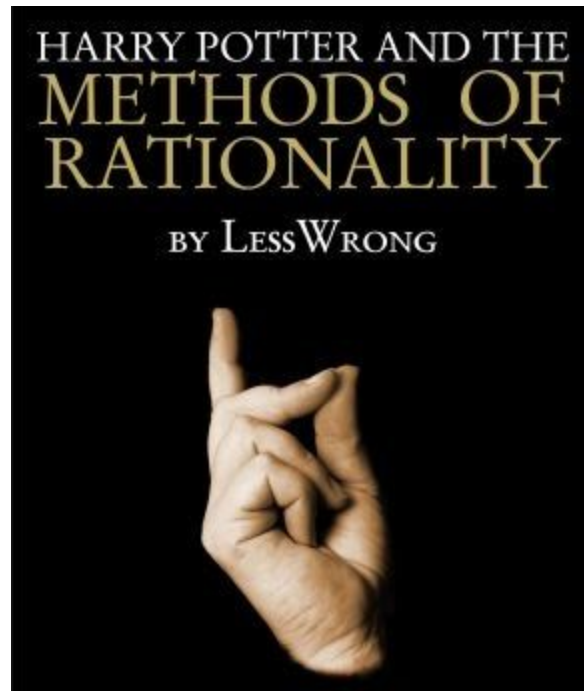




A Jumpchain-Compatible CYOA

The date is the 24th of July, 1991. Just a little under ten full years ago, the Dark Lord Voldemort vanished from the face of the earth, and his slaying was attributed to little Harry James Potter, now known as Harry James Potter-Evans-Verres. This child has grown up the adopted son of Petunia Evans-Verres and Professor Michael Verres-Evans, and is every inch the bibliophile that his adopted father is. In just a few short days, they will meet Professor Minerva McGonagall of Hogwarts School of Witchcraft and Wizardry, and in a scant few weeks more young Harry will begin his education at Hogwarts... as will you.

Welcome to [Harry Potter and the Methods of Rationality](#), where, among other things, Harry freaks out the first time he comes within 5 feet of a Time-Turner, Dumbledore is either insane or playing some vastly deeper game that involves setting fire to a chicken, Professor Quirrell is actually a competent teacher who does not have Voldemort growing out of the back of his head, and half of Hogwarts is or will become convinced that Harry can do anything by snapping his fingers.

Honestly, your first year here is fairly low-risk. Quirrell is creepy, but honestly invested in keeping... most of his students alive. It's the next nine that'll be crazy.

Here, have **1,000 CP**. God knows you'll need it to survive whatever the hell comes next.

Age and Gender

Roll 1d8: the number is your Hogwarts year, with 8 being able to choose between 1 through 7 freely. Alternatively, pay **50CP** to choose your year freely. You begin at the age most of your yearmates are (11 for first years, 12 for second, and so on), and your birthday falls either before July 24th or after September 1st. You keep your current gender unless you pay **50CP** to change it. If you're 11 or a Drop-In, you'll be Sorted normally. Otherwise, you may choose your House.

Origins

Drop-In: You begin in an orphanage, with no memories of your current life but enough paperwork that you, legally, exist. If you're 11, you're about to have a visit from Professor McGonagall, where she will extend you an invitation to Hogwarts School of Witchcraft and Wizardry. If you're older, you don't have memories, but you do have a measure of raw skill and knowledge equal to a Hogwarts student of your year, and can test into that year.

Muggle-Born: You begin in a middle-class Muggle home belonging to your parents, who are both Muggles. What they do for a living is up to you, but they make enough that your family lives comfortably. You have a fairly average life behind you, except for those few incidents of strange things that seemed to follow you around, especially when you were stressed. If you're 11, you're about to have a visit from the Deputy Headmistress, as well.

Half-Blood: You begin in a normal Wizarding household with a small plot of land. One of your parents is a Muggle, and the other is a Wizard or Witch. You've grown up on the Wizarding side of the curtain, but you also have a solid grounding in the Muggle world thanks to a collaborative effort on the part of your parents. For 11 year olds, a handsome barn owl has just delivered your Hogwarts letter into your eager little hands.

Pure-Blood: You begin in an upscale Wizarding household sitting on vast grounds. Your family is old money, though not necessarily a Death Eater family or even Death Eater sympathizers. You're pretty much ignorant about the Muggle world and its sciences, but Wizarding traditions are second-nature to you. 11 year olds just received their Hogwarts letter from a beautiful eagle owl.

Perks

Each Origin's set of perks is discounted for that Origin. Each Origin receives its 100CP perk for free. Nobody gets a discount on General perks. Generally speaking, you could do anything a perk allows with just Atlantean Magic, but perks that grant you magical talents and affinities make what would be decades of study unnecessary.

General Perks

Atlantean Magic (Free!): The Blood of Atlantis, a recessive gene marker, enables interactions with the strange force known as "magic"; you can cast spells, brew potions, scribe runes, and otherwise craft magic items. In theory. You don't naturally know *how* to do all of these things, instead gaining a grounding in magic equal to an average student in your Hogwarts year group. Typically, you need a wand or similar focus to project your energy outside of your body in a coherent spell, though with enough practice you can remove this requirement. Your magic is a part of your body; you're a little tougher, especially towards falling damage for some reason, and using Magic feels like exercising a muscle. Your Magic can be trained through hard work, but starts off average for your year group.

Any of your children are either Squibs, if you coupled with a Muggle, or Magic Users, if your partner was a Squib or a Magic User. About half of the children in a Squib/Magic pairing are Magic Users, with the other half being Squibs. Squibs can use magic items, potions, and runes, but cannot cast spells or create magic items.

General (100CP): You have a strong instinct for tactical thinking and leadership, and are capable of making and remaking plans on the fly. This Perk doesn't give you actual military training, but if you *do* get access to that training you'll take to it like a fish to water and even without it you have a decent instinct for what works in battle and what doesn't.

If you play your cards right, expect to be selected as one of the Generals in Professor Quirrell's armies, unless you're 11, in which case you'll have to work a lot harder to stand above either Hermione Granger or Draco Malfoy, who are both... impressively adept at magic for 11 year olds. You don't have to accept, and you don't need this Perk to join that activity, but it definitely makes it easier to get a leadership position.

Innate Talent (200CP): Pick one of the following areas of study: Transfiguration, Charms, Potions, Defence Against the Dark Arts, Herbology, Ancient Runes, Arithmancy & Spell Theory, Care of Magical Creatures, or Divination. You gain an aptitude for study in that area, and a high level of potential. First year Muggle-borns and Drop-Ins have no training in their area but will pick it up extremely quickly. First year Half-Bloods and Pure-Bloods have about half a year's of knowledge from books and sporadic practice over the past three years, though not any dedicated training. Second years and up all begin the year with about half of their current year's worth of knowledge, and will probably make their way through half of the *next* year's curriculum by Easter easily. You can do less if you want, or more for that matter, but casual amounts of effort let you grasp up to that level of information over the course of the school year. Seventh years instead have most of the skills needed to achieve Mastery in their chosen field, and can receive that recognition before leaving Hogwarts if they put in enough work, but this isn't easy. Can purchase multiple times, but only one time per specialty. Purchases after the second are discounted.

Duelist (400CP): Your spells are powerful, your reflexes are impressive for a wizard or witch, and you're creative in your application of violence. Professor Flitwick would be proud. Combat magic comes easier to you, in theory and practice; it's less tiring to cast, and far easier for you to learn. On top of that, you're good at using what you know in a fight, even if that's not what the spells you cast were originally for. These supposedly non-combat aren't any easier to cast in a fight compared to out of one, but they are usually low energy spells to begin with.

Drop-In Perks

Natural Occlumency (100CP): Much like a certain T. M. Riddle, you are able to project an appropriate persona for whatever situation you find yourself in. What it does do is let you either fade into the background, dominate a conversation, or anything in between, depending on what you want to do at the moment. You have an innate grasp of where your Mental Surfaces are in your thoughts, allowing you to essentially skip the first two steps of learning Occlumency: learning to perceive your mental landscape and finding said Surfaces. These Surfaces are the only places exposed to Legilimency, and by maintaining awareness of them, you can feel when someone enters your mind and respond by attempting to force them out. Advanced techniques, like fooling Veritaserum or actively lying to a Legilimens, are beyond you at first, but can be learned through tutoring or independent study. Tutoring is, obviously, easier. While you can learn Occlumency in-jump, this perk allows you to utilize Occlumency to resist *all* forms of mind-reading and mental control, not just Harry Potter style magic.

Broomstick Bones (200CP): By enchanting your bones with the same magic used to allow broomsticks, or any other long and straight-ish object, to fly, you gain the ability to fly through the air yourself, with only the slightest of drains on your magic. You're not going to be outmaneuvering professional racing brooms, since you just aren't aerodynamically designed, but since the enchantment is part of "you", it isn't limited by the power placed into it on creation, but rather what you give it.

Something of a Riddle (400CP): You have an innate grasp of the intricacies of cunning plots, putting you on the level of the Heir of Slytherin himself. While your plans are limited to the information you yourself possess at their inception, they are otherwise highly unlikely to fail. As always, a simpler plan has fewer moving parts and, thus, a lower chance of being caught. The more variables you introduce to your schemes, and the grander their aims, the more dangerous your plan becomes to execute. You are, however, good at compensating for these variables provided you have some way to anticipate them. People rarely act against their natures where your plots are concerned. This also increases your intelligence somewhat, enough to cope with the insane schemes you'll no doubt hatch.

Rationalist (600CP): More than a natural inclination for the sciences, this perk gives you a natural and impressive grasp of how things actually work. No matter your year group, you have an undergraduate level grasp of physics, the better to cry in a corner as your classmates make thermodynamics their bitch. More than that, however, you can figure out how anything works, with a natural talent for designing comprehensive experiments, especially regarding Atlantean Magic. As a frame of reference, Harry uses this ability to invent Partial Transfiguration with one afternoon's work and a handful of months' background reading.

Muggleborn Perks

Not-So-Eidetic Memory (100CP): You have an exceedingly good, but not eidetic, memory. You can only memorize your school books to the point where you can literally quote them chapter and verse if you reread them several times. You have a very well-ordered mind, well suited to accessing stored memory; not only do you remember the things you want to remember with crystalline clarity, you can access those memories on demand, easily. Also helps you read faster; you've got practice, after all.

Sunshine Legionnaire (200CP): This perk boosts your ability to internalize information, and to utilize it in creative ways. Think of this as fluid intelligence to Not-So-Eidetic Memory's crystalline intelligence. You're great at lateral thinking, problem solving with the resources applied to you, and taking the proverbial third option out of a two way issue. In particular, though, it helps you to remember that you don't have to do everything yourself. You have a perfect understanding of what skills your allies possess, and how to use those skills to make up for any of your own shortcomings. Knowing who can do it is just as good as knowing how to do it, after all.

A Friendly Rivalry (400CP): Some people make each other better when they're near each other, and not in any sappy way like "the power of true love", either. No, the simple rivalry is much more common and easily applied to practical matters, and now, you have an almost supernatural capacity to participate in such a rivalry. Designate any one ally; they are now your Rival until you designate another. Any skill that either or both of you have becomes far easier to improve, as you use the spirit of friendly competition to motivate your study and practice. This applies most strongly to skills that one of you learns during the rivalry; such skills can easily be acquired by the second of the pair.

Sparkly Unicorn Princess (600CP) You aren't quite sure how this happened, and neither is anyone else, but somehow you've been infused with the purity of a Unicorn and the strength and healing factor of a Troll. Your body is always Transfiguring itself into itself as it "remembers" itself being, and you have the innate life-preserving properties of Unicorn blood with none of the side effects. You age normally until you reach your prime, then stop. You're strong enough to kick a car across a roadway and can build up to a 60mph sprint with enough flat ground. This doesn't exempt you from physics. Momentum is a force to be reckoned with at these levels, as is inertia. Your fingernails and toenails are made of alicorn (the proper name for unicorn horn), and you are extremely difficult to kill; decapitation and subsequent destruction of the head, Fiendfyre, and the Killing Curse are the only things in this universe that can slay you, though other universes may have equivalent effects. You also radiate an aura of purity and innocence, but can turn it and your strength off when you need to.

Half-Blood Perks

Adaptability (100CP): This perk lets you change easily; your mental patterns remain flexible rather than growing hard and static, allowing you to adapt to changing circumstances easily. How you deal with them is up to you, but it never takes long to adapt to a new situation once you've decided on your course of action. You're also capable of updating your worldview easily; finding out magic is real, joining the Chaos Legion, watching your Headmaster give an opening speech consisting of the words "Happy Happy Boom Boom Swamp Swamp Swamp", it may all phase you, but you'll soon be able to act in spite of your confusion. Also pretty useful for dealing with the realities of being functionally immortal and traveling to a new universe every decade or so.

Chaotic Luck (200CP): If you've ever thought the world could do with being more... interesting, this is what you want. While you're here, you'll have a front row seat to the kind of madness that Harry brings to Hogwarts; you'll see Sprout rushing through the corridors to find a pie-covered Peregrine Derrick, end up in the Chaos Legion if you're a first year, stumble across several bullies stripped naked and glued to the roof, and Gods know what else. After the events of the fic, you'll find you still attract those incidents, and you're quite adept at dealing with them. After all, after Harry's First Year, what could possibly surprise you now? You can turn this perk off and on if you like, gaining immunity to freezing due to surprise in exchange for attracting strange, some might say downright chaotic, happenstance. If nothing else, you won't be bored.

Metamorphmagus (400CP): You're a shapeshifter! You're limited by conservation of mass and natural providence; you can't turn into anything that isn't already in your body, and you can't put on or lose weight, but you can reshape what's there pretty much any way you want, so long as you stay within human possibility, and changing colors is almost too easy. This *does* include some heavy-duty density manipulation, and compensation for such; your mass won't change, but your volume will. This also comes with a natural gift for mimicry; match someone's voice and behavior easily, only breaking character when surprised or panicked.

Double Wizard/Witch (600CP): All the best spells are locked away behind the Interdict of Merlin. This spell, worked by Merlin to preserve the world from its own stupidity, doesn't have a hold on you. If you can find record of ancient, powerful magics, your only barrier to casting them will be strength. You can modify existing magics on the fly; turning a single-target spell into an area-of-effect one, for instance, or vice versa. This also allows you to invert your spells, which lets you cancel any spell you could have personally cast by identifying it and expending the same amount of energy that was put into casting it.

Pureblood Perks

Head Start (100CP): You gain an extra year's worth of practice with Atlantean Magic, putting you a bit above the rest of your year group with regards to spell knowledge and power. In future jumps, this translates to a roughly equivalent boost in skill and strength with newly gained abilities and skill-sets, making you just that little bit better at anything you could reasonably have trained. After all, you can't have the normal people see you muddle through the first few months' worth of learning. They might start thinking you aren't superior.

Parseltongue (200CP): You're a Parselmouth, able to speak to snakes! Though that's actually just a side-effect; Parseltongue is actually a linguistic curse that allows you to speak in a secret language that doesn't allow a speaker to lie. Your words in Parseltongue don't *bind* you like an Unbreakable Vow would, but they must be true to the best of your knowledge at the time you speak them. You can use this language to compel snakes to follow your orders, which they carry out to the best of their abilities. Post-jump, you can, at will, designate individuals who can understand you when you speak in Parseltongue, and instinctively understand that everything you say in that language is true. You can't take it back once you've granted it, though.

Conspirator (400CP): You've got a natural head for people stuff. Manipulating people is second-nature to you, and your organizational skills are superb. Running a secret society is easy, and you can even *keep* it a secret if you make sure to be careful with your recruitment. You're especially well suited to being the "power behind the throne", as it were; you might not be able to take the top spot, but becoming the right hand man of a powerful individual is just a matter of putting in the work. Any organization with you in a leadership position just works *better*; you're able to delegate tasks exceptionally well, assigning work to individuals in the most efficient manner. Even outside an organization, you're a master social engineer, well able to manipulate anyone you meet unless they're just leagues above you in skill and intellect.

Spellcraft (600CP): You have a prodigious natural talent for the creation and modification of magical spells and rituals. Spells are simpler than rituals, consisting of verbal, somatic, and focus components; IE, movements, vocalizations, and a wand. Rituals add in more complex versions of all three, such as specific movements over a prolonged time, a ritual chant, and symbols drawn on surfaces, as well as a permanent sacrifice. Absolutely nothing can restore what you sacrifice to a ritual, but they are proportionately far more potent. Designing a spell in line with first year students' magical capabilities takes one day, two days for a second year spell, et cetera. If you also have Double Witch/Wizard, replace "day" with "hour".

Items

Much like perks, Items are discounted for their origins, General Items are undiscounted, and everyone gets their origin's 100CP item for free.

General Items

Wand (Free!): You gain one wand. It is an ideal focus for your Atlantean magic; comprised of one wood and one magical material and with a length between 8 and 16 inches. Each wand has an affinity for one kind of magic, which it casts slightly better than other fields, and an affinity for one user, for whom it performs a little more efficiently. Forcibly removing a wand from its owner can sometimes shift its user-affinity. Your wand, obviously, has an affinity for *you*.

A Cherished Companion (100CP, Purchases after the first discounted.): You gain one of four different pets, listed below. You can purchase this up to three times, but must choose a different option every time. If you buy it three times, you get the fourth pet for free.

- **Snowy Owl:** She looks so sad sitting there in Eyelops' Owl Emporium, doesn't she? An unusually intelligent mail owl, as yet unnamed, with beautiful white feathers. She's got superavian stamina, able to make flights across the Atlantic without too much trouble, though she'll need a bit of a lie in when she's done, and as long as you know their name and face, the magical bond between the two of you will let her find anyone you wish to deliver a letter to. No trapped letters, though. She won't bring anything that might get her hurt.
- **Half-Kneazle Cat:** A fluffy ginger monster of a cat with a squished face and a bottlebrush tail. This cute little guy is smart as a whip, with a particular penchant for realizing who is and is not trustworthy. Of course, he's still a cat, and still thinks he's better than everyone, but still. Has some small ability to sense magic, particularly Transfigurations, making his breed a favorite among Transfiguration Masters for its ability to recognize its human no matter what shape they wear.
- **Blue Krait:** A beautiful serpent whose bright colors mark it out as one of the most deadly reptiles in the world. The bite of the Blue Krait delivers a neurotoxin so potent that it kills the nerves in the site of the bite instantaneously, such that the victim doesn't even realize it's been bitten until the venom spreads and begins to damage other bodily functions. Comes with escape-proof terrarium.
- **Pet Rock:** It's a rock with a face painted on it and a cute little paper house. Guaranteed to not be destroyed by wise old wizards for reasons of prophecy.

Drop-In Items

Two Pies (100CP): You have a supply of two pies, which replenishes each day. These can have any common pie filling you wish, but default to pumpkin. You may eat these pies, or cause them to fly into the face of any individual you designate in such a way that their origin cannot obviously be traced back to you. People can still figure out the pies are your fault, but it's not blatantly obvious by default. Can be purchased multiple times for more pies per day. Further pies are not free for Drop-Ins.

Mokeskin Pouch (200CP): An unassuming leather pouch on a leather thong designed to be worn about the neck, branded with the name "Moke Super Pouch QX31". This pouch, made from 100% authentic Mokeskin, has a Widening Charm and an Undetectable Extension charm placed upon it, such that it can stretch around objects up to the size of a small child and contain about as much volume as a small in-ground swimming pool; that is to say, about 1800 cubic feet. Speaking the name of the object you wish to retrieve sorts it to the top of the pouch, and objects placed in the pouch have no mass whilst inside it.

Time-Turner (400CP): This is a Spimster Wicket. It treats a magical ailment called Spontaneous Duplication. It is worn under your clothes. It is no great secret, nor is it something to show off. Spimster Wickets are not interesting.

Now that that's out of the way, this is a Time-Turner; a fragile magical hourglass suspended in a necklace with a rotating setting. Yours optionally comes with a protective shell, because why wouldn't you do something as simple as *putting your time machine in a rugged casing?* Spinning the Time Turner once sends you back in time one hour, and you may use it in this manner to gain up to eight hours of extra time. You still age from this normally, and it plays merry hell with your sleep schedule, but it's only an extra day every three days, and there's potions for the sleep thing. You don't *get* these potions, but you can learn to make them.

Muggleborn Items

Magic Pocket Planner (100CP): You gain a planner that magically tracks all of your engagements and assignments, even if you aren't aware of them! Your planner lists any task you're meant to complete or appointment you're meant to attend, and additionally, once per year, you can state a simple goal, which the planner will help you achieve. No world domination or discovering lost magics, and your success isn't guaranteed. Asking to be the best student in your year will set you an ideal study schedule, but it's your job to stick with it, and there's only so much the book can plan for. It's also just a planner; it can't affect probability or anything silly like that.

Schoolbooks (200CP): You gain a collection of all of your school materials for a seven year course at Hogwarts (assuming Defense Against the Dark Arts is taught by a competent professor assigning a high-quality set text for all seven years, so in reality probably a bit better in that regard), as well as Muggle school up through British Secondary School. Learning and teaching from these books is easier than normal, enough to almost make up for a lack of an instructor. Lost or gifted books are replaced via owl order within one week at no cost to you. Yes, even if there's no logical way for an owl to reach you with a full set of magical textbooks. If your starting age is above 11, you're assumed to have been learning at an appropriate pace from these books for however long you've been at Hogwarts, or should have been at Hogwarts in the case of a Drop-In. Post-Jump, anyone studying from a set of magic textbooks which they own gains the ability to use Atlantean Magic. Gifted and re-gifted books never lose the magic-granting ability, stolen books do not grant magic until returned to the rightful owner.

A Rather Special Trunk (400CP): This thing does a very passable imitation of The Luggage, without the eating people bits. A handsomely carved trunk in a hardwood of your choosing (Mahogany comes highly recommended, as does Pearwood), it has seven compartments each the size of an average London flat. These compartments are accessed with a ring of seven keys, which you cannot lose. If you do manage to lose them, they reappear in your pocket the next time you reach for them. This trunk follows you of its own volition on several carved wooden feet, but can be given simple verbal commands such as "stay" or "go there". Unlike the Warehouse, living things can enter the trunk and stay within it once it is closed. No circumventing the restrictions on the warehouse by storing people in your trunk then storing your trunk, though.

Half-Blood Items

Comed-Tea (100CP): A fizzy drink that somehow manages to *taste green*, with enchantments laid upon it to guarantee that you can't make it through a can without spit-taking. Really, the enchantments just force you to ignore it until something funny is about to happen, then compel you to have a can. The soda is spelled to disappear unless inside either the can or a human body, so it doesn't even stain when you spit-take all over somebody!

Army Patches (200CP): A box of small, circular patches bearing a simple design of your choice, which can be affixed to any item of clothing. Individuals wearing these patches tend to work better together, putting aside petty schoolyard grudges or minor irritations to get the job done. Also makes friendly fire less likely, and improves the results of any group tactics training done by individuals wearing the patches. The box never seems to run out.

Greenhouse Three (400CP): Or any other number you like, really. This greenhouse, either inserted into new worlds in a location of your choosing or attached to your Warehouse, is perfect for growing all manner of magical plants. So perfect, in fact, that it can grow new ones! In addition to several rows of plots and potted plants of all kinds, it contains four larger plots; one at each corner, suitable for one large tree apiece. Planting any kind of magical raw material, such as Re'em blood or unicorn hair, makes a tree that grows that material. Liquid materials are stored in hard, coconut-like fruits on the tree, easily broken with concerted effort but highly unlikely to spill, split, or otherwise damage the surrounding plant life no matter *how* volatile your reagent is. Since it's a magically expanded greenhouse with *literally every species of plant life in it*, it also has a bit of magic so that all you need to do is think of what you need and start walking down a row, and you'll reach it within seven paces. All plants within this greenhouse are automatically cared for and reach maturity within a maximum of one week. Plants are kept docile by the greenhouse's magic, so don't worry about the Venomous Tentacula eating one of your ears while you're not looking. Doesn't automatically update in future jumps, but you can bring new plants into it manually and incorporate them into the greenhouse by planting them in the provided pots. A must-have for aspiring Potions masters.

Pureblood Items

Diary of Roger Bacon (100CP): Or rather, a copy of it, since the original is somewhat spoken for. This book is charmed to be utterly indestructible, and contains, in the front, some handwritten Latin notes from one Roger Bacon, detailing his experiments with accidental magic. These never got very far, but perhaps you can expand upon them. Your copy also has as many pages as you like, with the ability to remove pages as you wish and a self-updating table of contents. Record whatever you like inside it, come back to it later easily. Even divides different subjects with an arbitrary number of pages so you don't get your evil ritual creation mixed up with your lesson plans, and is specifically suitable as a spellbook for any D&D Jump, Pathfinder Jump, or similar. It is originally a book about magic, after all.

Ritualist's Library (200CP): You have here a great treasure trove of knowledge; a library of books from ritualists across the world, since the time of Merlin onwards. Each of these tomes is a copy of the personal notes of a powerful magus who researched and recorded at least one ritual. These notes are incredibly useful, containing several potent rituals, but that's not what's special about them. The real power in this library lies in something it lacks; the Interdict of Merlin. The books in this trove bypass the Interdict, allowing anyone who reads one to learn magic sealed behind that ancient law without the aid of another living mind.

Perfected Horcrux (400CP): Or rather, the capacity to make one. Choose any one item you possess, and infuse a piece of your soul into it. You can create one Perfected Horcrux per jump, and each one allows you to survive one death, though they do not create bodies for you. It is highly recommended to store them somewhere safe, but also somewhere where your spirit fragment can reach a body that is compatible with it. You can make almost anything into a Horcrux, even things that are alive, but there are two exceptions. Dementors cannot support a soul fragment, and instead instinctively consume it. Humans can only support one soul; making one of them a Perfected Horcrux will instead overwrite their current soul with a copy that's almost entirely you, with only a fragment of what they were before left behind, merged with your own soul. This has the side effect of making magic recognize you both as the same person, and of sending you both into painful seizures whenever your magic touches theirs or vice-versa.

Companions

Old Friends (Variable CP): Import up to eight companions, giving them each an origin, the appropriate freebies, and CP to spend equal to twice the amount of CP you spend on this option. Companions cannot take Drawbacks. None of the story's characters can be taken as companions. That's what the other thing is for.

- **First Jump Bonus:** you can use this option to offer up to eight people you know from real life the chance to come with you on your Chain. You can still get this First Jump Bonus if you've done Generic First Jump before this one, but that's all you're allowed to have under your belt when you take it if you want to bring people from real life with you using this option.

New Friends (100CP): This perk gets you one... let's call it a Companion Token. In fact, let's *make* it a Companion Token. You get a small golden coin that says "Good for: 1 Multiversal Road Trip" on one side, and "In Jump-Chan We Trust" on the other. You can give this token to any canon character from this story, but only if you explain what you're offering them and they agree to join you of their own free will. Your explanation is guaranteed to be believed if you have the token in hand and are being completely truthful to the best of your ability. If, at the end of your jump, the recipient is still alive and still has the token, they get to come along with you as a Companion.

You can buy as many of these as you like and can afford. Tokens cannot be lost, traded, or in any way acquired by anyone who you, the Jumper, do not specifically offer one to. If a recipient dies, their token returns to you at the next possible opportunity. Tokens are good for this jump only and expire if not used. At any time before the end of the Jump, a prospective Companion may set their token aside, at which point it will return to you, ready to be used again. You may always mail-order for more tokens in the future if a Jump you take doesn't have a canon companion option, but if it has a canon companion option you must use that one instead.

Companion Tokens have a special interaction with the "Without Why" drawback from the UDS: they grant you a glimmer of information. You still don't know what's happening to you, you might not even know that you're about to be sent to a different universe, but you know that if you give someone this coin and they accept it while knowing full well what it means then they will not be separated from you forever, no matter what. Which sounds kind of romantic, until you realize that this might well mean the both of you are about to spend 10 years in Silent Hill or some such.

Drawbacks

You may take as many drawbacks as you wish, for as many CP as you like, **at their listed value, you munchkin**. As always, drawback fiat trumps perk and item fiat.

I had a pet rock once. It died. (+100CP): You have absolutely no idea how to care for another living creature. Any pet you have is doomed to some manner of terrible demise while you're here. Better get used to using the school owls at Hogwarts, and the Post Office after you graduate. As a courtesy, any pet you've bought with CP can be safely stored in Jumpchain Layaway until the end of the jump so your horrific luck won't kill them.

Poor Sleep Schedule (+100CP): Your sleep cycle is slightly off, being twenty-six hours long, and nothing can fix this. Even getting a Time-Turner won't help you; events will always conspire such that you use it for more than two hours every day, and the potion to extend your sleep cycle to a full thirty will not work, instead making it thirty-two hours long due to a peculiar allergic reaction on your part. Either figure out how to live your life with your entire day rotating two hours out of sync with everyone else, or resign yourself to being sleepy *all the time*. Truly a terrible fate.

Insane Pretending to be Sane Pretending to be Insane (+200CP): You think in stories; heroes and villains and wise old wizards, evil potions masters, wicked stepparents. Your tendency to think life runs along similar lines to fiction tends to hinder your ability to make complex plans reliably. You have trouble modeling the thought processes of people with differing worldviews, leading to some rather large cognitive blind spots that you simply will not be able to overcome whilst here.

For Chaos! (+400CP): You are now a First Year at Hogwarts in the same year as Harry Potter, no ifs, ands, or buts, and Harry has decided, for whatever reason, that you should be... something. Rivals? Friends? Honestly, this kid doesn't really know how socialization works. He's not *malicious*, mind you, but... well, Hermione ended up dying and coming back to life as a Sparkly Unicorn Princess, and Draco had his entire worldview systematically destroyed and rebuilt. Expect similar levels of trauma, exact nature to be determined by Jump-Chan's whim. Good news, though; dying because of this drawback doesn't end your chain, and guarantees you'll be brought back eventually by either Harry or Voldemort for one reason or another. Time spent dead doesn't count towards Jump Completion Time. Letting Harry die under this drawback doesn't *fail* you, but it definitely makes your life worse; this drawback becomes about 400CP of lethally bad luck, which bypasses all your luck perks and plot armor to endanger your life regularly, *without* the get out of jail free card. I'd keep the kid alive if I were you.

Interdicted (+400CP/+600CP): Merlin has reached through time to lay down another Law of Magic specifically for you; in order to defend the world, none of your out-of-Jump powers work while the Earth still exists. Sure, you probably *weren't* going to blow up the Earth with your Dragon Ball Super level Ki powers, but Merlin has a very low opinion of literally everybody ever. Destroying the Earth with items or finding a way to do so in-setting would give you your powers back, but you've also destroyed the Earth, which is the kind of thing that has consequences. Give up both powers and items from other jumps for an additional 200CP, making a total of 600.

Voldemort's Attention (+600CP): If you weren't already, you're a first year in Hogwarts in the same year as Harry Potter. Your Defense Against the Dark Arts teacher, Quirinius Quirrel, has taken a keen interest in you for some reason; the kind of interest he would normally only show Harry Potter. You are a key piece in his plans, and unlike Harry, these plans do not end well for you in any sense of the word. Lord Voldemort sees in you a credible threat to his life, and while he will not throw away existing plans to neutralize you, he will otherwise bend the considerable intellect of the Heir of Slytherin to destroying you utterly.

The Power to Vanquish the Dark Lord (+400CP, Modifies Above): You'd better hope you have it. You're not leaving this Jump until every single piece of Lord Voldemort, more accurately known as Tom Morfin Riddle, has been annihilated. Harry Potter is enough of an independent person that he doesn't count, but otherwise? They've *all* gotta go. Even the ones outside this Solar System. Hope you've got plenty of time, and some really good scrying magic. No cheating with Familicide or sympathetic resonances or anything like that, either: you need to lay hands on each Horcrux to destroy it. You, personally; nobody else can destroy a Horcrux belonging to Voldemort now, even if they dropped it in a vat of Basilisk venom then set the whole thing alight with Fiendfyre.

The Jumper Who Lived (+1200CP, incompatible with all other Drawbacks): You are now Harry James Potter-Evans-Verres, or whatever feminine equivalent you wish, if appropriate. Your jump begins on the day you get your Hogwarts letter. It continues until Lord Voldemort is completely eradicated, **as per the guidelines and restrictions laid out in "The Power to Vanquish the Dark Lord"**. You don't automatically gain any of Harry's knowledge or abilities, and the Canon solutions to problems don't work for whatever reason. Use whatever power at your disposal as best you can to accomplish your goal. Fail, and return home. Succeed, and be acknowledged as the Master of Death, able to utilize both the True Patronus and the True Killing Curse easily, without experiencing the life draining of the former or the soul damage of the latter.

Notes

- You can learn the True Patronus Charm or the True Killing Curse in-Jump. They're mutually exclusive with each other; true mastery of one requires such a devotion to its associated mental state that there's almost no way to reconcile the two. The reward for **The Jumper-Who-Lived** is the only way to use both at once, and bypasses the drawbacks of both spells.
- The True Patronus Charm can block a True Killing Curse, destroy creatures associated with the concepts of Death and Evil, and resurrect the dead. Each of these abilities comes at the cost of some of your life force. Overuse of the spell will kill you.
- The True Killing Curse travels in a straight line until it impacts a living organism with a brain. Solid objects do not impede it like a lesser Killing Curse, nor do defensive magics of any kind. Aim *carefully* unless you don't care what you hit. Using the killing curse in either form damages your soul in ways that are conducive to sociopathy. Such damage can be healed by anything else that heals souls, but nothing found in-Jump can do the trick.
- Making Voldemort into a Horcrux won't really solve anything, since there's a distributed network of backups of his mental and soul states to override the damage your attempt does. All it does is make his magic harmonize with yours instead of Harry's. Up to you if that's what you want or not. Note that he can absolutely still AK your ass, he'll just have a seizure after he hits you.

Changelog

V0.9.1

- Created Jump.

V0.9.2

- Changed the 600CP Pureblood perk to "Spellcraft"
- Swapped the Magic Pocket Planner to the 100CP item in its tree, and Schoolbooks to 200CP.
- Changed the 200CP Muggleborn Perk to "Sunshine Legionnaire"
- Clarified the Drawback rules for Belial666. :P
- Added Notes section.
- Added Companion section.

V1.0.0

- Removed all references to spell creation from Double Witch/Wizard, but kept the interaction with Spellcraft the same.
- Updated version numbers to correct for dyslexia. Can't believe you people just let me start with Version 9, I mean, seriously.
- Made Greenhouse 3 better.
- Removed references to Avengers in Sparkly Unicorn Princess. Replaced them with more specific references to Avengers.
- Added a special interaction with the UDS's "Without Why" to New Friends.
- Added theft protection to magic-granting spellbooks.
- Made pets cheaper.
- Fixed the grammar in the Notes.
- Made "The Power to Vanquish the Dark Lord" worse by explicitly stating something that was already implied.
- Removed some text from "The Jumper Who Lived" and "For Chaos!" that was just taking up space and not contributing anything.
- Celebrated getting rid of unfortunately placed page breaks without having to change font or text size.