you need to dodge and survive, and it won't let up at any point before the end of your jump.

Never too Early - 200 CP

With close to a million stories on one site alone, the Harry Potter fanfic world can be a *weird* place. One of the most persistent tropes is the overbearing hyper-romance. This is the world you're going to. Let alone 14 or 15 year olds, that would even make sense, kids in this place start on the shipping way too early.

This is something that has ruined many an otherwise fine story. Expect it to ruin yours too. Not only are the first years already getting the freak on, going full-out decadent as soon as they arrive at Hogwarts, the real problem is that they insist on *talking* about it. You will see prepubescent children have romantic tiffs, whine and moan about true love and eternal loyalty, all the while talking like a contemporary of Shakespeare got access to really bad media from the 21st century.

Wrong Genre Savvy - 200 CP

You are something of a fiction enthusiast. You've read a lot of stories, watched a lot of movies, and you think you know something of the tropes on which worlds like this work. If only...

No matter what the situation, you will always interpret it incorrectly unless you know the full breadth of relevant details about it. You will dismiss hateful diatribe from ideologically opposed groups as a lovers' spat, go nuts trying to 'prevent violence' in snowball fights, act more paranoid than Moody in games of hide and seek... it's not fun. Don't do it.

Sisyphus - 300/0 CP

So maybe something went wrong. Maybe you swore a vow, or maybe someone cursed you, or something utterly random happened...but either way, you're now stuck in a time loop now. You repeat the same 24 hours over and over, continuously undergoing the same experiences potentially thousands of times.

Oh, and your loops do not reset with your death. Deaths suffered count as failing the jump, meaning that you forfeit everything from this jump when moving on.

Speaking of which, your stay here is lengthened. By three orders of magnitude, to be exact. You have ten thousand years to figure out a way out of this loop, or you become unable to do it at all, and must spend the rest of your existence stuck.

Also, while you can learn things while in a loop, your magic and body are both reset to as they were in the beginning every time, so that means no progress in those fields. Finally, given as this is a requirement in fics about such loops so you can actually interact with the plot, you may take this for 0 CP in such stories, and operate by the rules of those loops instead.

Go Away Mudblood! - 300 CP

Pick one side of the 'Muggleborn-Pureblood' divide. They now loathe you beyond all rhyme and reason, and to absolutely ridiculous degrees. You can't walk down a hallway without some of them tossing a few insults at your back, which soon enough evolve into curses instead.

You will need to do something big and spectacular to overcome this hatred, which, yes, is possible.

IWFTIDU! - 300/600 CP

Stands for 'I Will Fix Things I Don't Understand!'. You have an obsession, with something extremely commonplace and accepted, that you have arbitrarily decided is cruel and should be stopped. Maybe you don't like that repeatedly rebellious subversives can't use wands in their day to day lives, or perhaps you object to the use of Fairies as christmas decorations, or it could be that you think gardens should be a 'Safe Spot' for gnomes.

Whatever it is, you whine about it on and on to anyone and everyone you meet, driving them up the wall with it. You buy badges and try to browbeat people into buying them, try to enforce your own vision of how things should be regardless of any research, good sense or basic decency. Don't expect to make friends.

For an additional 300 CP, your success in these endeavours becomes much, much more likely. Indeed, it is all but assured that close to a few years before the end of your stay, you succeed at your self-given mission beyond your wildest dreams.

Which is when you discover the truth.

The house-elves you freed were chaos demons who now run rampant. The fairies were part of an ancient contract with the Seelie and Unseelie courts, whose armies start pouring in, incandescent

at the betrayal. The gnomes have poisoned the very concept of growth irrevocably and the world is struggling with widespread famine... it can take varying forms, depending on the cause you chose, and it will always cause massive, national-level disruptions. Disruptions you must fix before leaving, or you don't. Leave, that is.

Dark Lord's Target - 300/600/800 CP

Okay, what happened? Somehow, you've made enemies of the Dark Lord Voldemort, who now considers you his most important target in priority right after Harry and Dumbledore. Death Eaters will dog your steps, dementors will attack you, as will anything else he can throw at you.

For 600 CP, this also includes the only other Dark Lord known to be alive. Gellert Grindelwald has broken out of Nurmengard and is rebuilding his empire, and as soon as he's gotten something together you're at the absolute top of his list. Also, if Harry happens to be a dark lord then you're in his crosshairs too.

For a final 200 CP more, they're all coming for you. Emeric the Evil, Uric the Oddball, Salazar Slytherin and Morgana Le Fay. Every dark lord/lady the British Isles have ever had, in simpler terms. They're all back from the dead, and they're all coming for you. Each of them is close to as skilled in terms of personal skill as Voldemort and Dumbledore, except Slytherin and Le Fay, both of whom have **Merlin Returned** and **Dark Lord**. They will hunt you, they will chase you, and they won't ever stop.

On a different note, they don't come at you all at once, and they will not, barring something truly extraordinary, team up, each seeking their own absolute dominion instead. Let's see how much that helps you, shall we?

World War Three - 400 CP

This is not the kind of story you may have expected. A few years into your stay, you will notice articles appearing in the papers mentioning atrocity after atrocity committed by Muggles. Every bad thing that they have ever done will be brought out, exaggerated and impressed into the minds of the magical people.

At the same time, sightings of magic grow among the muggles, as do murmurs of dark cults, strange acts being considered in the government... all sorts of things that tend to indicate an oncoming storm. Too bad you can't stop it. A good bit into your stay in this world, the Muggle and Magical worlds erupt into full-blown war, both sides fighting with everything they have. You can delay this, a lot, but taking this drawback means a war *will* happen, Europe at the minimum and the whole world possibly *will* run red with blood, and entire cities *will* be trashed.

What you do here is up to you, but one thing it can *not* be is to avoid it in any way. You must take a central role in this war, for one side or the other, and then lead them to victory. The terms of victory? Total surrender from the other side.

You do not have a time limit for this, but the jump doesn't end until the war does, which, in turn, will not end unless you are a major part of it.

Daftness Abounding - 300 CP

At first glances, the Magical World, of canon and fanfics, has *problems*. Many of them, indeed. Now, normally there would be the fact that the reader only sees a small facet of the world through the books, that there can be presumed to be solid reasons behind most, if not all the things that happen.

Now, however, there is no such thing. Everyone, everything is *exactly* as horrible as it may seem at first glance. Every unintended consequence is maximized to be as bad as possible, malice trumps stupidity everywhere it matters.

While this world never quite gets half as bad as the **Bad Crack** world by itself, and indeed, depends quite a lot on the fanfic you pick, you can trust to always be surprised at the horrors that lurk behind whatever isn't explicitly spelled out to be horror-free.

Durzkaban Inmate - 300/600 CP

Ookay. So...um, let's talk about your family. They're kind of...troubling, simply put. For 300 CP, your parents/guardians are really incompetent. They don't know the first thing about raising a child/teenager, and they're too stupid to learn. They don't remember to feed you properly, they forget to pick you up from Platform 9^{3/4}, they're just too neglectful to count as 'parents'.

For another 300 CP, they're actively trying to hurt and/or kill you, maybe for your inheritance or maybe for some other reason. They will deliberately try to starve you to death, beat you up with a belt, whip you, hit you with frying pans...and those are the less unsavory things they try. This hole goes deep indeed, Jumper. Careful before you jump.

The Waifu problem - 300/600 CP

In real life, people have unironically been accused of being racist, sexist and 'Pureblood fanboys' because they dared say that Hermione Granger wasn't an absolute, incomparable genius. The world you're going to is as seen through these particular glasses, now. A single line of dialogue from an uneducated idiot is taken as the be all and end all of opinions on magical talents.

Hermione Granger is an absolute genius in all things, magic and otherwise, with the entire Drop-in line of perks and items, along with **Merlin Returned**. She will be bright, brilliant, and

just... unbelievable at literally everything she does. Think this won't be that much of a problem? Think again. She has the 600 CP version of **IWFTIDU!**, and it's entirely up to you to stop her.

For an additional 300 CP, this trait goes away as she grows up, and is instead replaced with an active maliciousness for the magical world. She weaves a vision of the world where every magical person will be a slave of the muggle regimes, producing magic on demand or not at all, with her at the top of the pile.

Oh, and in both cases, you are on her radar from the very beginning. For the 300 CP version she will badger and bother you and scream accusations at you in a voice that sounds like nails on glass. No, even if her voice is normally as melodious as an angel she still sounds that way to you, and in the 600 CP version... well, guess!

In times where she doesn't yet exist, her place will be filled by Lily Evans, Minerva McGonagall, or some other random girl. Optionally, this may instead be Daphne Greengrass, in which case all her leanings and allegiances are flipped and she gets the Dark! tree instead of Drop-in.

If you somehow manage to resolve this drawback non-lethally *and* make at least some inroads into a non 'mortal enemies' relationship with her, you may take her as a companion who retains all the good bits and none of the bad ones.

The Prophesied One - 400 CP

You have a prophecy about you, Jumper! It has to do with Dark Lords, as you're either the reincarnation of an ancient Dark Lord prophesied to bring about his reign once again, or an ancient evil is about to get loose and you're the only one who can stop it, or both. Either way, you will have numerous wizarding secret societies, cults and groups behind you, each commanding immense resources, either to snuff you out before you get on with the 'dark reigning' or to offer you their support... provided you're their neat little puppet, of course.

This would be problematic enough, before you consider one last thing. As it happens... they're right. As time passes, the events of the prophecy *will* come to pass, and it will be up to you to either embrace it or defy it completely. If you embrace it you must do it on your own terms, meaning no becoming anyone's figurehead, and if you oppose it you must make its machinations crash into dust. Simply put, not one of the parts that actually require your actions in any part occur, no matter the consequences.

Or all of them should occur, but entirely at your will, without being under anyone's control, magical or otherwise. Either is enough to satisfy this drawback, but once you choose a course you may not change.

Failure, needless to say, means your chain is over. You may stay here or go home but you cannot continue onwards.

Godlike! Super! Stu! Asshole! - 500 CP

That local Harry...he's such a dream. His perfect 'emerald' eyes, his silky hair...ahem. You might be familiar with this version of Harry. He's got every capstone along with **Merlin Returned**, and is basically a demigod for all intents and purposes.

This might not have been that bad...except he's a total and absolute Dick. With a capital D. He makes half-baked arguments and thinks this makes him superior to everyone else, treats women like crap but they don't care as they 'love' him so much...he's more or less every Badfic Harry rolled in one. And he really, really doesn't like you.

Again, it's possible to turn him around, just really, really difficult. So if you manage it, you may take him as a companion, all negatives dropped.

Back Again? - 600 CP

Okay, so...here's a little problem. Something, somewhere went wrong. Maybe you did something, or maybe someone else did it and managed to frame you. The point is, your name is shit in the future. And someone who was fucked over by your(?) actions cracked open a dusty book in some ancient library.

And now they're back! This can be anyone, but they have extensively, exhaustively studied your habits, your skills and powers, even the ones from outside this world. And they're completely, absolutely dead-set on killing the fuck out of you. The time traveler does not have any of your powers, but they have all the information about them they could want, and being a **Merlin Returned** (how do you think they managed the Time Travel, genius?), they are capable of preparing for them quite extensively.

Expect a tough fight, Jumper.

Squib - 600/800 CP

Ookay, what possessed you to choose to do this? Not much to say here, really. For 600 CP, you lose all your powers gained from before this jump, the warehouse is locked, etc, etc. For 800, you lose access to this world's magic too. You can still memorize spells and things, and any 'social' perks still work, but you can't perform any kind of direct magic.

Yes, this includes Runes and Potions. Oh, why on Earth would this let you avoid Hogwarts? You get to go there. And constantly insulate everyone anyone else from being at the bottom of classes.

Bad Crack - 1000 CP

They're out there, the stories. Thirty H's, or HHHHH... if you wish, Prayer Warriors, My Immortal, and other, similar tales. They exist somewhere in this multiverse, weaving together a nightmarish tapestry of mind-numbing idiocy that few can cope with.

You'd better hope you're among them, Jumper. The world you go to is not just dumb, not just cruel and idiotic, it is absolutely, unimaginably so. Acts happen entirely without relevance to any logic, sense, causality or each other. People talk as if they have never heard of proper English, and girls with sparkle in their hair are everywhere. It is a vision of moronic writers labouring under the demented belief that what they write is good and/or 'funneh!'

You are going to a world that is a mix of the very worst, nonsensical, badly written crackish Harry Potter ever to touch the internet, and you will be living there for ten years. There is no escape, no hope of redeeming anyone, and no possibility of even a single person being anything more than a one dimensional stereotype.

As a ray of hope, of you can count is as that, you dying in this world is rendered exceedingly unlikely by the power of this drawback. Suffer you will, but death...it'll take a *lot* of things going wrong, let's just say.

Enjoy.

Choices

Stay - Maybe you've developed a liking to this place?

Go Home - Oh come on, who are we kidding?

Go On - Here we go.

Notes

In the case of any drawbacks that change the world, it's not that your presence warped any normal world, but rather that you're being sent to a world where such things were already inevitable.

You may come back and take **Rewritten Story** even if you've done other jumps in between, and you may take it more than once.

In the event you take the Master of Death scenario, you must stay around for a minimum of ten years, no matter what other scenarios or drawbacks you take.

Also, if you take both the Jumper Who Lives and Master of Death Scenarios, Dumbledore will not give you the Cloak unless you buy it with CP. Maybe it was stolen from him or maybe the scenario affected him too, the details are left to you.

You may use this document to go to any Harry Potter fanfiction you want, with no limits whatsoever. Crossovers, musicals, poem-verses, pornverses, whatever the fuck you want.

Barring things that change you on an innate level like Gifts and Merlin Returned, pretty much everything else on here can be learned the slow way, or even taught to others in the future.

Merlin Returned gives you a 'Protagonist' sized pool of magic to draw upon, the kind of sizes that Harry Potter tends to have in most wank-est of fanfictions.

Put simply, your days of being concerned about mana/magic quantity are over. You could spend all day casting the most draining spells, and not reach half of your capacity.

All Gifts grow stronger with time and practice, in both magnitude and precision work. The more you use them, the better you get at using them.

Elementalist and **Magical Form** interactions:

Fire - Dragon/Phoenix

Wind - Thunderbird/Occamy

Earth - Nundu/Erumpent

Water - Kraken/Sea Serpent