

Harry Potter Interactive CYOA +DLC XIII

House Points = P / Adventure Points = AP / HP;AP = 60;14

Difficulty:

Merlin (+60hp) 120;14

Target:

Me

Name:

Harry Potter

Origin:

Alternate

King's Cross (+1hp) 121;14

Half Blood (+2ap) 121;16

Legacy Of Conflict (Black blood)(+3hp) 124;16

Destined For This (+5hp / +5ap) 129;21

Orphan (+5hp) 134;21

Male

Poverty (+5hp) 139;21

Wand:

Hand Me Down (+1hp) 140;21

Amateur Crafting (+1hp) 141;21

Elder Wood (universally powerful, but disloyal)

Phoenix Feather Core (tries to help)

Very Short Length (nine inches)

Solid Flexibility (best at combat magic)

House:

Decided By The Sorting Hat (probably Ravenclaw)(+3hp) 144;21

School Life:

Troublemaking (my Trying Times are slightly easier)(+1ap) 144;22

Exploring (Muggleborn)(+10hp / -2ap) 154;20

X—

Innate Abilities:

Parseltongue (-3hp) 151;20

Seer (-6hp) 145;20

Natural Legilimens (-9hp) 136;20

Metamorphmagus (-11hp) 125;20

Elf Blooded (Fae Blood)(-3hp) 122;20

Perks:

Brave (-1hp) 121;20

Well Adjusted (-1hp) 120;20

Witty (-1hp) 119;20

Cunning (-1hp) 118;20

Funny (-2hp) 116;20

Social Skills (-2hp) 114;20

Perceptive (-2hp) 112;20
Schemes (-2hp) 110;20
Reflexes (-4hp) 106;20
Hard Work (-4hp) 102;20
Muggle Studies (-4hp) 98;20
Genetic Lottery (-4hp) 94;20
Esoteric Lore (-3hp) 91;20
Reincarnation + (-4hp) 87;20
Technomage (-5hp) 82;20
Brilliant (-15hp) 67;20

Magical Talents:

Physical Charms Affinity (-5hp) 62;20
Mental Charms Affinity (-5hp) 57;20
Enchantment Affinity (-5hp) 52;20
Charms Affinity (-15hp) 37;20
Offense Affinity (-5hp) 32;20
Defense Affinity (-5hp) 27;20
Dark Arts Affinity (-5hp) 22;20
Combat Magic Affinity (-15hp) 7;20
Conjunction Affinity (-5hp) 2;20
Vanishment Affinity (-5hp) -3;20
Animagus (golden eagle)(-2hp) -5;20
Transfiguration Affinity (-10hp) -15;20
Drought (+5hp) -10;20
Black Thumb (+5hp) -5;20
Twitchy (+5hp) 0;20
Occlumency (-3hp) -3;20
Meta Knowledge Shield (free)
Meta Lock (+3hp) 0;20

Higher Concepts:

Thought Affinity (-10hp / +5hp) -5;20
Time Affinity (-10hp / +5hp) -10;20
Fate Affinity (-10hp / +5hp) -15;20
Death Affinity (-10hp / +5hp) -20;20

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Items:

Inheritance (free)
Perfected Horcrux (-15hp) -35;20

Pets:

Owl (hedwig)(free)
Magical Familiar (hedwig)(free)

Allies:

Hermione Granger
Daphne Greengrass

Love Interest:

Lyra Black (the main character of the fic)

Rivals:

Elizabeth Valentine (if i am a Griffindor)
 Lisa Vance (if i am a Hufflepuff)
 Hettie Hughes (if i am a Ravenclaw)
 Kyra Dhar (if i am a Slytherin)
 Tag Along (rival)(+1hp) -34;20
 Unrequited Love (rival)(+1hp) -33;20
 Bully (rival)(+2hp) -31;20

X—

Drawbacks:

Loyal (+1hp) -30;20
 Unruly (+2hp) -28;20
 Scar (lightning bolt scar)(+2hp) -26;20
 Quirky (no inhibitions)(+2hp) -24;20
 Unmotivated (+4hp) -20;20
 Immature (+5hp) -15;20
 Heroic (+6hp) -9;20
 Traumatized (+6hp) -3;20
 Sociopath (+8hp) 5;20
 Geas (player character's curse)(+10hp) 15;20
 Dotty (no moral compass)(+15hp) 30;20
 Less Than Spirit (+30hp) 60;20

Spells:

Nonverbal Spells (-5hp) 55;20
 Potions Crafting (-7hp) 48;20
 Spell Creation (-10hp) 38;20
 Everlasting Enchantments (-11hp) 27;20
 Wandless Spells (-15hp) 12;20
 Legilimens (-5hp) 7;20
 Memento Ipso (-2hp) 5;20
 Combination (legili-ipso)(-2hp) 3;20
 Innate Connection (for legili-ipso)(-4hp / +1hp) 0;20
 Special Effect (legili-ipso works through natural legilimency)(-3hp) -3;20
 Stealthy (for legili-ipso)(-2hp / +1hp) -4;20
 Piercing (for legili-ipso)(-3hp / +2hp) -5;20

Potions:

Felix Felicis (-4hp) -9;20
 Quickbrew (for felix felicis)(-1hp) -10;20
 Cost Effective (for felix felicis)(-1hp / +1hp) -10;20
 Concentration (x3)(for felix felicis)(-3hp / +1hp) -12;20
 Potency (for felix felicis)(-1hp / +1hp) -12;20

X—x—x—

Trying Times:

Probation (+2ap) -12;22
 Nemesis (influential)(+1hp / +2ap) -11;24
 Nemesis (powerful)(+2hp / +4ap) -9;28
 Nemesis (influential and powerful)(+3hp / +6ap) -6;34

Private Lessons (transfiguration)(+1ap) -6;35
Mentor (transfiguration)(+1ap) -6;36
Treasure Hunt (+1ap) -6;37
Debt (+1ap) -6;38
Revenge (+2hp / +2ap) -4;40
Master Of Death (+2hp / +2ap) -2;42
Darkest Arts (+2ap) -2;44
Prophecy (+2hp / +3ap) 0;47
Wizarding War (+2hp / +3ap) 2;50
Conspiracy (+2hp / +3ap) 4;53
White Thestral (+3ap) 4;56

X—

Adventures:

Peaceful (all adventure rewards are free)(-4hp / -10ap) 0;46
Private Lessons (eidetic memory for all Affinities)(-12ap) 0;34
Mentor (remove Drought, Black Thumb, and Twitchy)(-6ap) 0;28
Magical Legacy (gain x1.25 Charms, Combat Magic, and Transfiguration)(-9ap) 0;19
Court Of Merlin (lessened restrictions on Time Magic)(-5ap) 0;14
Horcrux Hunt (Higher Concepts are kinder to me)(-7ap) 0;7
Ancient Vault (gain x1.25 to all Affinities)(-7ap) 0;0

Scenario:

Fanfiction (All According To Plan by LysandraLeigh)
Graduate (300,000 years old; first Homo Sapien)
Crossover (Marvel Cinematic Universe)

School:

Tournament (the Triwiz, in my 4th year)
Hogwarts

Goals:

The Deathly Hallows

X—x—x—

Affinities:

Charms : x6.25
Physical : x6.25
Mental : x6.25
Enchantment : x6.25
Combat Magic : x6.25
Offense : x6.25
Defense : x6.25
Dark Arts : x6.25
Transfiguration : x6.25
Conjuration : x6.25
Vanishing : x6.25
Potions : x1.25
Herbology : x1.25
Care Of Magical Creatures : x1.25

X—

Key:

yua3,reqa,96my,wrwx,Destined,qqq5,x5k8,poor,budb,4kij,f0i1,1vcx,swi0,61xu,Fate,6r8f,9umt,5lkk,lxby,hlsa,dgg8,u6nd,d07e,isj1,ixuj,zi0j,oxgj,q9se,2k5o,ve51,q6fr,cqg5,m724,0sgg,6y1z,j7os,qi76,daym,x0ko,24oc,5ez6,ru5u,9jci,j2ai,zcsp,onf0,nutc/ON#10,voh6,y0lj,83w7,k69b,grxh,rkm,5kix,14nw,nnlz,owib,lepw,hsja,45hy,o614,u7s8,mvj4,3uat,51ov,f1qm,3p11,os2g,jwub,fsbt,294q,crun,g52u,znic,3b5e,t1jw,n7jt,2ahl,n50k,7gfe,xpb3,fj0u,9pxd,koo0,miuv,y7om,r64k,hsos,3wmw,sg0w,v5zl,6s3z,4e0g,l9va,xd7e,autw,8r1a,x4i3,9w26,ygaq,8lj7,jv26,nhrb,wlfd,149u,6zmf,pyx6,m3by,i147,p0ki,ya5j,9vxs,tp1w,quuw,xpzd,qk00,r450,jjht,ph9b,x19v,1u3y/ON#1,6fnd/ON#1,pcwn/ON#1,6phh/ON#1,ja58/ON#1,v27y,3vbn,as8k/ON#1,arza/ON#1,ilg5/ON#3,60kx/ON#1,kjk0,23b9,4rpp,m5ri/ON#15,bu4n,m4m5,oxhf,ruz6,4oiw,rkra,jmsv,6vre,47fj,up9e,dalp,acyt/ON#2,xl0s/ON#1,0ap7,1hfp,kzxc,zdkc,c8ak,mxas,x0h0,knvp,odw5,9j5q,opx1,dzt9,l5uj,ywq4,obmy,tk2,cnhr,e1hd,nfq0,m7mo,5oe9,upke,w5sf,wokm,5af2,dp6b,9xz8,tyra,xu9k,mggn,gedk,528h,5aci,9e6z,i6c7,2the,6mvo,evz8,eudl,t1vm,j1gc,ivj8,of76,7z9q,slpk,weub,m902,s4td,wuor,u56d

—x—x—X—x—x—

Trigger Warning:

The following story ends up slightly nsfw towards the end; if you have an active imagination and you can't stand references to smut, maybe don't read it.

—x—x—X—x—x—

Notes And Story:

Crossover: 'Harry Potter' style magic exists in the MCU; and the whole 'All According To Plan' 'Harry Potter' fanon exists in secret, similar to but distinct from the schools of the mystical arts. 'All According To Plan' style magic and gods are unique to Earth, and only seers were ever discovered by Asgardians in the past; the *seiðr* being the main reason they stayed on Earth for so long. The Soul Stone is the Resurrection Stone, and Thanos is still unaware of its location, though he may detect it if it's used extensively at any point from 1996 onward. Albus Dumbledore occasionally fought alongside Steve Rogers in the second world war, they considered each other friends, and neither is aware that the other is still alive. SHIELD and Hydra have been aware of the magical world since Voldemort's first rise to power, and will sit on the information until 1995; then becoming involved with the goal of adding at least *some* magicals to their forces. The magical world would win an open war, but billions would die in the fighting—and with the Infinity War on the horizon, an open war between magic and technology could spell disaster.

—X—

Story:

In 'All According To Plan' being a metamorph actually *does* make you biologically immortal, and magicals *never* stop growing stronger with age— there are already canonical beings that are older than civilization; so I'll take being a metamorph, and the first homo sapien; the literal first modern human in history.. after all, *Graduate* assures me that I can pick my age, while *Brilliant* and *Genetic Lottery* together assure me that I will retain my higher thinking, even in a world of the underdeveloped. Though the magic has to come from *somewhere*, so I'm the first example in history of a child born to a Fae mother and mortal father— even though it was long before their Great War; and the many rules that normally bind a Fae don't bind me. I'm an orphan, so both of my parents (Fae mother included) are dead; and although all of humanity are my children, I don't really hold kinship with them. I'm technically older than human civilization, and I don't *need* to go to Hogwarts...

I've already graduated at one or more points in the past— but metamorphs create alternate identities fairly regularly... and I'm not going to be attending as myself. Being currently a formless wraith, with unblockable and undetectable Legilimency, I'm going to possess Harry, and take his body, mind (,mastery of the Cloak Deathly Hallow), and soul for my own. I carry the Player Character's Curse, in that I see myself as the only 'real' person around, with everyone else an NPC (though I tend to treat 'Non Player Characters' in games I play like 'real people', anyways). Though I have no moral compass or inhibitions, and am a sociopath, so I'm probably going to do an amazing amount of 'evil' things... from their perspective.

—X—

Because I took *Peaceful*, I already have an eidetic memory for all Affinities (which is good, because I probably don't remember much *else* from more than a few thousand years ago; at least, the immortals of the setting barely remember *their* pasts beyond a certain point). I'm as good as it's possible to be at all things Charms, DADA (which I'm calling Combat Magic), and Transfiguration— or as the setting would call them, 'wizardry'. While I only have an above average ability in Potions, Herbology, and Care Of Magical Creatures— or 'witchcraft'. Wizardry comes from within, witchcraft from without; and incidentally, *Muggles can practice witchcraft*, in this setting.

Being a Seer, I will find that Time Magic is much easier for me than others; the general rule of time travel being only that you must know what the world of the time you're aiming for will look like to travel there; and Seers being able to see the whole *Multiverse* (what they see *will happen*, somewhere; just not necessarily *here*). With Time, Fate, Thought, and Death Magic being twice as willing to work with me, and the Fates specifically speaking *directly to me*, I'll find I can travel the World As Myth with little difficulty, reaching even into the scope of other fictions. And given that for a metamorph, their body is a projection of their soul in this setting, even if Harry's is destroyed I'll simply be able to conjure another. With 'subsumption', the art of claiming things as your own— his soul is *mine* now... and with it, the Cloak always will be.

—X—

Older-than-civilization individuals are usually given titles to make tracking them despite their changing names much easier. There's the Green Lady, in Egypt (that apparently invented Arithmancy like I will have invented Legilimency); The Dark (and it's current Avatar, Angelos Black), who is the god of all things evil; and more noteworthily for me, there's The Morrigan, a Natural Legilimens with the reach of a country, who's about twelve thousand years old (having walked to Ireland from continental Europe, during the last ice age), who's described as "maybe or maybe not being the oldest entity on earth; but *definitely* being the strongest mind mage". So I figure eclipsing that record by twenty four times (as the Father Of Humanity) should do well to dethrone her... especially given that *my* Legilimency is *undetectable* and *unblockable*... and includes the ingrained ability to steal the entire minds of the people within my range.

My wand is made of elder wood and phoenix feather; it's a very short wand because I'll always default to wandless for powerful magic; and solid to show that although I'm not totally set in my ways, I'm probably going to use the hammer of Combat Magic to sort out all the nail shaped problems in the world. Not that I *need* the wand at all, being able to cast wandlessly as easily as nonverbally, which I can cast as easily as verbally... but it's of sentimental value to me, more than anything; being one of the first wands an apprentice of mine (by the name of Ollivander) made, long ago. In fact, it's one of the first wands *ever made*. It was his before mine, so it's technically a hand-me-down; and he didn't really know what he was doing yet, so it isn't of great quality— but wands are a crutch, and I have Harry's as well, anyways.

—X—

Because I'm going to possess and impersonate Harry Potter, I'm going to adopt his heroic nature and childhood trauma (at least within the bounds of the part I'm playing, as him). While I may be an immortal god of esoteric magic; I will be playing the part of this interesting reincarnated mind and soul, who's written of my *true self*, and who's aiming into the World As Myth to play the part of Harry Potter— I don't have anything better to be doing anyways, and it looks to be an interesting story. I'll also have Harry's problems to contend with; so Rita Skeeter is going to write articles about me, my Rival (an original character instead of Draco) is going to endeavor to work against me, and of course Lord Voldemort is going to be trying to kill me (though he wouldn't have been that big of a problem in Lily Evans hadn't driven him insane). It'll start off relatively safe, and get more dangerous year after year. In my first year, around Quirrelmort trying and failing to get the Philosopher's Stone, I'm going to need to 'help' my transfiguration teacher with a 'serious investigation'; by exposing Peter Pettigrew to her. And then in my confrontation with Voldemort I'm going to enslave him in his wraith form (because I *am* a necromancer; but I'm not going to tell Dumbledore that, he hates me enough already; but he believes that he needs me), and Voldemort's going to realize that he needs to have a body before he can fight me— fleeing (with permission, of course) to prepare for that.

In my second year, I will 'search' for the Sword of Gryffindor, and find that I owe a debt to some dark arts salesman (which I will pay off with what I make from the corpse of the Basilisk). In my third year Lyra will arrive in the setting, from her alternate timeline; and Peter Pettigrew will escape captivity. I'll hunt Peter down in revenge for his betrayal of Harry's parents (it being clear that the DLE couldn't punish him themselves)— and I'll get to take part in the adventures of the fic. In my fourth year, one or more of the visiting dignitaries (thanks Lyra) for the Triwiz are going to notice that my invisibility cloak is the Deathly Hallow, and it'll kick off an international hunt for the remaining Hallows, as a backdrop to my remaining years of schooling (though next to nobody else will ever find any of the others, I *will* get the occasional idiot attempting to take mine). Voldemort will also show up at the end of the Triwiz, to supposedly use my blood in the Darkest Arts ritual to regain his body (though I will have entered the tournament under my own power).

With my fifth year comes a step away from certainty, the setting not yet continuing beyond the Triwiz. My rival will turn out to be an aspiring dark witch. She will have had a creepy obsession with me, a habit of following me around, and of trying to bully me, since I accepted her proposition of sex, in our third year (there isn't a minimum age of consent in this setting, and though that reincarnated mind would have cared about that in their last life, I'm free of inhibitions, so they don't anymore). And although she will act like I own her, and regularly offer her body, mind, and soul to me for a good fucking, she'll join forces with Voldemort in my fifth year in an attempt to kill me... in hindsight, to make me kill her, so that she could show me what she did, so that we could be *together forever*...

Voldemort will attack me, with his belief firmly set into the Prophecy; and I will be forced to hunt down and subsume his Horcruxes. I will give him a True Death (gain mastery of the Resurrection Stone), and possibly give his marshmallow soul to Angle Black to eat. But over the course of the fight we'll draw enough attention that a conspiracy will take an interest in me. Going into my sixth year, I'll find I'm followed around by muggles, who will turn out to be members of Hydra interested in conquering the magical world— and I'll have to dissect their organization. I'll spend most of my sixth year doing that, with at some point SHIELD noticing and showing up as well. Eventually, my rival will murder Dumbledore in his sleep for mastery of the Elder Wand, and she'll show up at the worst possible time to duel me to the death for the other Hallows. I'll win the duel (obviously), and become the Master of Death, but the damage will be done, and Thanos will have noticed the Soul Stone. It'll still be nearly twenty years before he shows up looking for it, but he will now know where to look.

—X—

And to make matters worse, when I kill my rival she will get sent back in time to the start of our first year, having eaten the heart of the White Thestral— and (through Court of Merlin) I'll get pulled along for the ride. Waking up in my room at the Dursleys house, I'll have to start over from the beginning and go through *everything* Voldemort's going to do, *again*, until I can kill the White Thestral before my rival. I'll find the loops fun, though; my rival and I will really get into a love/hate relationship across them— and by the tenth I'll stop pretending like I care about the setting *at all*. Every time, my rival will kill the White Thestral and battle me to the death for the Hallows by the end of our seventh year (though if *I* don't mess with the timeline too much, *they* won't either). And even when I eventually succeed in my little time war with her, a few decades will go by, Thanos will show up, and if he unites the Infinity Stones and manages to Snap, *I'll die*, to wake up *right back on day one*.

With my having been a Seer of unmatched Affinity in wizardry since the dawn of the anatomically modern human; and with my knowledge of an easy and fast to brew Felix Felicis, that can be concentrated into Path To Victory crystals, and that's only half as addictive as the original (with an idea on how to improve it further)— it's not going to be *that hard* to kill Thanos, but it *is* probably going to take me a few attempts... so I expect it to take one or two hundred years total... but I'll like this thing I have going with my rival— so I'll probably loop a few dozen more times for the fun of it, molding her to my will, and making sure she stays alive so that we don't loop until I'm ready... but I probably won't kill her off for good until she's boring to me; and even then I might revive her to play with now and then. I'll have Lyra as a love interest specifically because she'll be able to do things differently in each timeline (with her goddess already more-or-less aware of the events of previous timelines; even if *I* can't tell her, with Meta Lock). I'll have Hedwig as a (now more-or-less immortal) magical familiar; and Hermione and Daphne will be my allies— because Hermione and Harry are most always friends, and I want to look into the Gates and Greenwoods; which is best done through a friendship with Daphne.

—X—

The original goal of Lyra, in the original setting of 'All According To Plan', was to go back in time from the mid 60's, to the early 40's, and ensure that Grindelwald's War was a success (having been from a timeline where it was a failure). Her goddess modified her ritual for the fun of it, and she woke up in the early 90's, in a timeline where Grindelwald's War was a success (though he was still imprisoned). Lyra (actually a young Bellatrix, from a timeline where Tom Riddle is a nerdy DADA professor and Albus Dumbledore never got into politics) then found that the Black family was on the edge of extinction (if you don't count all the metamorphs off doing their own things), and having been brainwashed from an early age into the mindset of "family before all" changed her name to Lyra, to pretend to be the child of this timeline's Bellatrix, and attend Hogwarts (starting in Harry's third year), with the long-term goal of eventually reviving the Black family, and giving them off to house elves to be raised, as she was raised.

I'm (of course) going to start Hogwarts as Harry, in 1991, so I won't meet Lyra until her arrival in my third year, but I'm going to try and take part in the wonderful adventures of the setting; between my Trying Times, anyways. I plan to tell her that she's *going* to be in my harem (I may have to legitimens Hermione and Daphne)— so she need not spend a few decades looking for someone to romance into marriage, and she need not worry about rebuilding the Blacks all on her own. Surprisingly (or perhaps unsurprisingly) Lyra would actually take such a statement as a net positive. She's a fledgling Avatar of a goddess of discord (living in the same

school as her is going to be interesting); she doesn't have human morals, doesn't understand the difference between holding hands and fondling, kissings and fucking (though while she's *usually* immune to mental magics, I could *make her* understand). To her, if she's okay with you touching her at all, what difference does it make how you're touching her, and where? Not that I'm saying I'll have the full harem by the end of my *first* loop— but I *probably will* by the end of my *fiftieth*...