Make A Wish

v1.0
Jump by JumpingFate

Introduction

Harry after the events of Order of the Phoenix is depressed and is fed up from all of this, so he leaves the Dursleys for a vacation, his last vacation, as he believes himself prophesied to die and as such wants to enjoy life as much as he can. This vacation will lead to much havoc, death, change and the birth of a legend.

Gain **1000 CP**.

Starting Location: Roll a d6 to determine where you start. Alternatively pay **50 CP** to choose your Starting Location.

- **1. Amsterdam:** Where the story begins, Mr. Black makes his first appearance here, you will arrive minutes before amateur death eaters portkey in to find harry potter.
- **2. Rome:** The place where Mr. Black decided that the Mafia was smart enough to heed his warnings and not ally with Blood Purists. You arrive when Mr. Black has finished his business leaving behind a tattered gang, wary mafia and alert policeman.
- **3. Germany:** This is the place where the fear of Mr. Black was truly embedded in the heart of every criminal and blood purist, you arrive in Germany a few hours before the Black Massacre.
- **4. Transylvania:** A terrified little town plagued by vampires, you arrive here a few hours before Mr. Black's killing of the nuisance creating vampires.
- **5. Hogwarts:** You start in a location that through distance or natural barriers is far removed from most important locations.
- **6. Free Choice:** Choose any location within the setting to start at.

Choose your age, sex, and gender. The chosen values must be within valid parameters.

Origin

- **Seer (Drop In)[Free] -** You are most likely a shop-keeper from the countless many of your family, descendants of Cassandra, you may or may not have the blessing, but you are quite invested in the shop-keeping business and have helped quite a lot of your customers with vague and cryptic advice. Also counts as a drop-in option.
- **A Guy On Vacation [Free] -** You are tired, maybe you have seen things that should not be seen, maybe you retired because of inept politicians, whatever the case, you are now on a vacation to live the life you had not lived before and maybe find yourself in the world outside.
- **Mad Scientist [Free] -** Your thinking is revolutionary and your inventions mind-boggling, the only reason you are a mad scientist and not a normal one, is because you are mad, now whether that is because of society labeling you as such or you actually are mad

doesn't matter, you have a tragic backstory that has left you bitter, but also determined to see the whole magical world be dragged screaming to a new future.

Perks

All Perks are discounted to half price for their respective Origin.

General Perks

- **Harry Potter Magic [Free] -** You have a basic knowledge of magic starting from Hogwarts graduates for Seer, more combat oriented knowledge similar to those auror and other law enforcement agencies get for A Guy On Vacation and depending on your field professional knowledge of their fields for example potioneer knowledge for potion master and mistresses, wards for architects, esoteric or rare charm knowledge for innovative devices, for Mad Scientist. You also get a basic Wand attuned to you.
- **"Accidental" Magic [100 CP] -** Like Mr. Black you are capable of Silent and Wandless casting, making any magic look accidental and casted in impulse, great for cold-blooded murder to look like legitimate self-defense.
- **Coloured Wards [200 CP] -** It is well known that Mr. Black can cast undetectable wards, though not how he does it, you know the answer, there is mage sight that helps you look at wards, appearing as black and white patterns hanging in air or the structure it is protecting, there is a much rarer version which gives colour to these patterns, you can understand how to differentiate between old and new wards, different patterns and more with this vision, you can also make the wards undetectable by camouflaging the colour of the wards with the surrounding or using one of the non-visible colours. You have the colour vision without the hangover process it requires.
- **Magical Trait [200 CP] -** Some people have magic that can't be replicated through spells, only passed down and even then that is not a certainty, you have a magical trait that can be passed down to children, it can be Metamorpmagus, Parseltounge and the like.
- **Curse Of The Gods [200 CP Each] -** In this world, older families are either blessed or cursed by the gods, there are three known curses and blessings:
  1) The lovegoods are half-fae seeing the unseen and living half in the real world as they see too much in everything and as such concentration and focusing on the real world is difficult for them. This gives you affinity with mystical senses, scrying astral planes and granting similar sight in future jumps such as Dresden Files Sight.
  2) Curse of Cassandra, to see the future but never be believed, the gift is strong in you, as such you have the ability to see various future timelines and knowing which future is more likely to become the present, as all futures have the chance to come true and as such no future is truly false, you also have the capability of not seeing the future for whatever reason and have a instinct of which person or item would be needed at what place and at what vague time. As stated above, your predictions and prophecy, if directly told will never be believed no matter how you phrase it, though enough personal trust in

you as an individual will have the person believe you, even if they do not believe the future you have told them.

3) Potter Luck **[200 More CP]** , a mixed blessing given by the greek goddesses Nemesis and Tyche, your luck is incredible, more a force of nature than anything else, any game of chance is predestined to be won by you, no matter the game, no matter the rigging or cheating done, as long as there is even a minuscule chance of winning, you will win, but you don't have luck just in games, but in everything you do in life, your luck will always propel you to heights, whether they be of politics, finances or straight up power(if there is a possibility of such). Their is also another side to this blessing, any enemy you have, will have misfortunes upon misfortunes heaved upon them, though they will not die with just this, but their operations will be curtailed to some extent, this blessing also enhances any plans or operations conducted against your enemies, no matter who does the planning. The downsides of this blessing is that you will forever live in interesting times, trouble and drama will always follow at your heels, any schemes or gang wars or assassinations going to take place in an area near you, will happen when you are there, if it will cause you extra trouble .

- **Something For Everyone [600 CP]** - Everything in life is a lesson and you are no different. No matter where you go or what you do, people assume you know everything they do and more aside. This will cause them to search your every word and action for a hidden meaning. And somehow they will find it. A lesson on making an omelet might give them a way to slip someone even the most foul-tasting poison/potion without them knowing it's there. Equally a lesson on how to weave baskets underwater will allow someone to go a week or more without breathing if they need to. There will always be at least one person who learns how to turn your most innocent act or word into some shattering revelation. The most amazing thing about all of this is, you don't need to do much of anything and someone will learn some new technique they never thought of before, or some lesson that will help or hinder them. Your enemies, when they go against you, will almost automatically fall into some trap based on a lesson they learned from you. This perk only affects people who know of you and the more they hold you in awe or fear, the harder they will try to search for meanings even in your most meaningless of actions.

Seer

- **Making Contacts [100 CP] -** You are a master in making contacts with almost anyone regardless of their status and station and asking for them small or big favours, though they do need reasons for their involvement in your affairs, it matters not if you ask a retired general to pass on a weather magic book to a man who helped his country or a isolated government to accept a visitor if he helps them with a national problem. This help can be asked for small tasks though works better at country or national level.
- **Revolutionary Finding [200 CP] -** Like the Seers, you have the ability to find Weapons, Spells, Books that will revolutionize their respective fields, if shared freely with others, you can also find applications and uses of currently available spells or items that will

change the world overnight. For Example Mr. Black showed the use of a Tanning Spell(a very simple cosmetic spell) to kill a vampire, changing the paradigm of not only how combat spells are classified, but the danger of vampires to wizards

- **It Takes A Long Time [400 CP] -** For others, for you as long as any action can be learned under a month without somehow augmenting your learning process, you can learn that action instantly, for example casting a spell correctly the first time after reading it or apparating masterfully after just learning it. The ability cannot give you any knowledge or give you something you do not have, and actions that require preparations like meditation or daily exercises for muscle development, cannot be done.
- **Cursing Descendants [600 CP] -** You are like Cassandra, not that you have power to view the future, but as your descendants get further removed from your bloodline, the more there weaknesses and limitations weaknes, whether the weakness be in superpowers, race or anything innate, not only does their limitation get lax and loose, they also get more creative in finding loopholes in the limitations of their powers, the further they are from you in generations. Works only in Innate powers.

A Guy On Vacation

- **A Guy In Need Of Vacation [100 CP] -** You do not get rest, all these shopkeepers, aurors and even vampires keep asking you little favours, dealing with some monsters, saving some dragons or supplying some rare potion, if you agree to help, you will get their gratitude, respect and perhaps even their life long friendship proportional to the difficulty of their favour, be careful though, being too helpful may make you a guy in need of vacation.
- **A Guy On Vacation [200 CP] -** You must have done something truly awe inspiring before your retirement or perhaps after it, as wherever you go no matter how secretive, you will be welcomed as a visitor of appropriate standing, in the beginning this perk may grant you freedom through national borders and such but when your fame grows, it's effect will also increase allowing you to visit any secret laboratory or classified area as long as you are just a visitor.
- **Legend [400 CP] -** As the name of Mr. Black spreads worldwide, it looks like Harry's aptitude in every field rises accordingly, you have a similar ability, if any myth, rumor or legend about you or your persona becomes famous, so does your talent, it does not matter if you are famous or infamous, if the legend is entirely fictional or grounded in reality, all that matters is your story spreads wide.
- **The Black Effect [600 CP] -** You are almost as deadly as Mr. Black, all because of this ability, your enemies when actively planning against you or your loved ones, get a severe case of accident, this accident can be anything, whether it be an actual accident or an attack by a third party or totally ridiculous deaths like falling from the stairs getting up and falling from the stairs again 13 times in a row then get stabbed by bladed implements that were just lying there. These accidents can be lethal or non-lethal though you cannot single out anyone, until mastery. The range of the effect starts from a modest 3-4 city blocks and increases with your fame and reputation.

Mad Scientist

- **Professional Name [100 CP] -** In this world there is trend for people with revolutionary thinking to have code-names based on their field of expertise, like Doctor, Architect, Tailor, Professor and Henchgirl, you can have a similar name for a chosen field, which will grant you the will to see through any projects regarding that field, increased intuition and reverse engineering of technology in the chosen field.
- **Muggle Technology?! [200 CP] -** You know it, general knowledge of upto graduate level in every scientific field is known to you, not only this, but the knowledge seems very eager to help you and as such whenever you are using magic for creation of something or other, the knowledge will leap up with helpful facts and connect seemingly disconnected facts to help in whatever magical creation you are making next. Post Jump, the helpfulness and eagerness spreads to the rest of the knowledge you have in your mind.
- **Milkshake! [400 CP] -** You are a prodigy at making potions, capable of preparing any type of exotic ingredients and making potions that give nightmares to even experienced masters, you have knowledge of many potions made in this world and change them to taste like strawberry milkshake or any other flavour you like, you have a knack for learning new recipes, modifying old recipes to work with new ingredients and creating new potions wholesale with creatures out of this world. You also have the less regarded ability to mix cooking talent and knowledge of chemistry with your potion making, which makes your potion making linked with cooking knowledge and chemistry.
- **Mad [600 CP] -** You are mad, who else would try to mix magic with science, you though have seen the idiocy in the distinction of magic and science, to you they are all but one, knowledge of magic helps science and knowledge of science help magic, though only in related fields, the more specific you are in a field, the narrower the focus of the boost to related fields, for example knowledge of thermodynamics will help in spells and magic related to temperature, ice and fire and vice versa in case of science, but with knowledge of combustion will only help in fire magic and the like. Another benefit of your madness is that any project, whether it be a mega-structure, a vehicle, a weapon or a utility device, when created through a mixture of magic and science will cover the disadvantages and weaknesses and improve the benefits and advantages of similar devices, compared to those created with only science or magic.

Trinkets

By the patronage of Mr. Black, you jumper have an incredible opportunity to use technology and magic much more advanced than usual, items that are rare, lost or even unheard of are present here for your perusal, due to his patronage, you also get discounts, like two 50 CP items are free, two 100 CP items are free, two 200 CP items are discounted and one 400 CP item is discounted. Items can be bought multiple times.
If you pay 50 CP more for any respective item, you gain a detailed blueprint and design theory of that item, whether it be spell matrices of a spell, charms and engineering required for some magi-tech, or the ingredients and method required for a potion, post jump these blueprints and formulas change to the native settings resources.

Potions And Rituals

- **Scent Removal Potion [100 CP] -** Used by Mr. Black to hide his scent, as Werewolves knew him to be werewolf-like after meeting him, this potion helps hide any mystical scent or any other mystical signature which reveals the user's species.
- **Philosopher's Sand [100 CP] -** Used by Mr. Black, this item comes in the shape of a silver hourglass filled with blood red powder of the philosopher's stone, which can be used to create the Elixir of Life, capable of granting anyone upto 15 years of life.
- **Re'em Blood and Pill [200 CP] -** Re'em blood in a flask used by Mr. Black to increase his strength and the pill to make him scentless and help in controlling his strength.
- **Essence of a Yuki-Onna [200 CP] -** Used by Mr. Black, the Life-Force given freely by a Yuki-Onna, it is imbued into the user through a tattoo, this essence grants increased affinity with Ice element, any spell associated with Ice gains extra potency. It also has a cosmetic effect of whitening a patch of hair due to being freely given.
- **Poisonous Experiment [400 CP] -** Used by Mr. Black, this experiment on the user has him implanted with a small bone chip of basilisk fang that keeps the toxicity of the basilisk blood the same and greater than the phoenix tears in his veins, keeping him immune to the poison. This poison is the deadliest poison in this world, which evolves and adapts with introduction of new poisons. This experiment also gives the user greater than normal healing factor and resistance to diseases and radiation.

Spells

- **Acme Charm [50 CP] -** Created by Acme Inc, this spell conjures a stereotypical anvil right above the head of the target at sufficient height.
- **Breast Expansion Charm [50 CP] -** A common cosmetic charm, used for temporarily expanding breasts, it can also be used on males, which usually leaves them unbalanced and vulnerable for a follow up spell.

- **Absconditus Oratio [50 CP] -** A russian charm used by Mr. Black, this charm is used to be safe from scrying and is almost undetectable, though to the more experienced the charm will look more like a beacon, though still keep you safe from scrying.
- **Gassius Florine [50 CP] -** Used by Mr. Black, this spell conjures florine gas in great amounts that consumes any being inside it, though those with supernatural endurance can withstand it, though they will be in unimaginable agony.
- **Seeking Spell [100 CP] -** Created by an Unknown enemy of Mr. Black, this spell searches for any weakness in wards and other magical defenses, it was originally used with a portkey to teleport people to the exact weak points.
- **Cabinet Spell [100 CP] -** Created by Professor, this spell connects any two cabinets like the vanishing cabinets or connecting two hallways, paths and the like, making it possible to go through a hallway in a castle situated in an island near Britain and coming through the otherside finding yourself in canada.
- **Intangibility Spell [100 CP] -** Used by Mr. Black, this spell makes the user intangible and can be kept up indefinitely, if the user has enough magic, this spell is more useful for infiltration and escape as the user can only go through inorganic matter, such as doors, walls etc.
- **Storage [100 CP] -** Used by Mr. Black, this spell is used to create a stable sub-dimensional vault for storage of items, created through studying apparition and portkey theory.
- **Books Of Dragons [200 CP] -** A set of incredibly rare, unique and useful books about dragons Used by Mr. Black to save the Hungarian Horntails from a blight, these books have much about various diagnostic spells, healing spells, poison detection spells specifically for dragons, it also has knowledge about dragon biology, common diseases, weaknesses, mating seasons, various sub-species and use as magical ingredients for various purposes, pretty much everything to know about dragons are in these books. In future jumps any dragon encountered will have similar amount of knowledge written in a new set of books.
- **Book on Advanced Weather Magic [200 CP] -** Used by Mr. Black, this book has knowledge on weather magic almost unmatched in this field, it has weather manipulation both macro and micro scale, temporary and permanent, mobile and stationary and many more esoteric applications, though it works best in winter season and winter related weather phenomenon.

Magical Items

- **Whole Hole Paint [50 CP] -** Created by ACME Inc, when painting this on any relatively flat surface in the shape of a circle, the user can go in and out of the hole to pass through the surfaces, though when the paint dries you can only go out not in, when the paint dries the hole can be removed from the surface like a sticker and be used on other surfaces later.

- **LockPick [50 CP] -** Set of Lockpicks Used by Mr. Black capable of opening any lock in the world, magic locks can also be opened as it includes a small device that tricks the magic into thinking that you have the correct passcode.
- **Non-Lethal Wand [100 CP] -** Used for training in dueling by Mr. Black. This wand can use any spell no matter how bizarre, but causes them to be non-lethal, causing at most bleeding and casting a paralysis spell on the affected area.
- **Language Set [100 CP] -** Used by Mr. Black, this set consists of 4 devices, first is spectacles that change according to the required prescription and can translate any language, a silver hoop that goes into either ear, this hoop translates any language to be heard in English or any other language known to you, a ring goes on whichever hand you use to write with and allows you to write any language, and finally this small bar of silver goes through your tongue and magically contorts your mouth to allow you to speak any language, in time and with enough use they will eventually teach you the languages that you use.
- **Floo Lighter [100 CP](Comes in a set of two) -** Used by Mr. Black, a revolutionary invention by Henchgirl and Professor, it is a lighter that has a miniaturized floo connection and can call and receive calls through it and can also be used to send small items the size of a brick through it, it does not need floo powder as it transfigures the flint to create it. It can be reverse engineered to create a full fledged floo network, capable of producing images and transportation.
- **Reaper Sword [100 CP] -** A Scythe that can turn into a sword Used by Mr. Black, this sword is always sharp and has increased damage for what it should actually inflict, has an aura of despair and dread when unsheathed and it also glows a creepy green light at will, lastly it is powered by a particular dark magic, it leaches ambient life energy from the surroundings, scaring local wildlife and withering plant-life and the land when unsheathed.
- **An Automatic Room Cleaning Device [100 CP] -** Created by Henchgirl and Professor and Used by Mr. Black, this is a powerful explosive, following the maxim of any problem can be solved by enough explosions, this metallic sphere will erase the room from existence removing the need for cleaning it.
- **Steel Ride [100 CP] -** A Bike used by Mr. Black, it can shrink to pocket-size, drop oil slicks, shoot spells, fly, change license plates, and even has a pooka - a ghost horse - bound to it so that it never needs fuel, can act by itself if needed, and occasionally project the image of the pooka itself.
- **Blend In Bracelet [200 CP] -** Used by Mr. Black, this bracelet creates a powerful SEP field around the user and it will help the user remain unnoticed unless they commit an aggressive or incredibly strange act. If used in the lowest setting, the bracelets allows the user to be perceived as a whole, but appearance or other discerning characteristics except gender are hidden.
- **Undetectable Wand [200 CP] -** Used by Mr. Black, this wand is short in length granting greater maneuverability for casting motions and is easily hidden. The handle remains comfortable in any position and easier to retain in a fight. It also has a feature to only be used by the person it has the magical signature of, as a magically reactive metal is used

as a plug in the handle that only opens up to connect with the signature and any other magic is physically blocked. The body of the wand is made using muggle technology and as such is partly made of carbon fiber, the wand is also untraceable and magic cast from it is nearly undetectable.

- **Watch Of Time [200 CP] -** Created by Henchgirl and Professor and Used by Mr. Black, this watch is indestructible, weather-proof, fire-proof, water-proof and shock-proof, safe to say there is very little that can destroy this watch, it also has intimate relations with time, if you turn it's knob clockwise time will move forward, to better deal with paperwork and boring meetings, turn the knob anti-clockwise to slow down time, to better enjoy your fleeting vacation.
- **Modern Armor [200 CP] -** More a black bodysuit, created by Henchgirl and Professor and Used by Mr.Black, it is worn under clothes, like a second skin, it is charmed to always be a comfortable temperature, be always clean and have no need for a bath, hardens on impact and is puncture proof and provides quite a bit of spell resistance, while wearing it the user can't be detected by magical sweeps and is self-repairing.
- **PortTrans [400 CP] -** Or Portkey Transfer Chamber, Used by Mr. Black, this device is used mostly to avoid landing your aerial vehicles, the device works by making any small object on the user's person a portkey, which will take them down and take them up when activated, the limitation are, that the vehicle has to remain stationary and that the port range are quite short. If you have Floo Lighter with the Port Trans, you can portkey large objects between those who have the lighter anywhere and anywhen.
- **Hex-Quarter [400 CP] -** Created by Henchgirl and Professor and Used by Mr. Black to detect poison, this device is shaped like a silver cigarette case, it can detect poison in the user's vicinity, it can detect wards, has several forensic charms, several diagnostic charms, a database of plants and animals. Database and the charms are updated with the increase in information available to you.
- **Fidelius Coat [400 CP] -** Used by Mr. Black, this coat transforms to best suit the outfit wore by the user, this coat is used as a improved version of invisibility cloak, It has a modified version of the fidelius charm that has a parasitic effect on one's magical reserves, when activated the user can disappear and cannot be detected by any known magical effects or abilities. User is not actually invisible, he just can't be seen or detected by any magical or technological effect. It has additional abilities due to the materials the coat is made of Dementors, Lethifold, Nundu and various other creatures. The abilities include being able to emit an aura similar to dementors and an aura of hopelessness, it is also spell resistant and has many yet to be discovered powers.

Companions

- **Single Import/ Companion Creation [50 CP] -** Import or create one Companion. They get 600 CP to spend on the options presented.

- **Black Ink 2.0 [300 CP] -** Import or create up to eight Companions. They get 600 CP to spend on the options presented.
- **A Coven Of Veela [200 CP] -** Somehow or other you meet these 5 veela during your travels, they are all professionals in some job or other like curse breaker, potioneer and the like. They start as friends with benefits, but are willing to be more or just friends if you want. They also incidentally like board games a lot.
- **Yuki Onna [100 CP] -** A magical creature that brings the season of winter with her, you found her in japan being hunted for unintentionally causing disturbance with her winter and saved her from such a fate, she now follows you for showing trust in her when you had all reason to kill her
- **Heads Of Black Ink [400 CP] -** There are many who come after, but the founders of this company are Henchgirl, Professor and Mr. Black, you have somehow managed to convince these 3 monsters of their respective fields to come with you, or more like lured Professor and Henchgirl with the idea of multiversal science trip and they have brought a reluctant Mr. Black along, you can also bring other Heads of Black Inc with you if you can convince them.
- **Ego Stroking Pet [100 CP] -** Obviously only the most dangerous wizard or witch can have the most dangerous creature as a pet, you have a cub Nundu, who is well behaved though will require some assistance in controlling his immense magical poison, disease breath and other abilities as he grows.

Drawbacks

- **Terminal Justice [0 CP] -** Are you bored of going to the Potter-Verse again and again, then take this go to the DC Universe, yeah I know not a great alternate, say what, go to both of them, this is the fanfic verse of Terminal Justice where Mr. Black accidently travels to the world of Justice League Unlimited.
- **Epitaph-I-Did-Not-Want [100 CP] -** You like the boy wonder himself do not like fame, but being fate's play toy, fame is one thing that comes easily to you, no matter if it is you or some secret identity, if you know about your fame, you would hate it with all emotional capacity you have. Though it will not make you do things you do not want to.
- **Hunting For Jumper [100 CP] -** You have a problem Jumper and it is one that no one can help you with, or so you think, your Companions are after you to help you and show you the power of friendship, and you will do anything in your power to not accept that help and avoid them as much as possible for at least 8 years, after which you can overcome this and resolve your problem with friendship.
- **Death Of Hope [200 CP] -** You have been prophesied to die, it doesn't matter if the prophecy is true or not, you believe it wholeheartedly and are in despair because of it, your every action from now on will be influenced with the certainty of your death, though you can overcome the despair it comes with.

- **Death Eater Wannabe [200 CP] -** During your time in this world before Voldemort's death, you will join the Death Eaters, whether it be for genuine appreciation of their ideologies, for spying, or any other reason, after a week in, you would be sent with wormtail to kill Mr. Black, your death is not assured, but it will be very difficult to survive, and if you actually want to kill him, god have mercy on you, because death has none.
- **Magic Supremacy [200 CP] -** You can only use Magic perks and items, anything else outside of this jump is locked.
- **Helpless [+100] -** All your powers and items are locked.
- **A Poor Man's Vampire [400 CP] -** You are no vampire, but anyone who sees you act, will be sure that you have inherited their curse, weakness from wooden stakes, capable of plowing through any biological toughness, burning in sunlight and turning to ash, if attacked by concentrated sunlight, severe allergic reaction from garlic and extreme phobia from running water. This is your lot in life, for the next 10 years, I am sure the CP were worth it Jumper.
- **Jumper Potter [400 CP] -** You are harry at the start of this story, when he leaves the dursleys, you will have to go through everything he has gone through and make the friends he has made, the details of your adventure and relationship with people can be different and you can also make more friends than harry did, but plot needs to be followed in broad strokes, such as the growing infamy of Mr. Black, Black Massacre, listening to the damned shopkeepers and the like.
- **Mr. Jumper [600 CP] -** You know about Mr. Black, the guy who is known for who knows how many mythologies and death of civilizations and dark lords and abominations, well the people who actually did these thing don't exist any longer and you as the one indirectly responsible for this will do all these things, which include sealing of abominations in obscure places, sinking of atlantis, destruction of various civilizations, being actual mythological sutur, and death of the four horsemen somehow, and you don't get any innate power from being sutur or death or any other mythological figure.

Final Choices

After ten years in the setting you are required to choose one of these options:

- **End your Jumpchain game and return home:** Choose this option to end your Jumpchain game and return home.
- **End your Jumpchain game and remain within the setting:** Choose this option to end your Jumpchain game and remain within the setting.
- **Continue your Jumpchain game and move on to the next Jump:** Choose this option to continue your Jumpchain game and move on to the next Jump.

Notes:

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Changelog:

0.9 to 1.0

- Changes in Location: Changed name Holland to Amsterdam.
- CP changes to Perks: A Guy In Need Of Vacation is marked 100 CP.
- Added Locations: Rome and Transylvania.
- Added Perk: Something For Everyone, A Guy On Vacation, Cursing Descendants.
- Added New Companion Options: Black Ink 2.0, A Coven Of Veela, Yuki Onna, Heads of Black Ink, Ego Stroking Pet.
- Added New Drawbacks: Terminal Justice, Epitaph-I-Did-Not-Want, Hunting For Jumper, Death Of Hope, Death Eater Wannabe, A Poor Man's Vampire, Jumper Potter, Mr. Jumper.