Barry Trotter and the Disappointing Jumpchain

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Once again, you are an 11-year-old about to go on a grand adventure to the wizarding world. I'm sure you're excited to get to Hogwarts and see all the famous faces, well tough you're going to Hogwash School of Wizardry and Witchcrap.

The regular events Barry Trotter takes place long after the trio should have "finished" their education; however, Barry, thanks to the fame from his famous book series, has been granted an exception allowing him to remain a student indefinitely. Well, at least until the movie comes out.

Barry is Famous for defeating the Dork Lord Valuman as a baby and gaining a Scar in the shape of an Interrobang (⸘), something considered a mark of greatness.

Well, tell a lie, Barry is actually famous for mouthing off to the muddle J.G. Rollins, who then created a Book series based on Barry's school life.

You gain +**1000 CP** for this Jump, which lasts 10 years, and you can choose to either start at the end of the story, where the book starts, or start as a 10-year-old kid and go to school.



Origin:

Your Origin dictates what discounts you get in this Jump and what house in Hogwash you should be sorted into.

Grittyfloor

Grittyfloors are often reckless, self-righteous, and arrogant rule-breakers with a "hero complex" that excuses their impulsivity. They are viewed as loud, pigheaded show-offs who think they are always right, frequently acting without a plan and relying on favoritism, while being merciless or arrogant toward others.



Silverfish

Silverfish are considered the snobs and slobs of Hogwash, a group of power-hungry and insecure bullies. They claim to be superior to others but are just seen as a collection of arrogant, spoiled elitists, where cunning is just a polite word for manipulative, and selfishness is considered the same as intelligence.

Pufnstuf

Pufnstuf are often referred to as the unruly rabble and leftover ruffians who don't fit into the other three. They are criticized both for being dangerous thugs, pathetic pushovers, simpletons, judgmental and disinteresting, having no unique skills, and valuing bland traits like loyalty, family, and Vin Diesel.

Radishgnaw

Radishgnaw are arrogant stuck-ups who value hoarding knowledge over actually knowing things. They act stuck-up at first as they think being in the smart house means they are smart, acting arrogant, nitpicking other people's suggestions, and ignoring everyone else until they see how bad their first grades are.

Setting Scale:

Due to the odd nature of Barry Trotter, there are multiple versions of the setting, all of which are as canon and non-canon as one another.
If none of these options are selected, you will be in the standard events within the core book series.

Take them away from those horrible, drab, grasping, stupid Muddles -600 CP
Oh, you've chosen the boring option. Well, you will now be in the normal Muddle world, without any other Magi existing in the setting. This world is vertically harmless as Terry Valumart is a scam artist turned financier, Hogwash is a regular muddle boarding school, and Barry had a pretty boring life.

Just then, a voice yelled, 'CUT!' -300 CP
It seems the magical world of Barry Trotter is far less interesting than the books would lead you to believe. This world, while retaining its magic, will be far less interesting as it will be the events that the books are based on rather than those shown within. The famous vomyt wyrm was just a slug, Barry's parents were part of a hippy commune who Valumart accidentally killed in a drunken car crash.

Barry Trotter and the Inevitable Attempt to cash in +300 CP
It seems you are not going to the book series, but instead the PG-13 action-adventure movie series based on the books, but dramatically altered to be aired on daytime TV. The characters will all be played by better-looking actors, the events are more action-packed, the ideology will be more serious, with Dork Magic being Dark Magic, and most of the details have been rearranged so that Lon Measly is useless and Ermine Cringer is the most capable character in the whole franchise.

Days without A Dead Student +600 CP
Oh no, you have chosen the dark and edgy option, as instead of the normal canon, you will be dropping into the Grimdark reboot that a respected comic artist rewrote years later. Casting any magic can create demons, characters will die all over the place, and many fan favourite characters will suffer a fate worse than death.

Perks:

Discounted Perks are **50%** of their initial price, with **100 CP** Perks being **Free**.

Magic -0 CP (Free)
Congratulations, you're not a muddle, you now have magic, which comes with a useful regenerative effect that extends the lifespans of the magic user to up to 400 years for wizards or up to 500 years for witches. However, it only slightly slows the detriments of aging, so the rigors of old age can cause lifestyle problems when magicals get over 120.
Through wielding magic, you are capable of casting spells without suffering the corrosive effects that other systems of magic may require.
The system of magic you will get in this jump will be dependent on which version of the continuity you choose, but regardless, it will be fairly utilitarian, shabby even, as what it favors in function it lacks in aesthetics.
An interesting tidbit about this magic is that the louder and more sternly you cast a spell, the more effective and accurate it becomes.

Nervous habit -50 CP
You have learned how to balance your wand or any other object about the same size or smaller than a stick on almost any part of your face or head, and use your muscles to flick it into the air and land perfectly into your hand.



A Cheap Plywood Job -50 CP
It seems you have taken a scam online course for wand making, as you now know the basics of magical foci crafting. With this knowledge, you now know how to make cheap, crappy but functional wands out of barely magical upcycled materials, like creating a wand from Chipboard and Vole hair.

Must've taken him quite a while to lick all the way around that desk -100 CP
You are now proficient at most forms of barrier magic, allowing you to cast selective barriers ranging from a physical shield to a shocking field of energy. You also know how to make these barriers more powerful by narrowing down the targets for them to affect, meaning that a barrier to stop one person would be a light show to anyone else, but to that one person, it will be exceedingly annoying.

And how come you're the only one who sees that? -100 CP
You are now capable of seeing any text regardless of how it's hidden. This will allow you to see invisible ink anti-magic text and anti-muddle text. When looking at these various text types, you will be able to see them together while simultaneously seeing through them as though they weren't there.

A mark of greatness -100 CP
Much like the great hero Barry Trotter, you have been marked with a powerful magical Scar in the shape of an Interrobang (⸘). You can toggle the scar on and off at will, both in its visibility and effects, independently of each other. While its effects are toggled on, you will gain a headache that warns you if someone has evil intentions towards you, how powerful they are, and how far away they are. It may take some practice to figure out what symptoms of the headache actually mean in relation to these details.

Magicians who are arseholes -200 CP
It seems you have learned the kind of useless skill of being an Animagi. This allows you to transform into a small, mundane mammal of your choice; however, you will also gain physical features that make what animal you can turn into obvious.

No one could teach an animal bad habits faster than Hafwid -300 CP
You have an amazing talent for taming and training animals, as you can quickly gain the trust of most creatures, even dangerous magical ones. You can also teach them how to perform various tricks, but whenever you do so, chances are they will also pick up on any of your bad habits and copy them.

Nurse Pommefritte is a genius with animal parts -300 CP
You are now an expert at magical transplants, as you can easily and effectively transplant any organ or tissue to another being while retrofitting it to function effectively. You could use this to give a mouse the stomach of a cat or even transplant a dog's brain into a human. The organs will fully function, retaining details of their predecessor; however, the recipient of the transplant will find themselves with traits of the being whose new organs came from.

Evaporation -400 CP
This form of magical teleportation transforms your body into water vapers which travel to any location you designate at the speed of plot before returning to your previous form. While normally you would need to worry about losing parts of your body when evaporating or disevaporating, this perk makes it so that you no longer need to worry about that.

You are deafening me in my brain -400 CP
You have learned a useful magical skill that allows you to read the thoughts of others. The simpler someone's mind, the easier it is to read, so reading a moron's mind would be like reading a children's pop-up book. When reading the mind of someone as intelligent as you, their surface thoughts would be like a conversation, but shouting will hurt your brain.

Youthanasia -600 CP
You can now curse others so that they age in reverse. When casting the curse, you can somewhat control how quickly they de-age, but when they eventually become younger than zero, they will wink out, which is said to be a very painful process. If you curse someone a second time, the two curses will cancel each other out.

The tricks a magical prostitute knew -600 CP
You can choose to be part incubi or succubi as you are now supernaturally sexually capable. Regardless of whether you change your ancestry, you now know the kind of magical tricks to make the average person swallow their tongue from pleasure. You will also learn the trick for mutual dream sexting in case you want to give someone a nocturnal orgasm.

Cosmically-lazy, slightly magical slacker -100 CP (Free for Grittyfloor)
You're now living the median life as all of your basic needs are always taken care of. You will never need to worry about food, water, or shelter, as fate will always seem to intervene, granting you the basics needed to survive when you are going without.

If Hogwash Closes, you'll have to get a job -200 CP (Discounted for Grittyfloor)
You now know how to work your way through an interview and trick someone into hiring you. The less suited you are for the job, the quicker you will be found out as a fraud.

You're dat guy! -400 CP (Discounted for Grittyfloor)
Fame is a currency all its own, and now you can trade that fame for goods and services. With this perk, you can make yourself moderately famous to the world, and whenever you are in need of something on the scale of a taxi ride or a pizza meal deal, you can trade a few signed napkins to cover the cost. Each signature would be worth £3 or about $5, but the quality of the writing utensil and the item signed will increase its value.

Thank God I'm paying him in pebbles -600 CP (Discounted for Grittyfloor)
You can now assign an intrinsic value to any objects you choose and use it as payment. Thanks to this, you can, for example, select sand or paper and designate it as currency. While you won't have full control over how much it's worth, you would be able to scale it to a range. Once this is done, you can exchange the type of object for goods and services with anyone as though it were currency, even if they have no concept of money. Be aware that this will go both ways when selling things, but you could use that to your advantage.

It was the same man who ushered him into the faulty toboggan in chapter 3 -100 CP (Free for Silverfish)
You have a perfect memory for faces, as whenever you meet someone, you will instantly remember if you have ever seen them before, as well as where and when.

Pretzeltongue -200 CP (Discounted for Silverfish)
It seems you have the rare and uninteresting ability to talk to geckos and twist your tongue. If you have another perk that allows you to speak with another animal species, once every three seconds, you can switch what animals this perk allows you to speak with using this perk.

The curse of never hearing no -400 CP (Discounted for Silverfish)
You have the all-mighty power of the green, that is to say, money. Whenever you ask for something, people will find it increasingly difficult to deny your request, the more money you have. You won't have to pay for any of this; just having the cash is enough to cash in.

To the English, the Germans are the ultimate stock villains -600 CP (Discounted for Silverfish)
It seems you have picked up the metaphorious ability as you can take on a dynamic illusory form. This makes it so that you will look different to each person you meet, as you will look like whatever ethnicity that person considers a stereotypical villain. That is to say, you can Toggle on one of two forms, one representing the appearance of whichever ethnicity or nationality that person holds the most fear towards, and the other taking on the ethnicity or nationality that they are most prejudiced towards.

The foremost surrealist cook in the United Kingdom and maybe the world -100 CP (Free for Pufnstuf)
You are a messed-up chef, as beyond being able to craft a wonderfully delicious meal, you are able to transform dining into an absurd, dreamlike experience. You gain an understanding of high art and gastronomy as well as how to combine them with theatrical presentation to "release food from its physiological constraints".

Made with olestra -200 CP (Discounted for Pufnstuf)
You have learned a secret and difficult transformation ability, as you can transform into any one type of baked good. This can be a Biscuit, Bagel, Brownie or Bun, and should you feel it is necessary, you can emit a foul smell that will make everyone, including yourself, feel sick.

Siren of goods and services -400 CP (Discounted for Pufnstuf)
You have learned a strange and dorky form of divination, as you can now magically predict what someone will want in order to excitedly do something for you. This will also make it easier for you to figure out what gifts people want.

It's my lucky mole -600 CP (Discounted for Pufnstuf)
You can now Toggle this gross-looking mole onto your face. While the mole exists, you gain supernatural levels of good luck and muse-like inspirations for any creative projects you work on. However, it will be quite off-putting for anyone who sees it, so you're best finding some way of covering it up if you want to use it in public.

How many muddles does it take to see a flying carpet? -100 CP (Free for Radishgnaw)
You now have a form of self-righting protection, as with this perk Toggled on, anyone who sees you doing something supernatural, other people will passively cover it up themself. You got on a joyride in a flying square, that's a weather balloon, you set someone on fire, they ate too much lamb, you teleport from one location to another, it's just a trick of the light.

Genital Readings $5 -200 CP (Discounted for Radishgnaw)
You are now a master of Genitomancy, the magical art of predicting someone's future by looking at someone's genitalia. It's surprisingly accurate, especially about sexual aspects and cancer, both the star sign and the sickness.

Charm through the phone line -400 CP (Discounted for Radishgnaw)
You are now able to cast spells and use other similar esoteric abilities through methods of communication. This can include telephones, planetary communication systems, magically linked mirrors, and even two cans on a string. The distance between the communicators' tools will not affect any distance requirements of the ability, but the distance between the caster and the communicator will.

Existence is hysterical -600 CP (Discounted for Radishgnaw)
You have reached a strange form of enlightenment as you have understood a great aspect of existence, creation, and reality; however, this aspect seems to be an inside joke. You have managed to get this joke and now have a better understanding of reality. You also have memorised Zen Buddhist philosophy, plus you are able to float and fly in the air through your own power.

Items:

Items discounted for an Origin are half price, with 100 CP Items being Free for that Origin. Any lost, stolen, or destroyed items will be returned to your warehouse after a week in the same condition as when you purchased them.

Wand -0 CP (Free)
Don't worry, this won't be a cheap wand; this will be a top-of-the-line, like a Colliemander's ripoff, the super-light carbon-fiber Danish wands or those cool L-shaped wands used in Wizard-Fu gangster movies.

Cash -0 CP (Free)
You get a one-off payment of £200, 75 Gallons, $60, and your tuition at Hogwash is fully paid off.

Wand Training Wheels -50 CP
By attaching these wheels to the tip of your wand, they will increase the accuracy of any spells you cast and reduce the likelihood of your spells crashing or backfiring; however, you can't use the wand for any particularly cool or advanced spells.

Accountants & Attorneys -50 CP
This is a popular role-playing game for magical folk, which seeks to recreate the dubious thrills of Muddle life. Barry was always much too cool (in his own mind) to play it, but his son Nigel plays it with his friends. With this purchase, you gain several Rulebooks, 20 blank character sheets, a comptroller screen, and ten sets of dice.



Wizard Pipe -50 CP
This fun little tool is often used by wizards who wish to look wise and powerful. When breathing in from this pipe, you can magically shape the smoke so that when you breathe it out, it will take on whatever animated shape you can imagine.

Phelgmberry Farms' Snot Chocolate -50 CP
This round, brown and silver tin contains the world's finest snot chocolate. This delicious chocolate drink is an industrial-strength expectorant that will thin and loosen mucus in the airways, making it easier to cough up and clear congestion.

Magical Donut -50 CP
This invisible hemeroid donut appears perfectly aligned on anything you attempt to sit on.

Tear gas gum -100 CP
This seemingly ordinary spearmint gum, when chewed, will allow you to breathe out tear gas.

.357 Magnum -100 CP
Police issue, nickel finish, snub-nosed for easy concealment.

Slopsucker Seven -100 CP
A cheap Flying Mop that any wizard can use to fly up to 7 miles per hour.

Enchantomatic -100 CP
This magical wand extension looks surprisingly like a pink feather duster. While a wand is screwed into this device, it focuses the user's magic, making their enchanting far more precise, allowing for more delicate magical item creation.

Make your own Zombie-kit -100 CP
This witch doctor kit includes all the voodoo tools and instructions needed for you to turn any muddle into your very own zombie slave.
Zombification may not be reversible. WDK holds no responsibility for any accidental Zombie apocalypse. T&C apply.

The Joy of Sex Series -100 CP
This book series, written by famed author Girlrboy Rockhard, documents the wide variety of sexual activities and experiences that come with diagrams and detailed pictures that move to give better instructions. The books include: *The Joy of Sex*, *The Joy of Mer-Sex*, *The Joy of Elf-Sex*, *Loving a Goblin*, *The Gnome's Secret Garden*, *From Fluffer to Fabulous,* and his most popular book, *Copulating with Creatures,* which was expanded into 14 volumes by itself.

Magi-pointer -200 CP
You can attach this laser pointer-like tube to the tip of your wand. While active, any spell you cast will follow the "laser point" the Magi-pointer emits. This allows you to perfectly hit whatever is being targeted at any range, even if the spell is normally a short-range spell. However, the attachment tends to make the wand tip heavier, so it will take precision for the user to correctly align the pointer with their target as the spell finishes.

Travelling Snuff -200 CP
By sniffing this magical powder, you will be able to project a powerful thrust from your nose, allowing you to fly like a rocket in any direction you choose through the power of magical snot.

Fire-Breathing Lollipop -200 CP
This sweet treat is Chili and Wasabi flavoured and allows the consumer to breathe fire without burning themselves. However, the spiciness may burn them more than the flames ever could.

S.S. Feeding Frenzy -300 CP
This fake shark is actually a magical form of subnautical travel that is transfigured to move and resemble a shark. By entering through the mouth, you can enter into an expanded space room with self-renewing air while the shark travels above and below the sea in order to reach your programmed destination. Inside the room are a sofa, a queen-sized bed, a TV, a PS1, games, and a minibar full. The minibar refills once per week with semi-magical snacks including Diet Morgana-Cola, Jelly Hydra's, and Monster Munch.

Cape of Invisibility -400 CP
This stylish cape is a Trotter family heirloom. Not only can it turn whoever is wearing it completely invisible, but it can also be used to selectively turn any aspect of whoever is wearing it invisible. This means that you could use it to see a person's skeleton, their brain, or even just make their clothing invisible.

Pirate Costume -400 CP
The ultimate disguise no one would ever expect you to look exactly the same, but with a fake peg leg, an eye patch, and an inflatable parrot. While wearing this costume, no one will be able to recognise you or even think that you are you. They may, however, be annoyed with the prick in a shitty pirate costume.

Artificial Caribbean Mansion -400 CP
You can leave this luxurious mansion in your warehouse or summon it in a jump to have a sunny beachside mansion with temperature control and an artificial ocean with crystal blue water.

The Philosopher's Scone -600 CP
Also known as the magic biscuit in America, this supernatural snack will bestow immortality upon whoever eats it! That is, they will stop aging, and they can not die. Someone who has gone through decapitation and incineration with their spirit left broken will eventually regrow a body. You will also gain the recipe for how to make more yourself.

P.O.T.T.Y. -1000 CP
The Portable Outerspace Time Travel You-know-what is the method of transport for the fictional character Doctor Whom. This super advanced alien spaceship can travel anywhere in time and space. However, it's a super advanced piece of alien technology, so chances are you won't be able to figure out how to turn on the radio, let alone how to fly it.

Willy Werther's -100 CP (Free for Grittyfloor)
This magical caramel and butter flavoured confectionery gives whoever eats it a new penis for two hours. The genitalia are moderately sized, being larger than average and semi-functional, being usable for urination, but do not give a pair of testicles, so can not grant the ability to produce sperm. If the person already has a penis, they gain a second one that can completely function.

Sneaky Prickoscope -200 CP (Discounted for Grittyfloor)
This magical telescope will tell you whenever someone you point it at is a jerk. It will also tell you if they can be useful, but not exactly how.

Puddleman 2000 -400 CP (Discounted for Grittyfloor)
A decent flying mop that was top of the line when Barry started Hogwash. The mop can top at speeds of 125 mph.

M-Fer's Map -600 CP (Discounted for Grittyfloor)
This magical map is the ultimate pranking tool, as not only does it show everyone within a half-mile radius and describe what they are currently doing, but it can also be used for distractions. You can drag and drop icons from the side of the map into spots in order to create fake explosions, oil slicks, illusory smoke, and fog.

Tracking Cannoli -100 CP (Free for Silverfish)
You can activate this magical Cannoli in order for it to teleport to anyone you designate. Should they eat it, the secret tracking device hidden in its cheese filling will activate, giving you their location in real time.

Dead-man's Ear -200 CP (Discounted for Silverfish)
This pallid and desiccated ear can be teleported to anyone's location that you designate and is able to magically transmit anything it hears to its owner.

Check for $5 million -400 CP (Discounted for Silverfish)
Not much to say, this check is a one-off payment for 5 million dollars. You can gain one at the start of each jump; however, the check can only be cashed in if the local setting accepts checks and uses the dollar as a type of currency.

Silver Hypnochip -600 CP (Discounted for Silverfish)
This magical chip can be implanted on any target. While it is implanted on someone's tongue, they will not be able to feel it, and you can program how they can respond to specific topics without them realising what they are saying. If it's implanted on their forehead, you will be able to control them like a mindless puppet. If someone is looking in the location where the chip is implanted, it will be visible, and if removed, all effects will be removed.

Smart Drinks -100 CP (Free for Pufnstuf)
These sweet-tasting alcopops will temporarily give whoever drinks them knowledge and understanding of various mundane subjects such as art, maths, home design, woodworking, and the collective works of Shakespeare. When the alcohol wears off, the drinker will lose all the gained knowledge and feel far less intelligent.

Babble-Band -200 CP (Discounted for Pufnstuf)
This purchase gives you a singular small line of ribbon that comes preprogrammed with linguistic magic. By attaching this ribbon to your tongue, whatever you say is translated into a language the target understands. If you attach this ribbon to your ear, you will be able to understand whatever they are saying.

Buggering Birch -400 CP (Discounted for Pufnstuf)
This large, powerful tree is able to move under its own skill and has a penchant for sexually assaulting anyone who comes within reach. Should someone enter its range, the tree will use its branches to grapple them and tentacle rape them. The tree is surprisingly effective at hitting the sensitive spots of whoever it grapples, but will deposit them in a safe space once they have climaxed.

Hypnotist Coin -600 CP (Discounted for Pufnstuf)
By gently swinging it back and forth, you can use this simple coin to paralyze a target and force them to relive their memories. The target will vocally express what they are experiencing and will be in a semi-paralysed state during this journey down memory lane.

Famous Beasts and How to Prepare Them -100 CP (Discounted for Radishgnaw)
A dynamic cooking book that tells you how best to cook magical animals. For example, the Basilisp, also known as the "King of the Thnakes", is delicious when served in white wine sauce. The book updates at the start of each jump to detail cooking methods for the most dangerous creatures in the setting.

The book of common spells -200 CP (Discounted for Radishgnaw)
This book contains the 133 most well-known spells in a setting with details on how to cast the spells as well as the underlying principles of them. At the start of each jump, the book will completely change to match the current setting, overriding the previous chapters, unless magic does not exist in that setting, in which case it will be unchanged.

Spatular Clark -400 CP (Discounted for Radishgnaw)
This chianti bottle, when opened, will produce a pink smoke from its spout, which will take on whatever hominoid forms you designate and sing whatever songs you choose like a magical jukebox.

MagiSpex -600 CP (Discounted for Radishgnaw)
The magical glasses allow you to see the location of anything you target, even if it's miles away. By default, they will look like granny specks, but if you buy some cooler ones, you can merge them together to get cooler frames.

Companions:

Pets and followers can be imported for Free but will act as drop-ins; no purchased Companion is able to purchase more Companions.

Import Companion -50/200 CP
You can import companions into this Jump for **-50 CP** each or eight for **-200 CP**.
Each companion gains an **Origin** and +**400 CP**.

Recruited Companion - Free
You may take any willing and well-informed canon character as a companion for **Free**.

Canon Companion -100 CP
You may take any canon character as a companion by paying **-100 CP** each to select a canon character to automatically become a companion.

Earwig -100 CP
Your very own Postal Owl, who can take any mail you give them to whatever location or person you choose, just be warned, she has a notable predisposition to smoking addiction.

Reading Monkey -100 CP
This super-intelligent monkey will read any book out loud for you, regardless of what language it's in.



The Picking Cap -100 CP
This hat was responsible for sorting the students of Hogwash for centuries, well, at least until it was replaced by a muddle company in London, which did it for a fraction of the price.
It's a bit senile now, but if you can give it the maintenance it needs, it will be fully functional again.

Troop of Evil Bluebirds -200 CP
You now have 20 magical bluebirds who are each able to lift up 100 KG of weight and fly with it. These bluebirds are magically linked so that they can perfectly spread out the weight so that together they will be able to lift up something as heavy as a great white shark. These birds will have no qualms with following your orders, no matter how evil, and will happily kidnap the sleeping or grab a 2000 kg rock, fly it into the sky, and drop it on whatever you target.

Ghost Limo -200 CP
You can now bestow any totalled vehicle with its own spirit, allowing it to drive and travel under its own power as though it were fully functional.

Sparky -300 CP
This powerful, magical bird is a Phoenix with powerful, magical healing, fire, and regenerative abilities; however, this particular phoenix is simple-minded, being only about as intelligent as a mundane biggie.

Setting Scenarios:

These scenarios will all follow the same general premise, but depending on the setting scale the events could be drastically different.

The Philosopher's Scone
It seems that this setting now lacks a J.G. Rollins to write the Barry Trotter Books. You will have 16 years after you start Hogwash to write the book series and make them a global success.

For completing this scenario, you gain the Perk. **The distinction between magic and the mind is very blurry**.

The distinction between magic and the mind is very blurry
With this perk, you will gain an understanding of the underlying mechanisms of any perks, powers, or abilities you perceive. The more complicated the target of this perk, the longer it will take you to understand. Through this understanding, you would potentially be able to replicate the process of those powers through non-fiatbacked means.

The Shameless Parody
It seems that the Barry Trotter books are going to be made into movies. You must stop the making of the first movie and make it so that no one will want to make another, at least until the end of your jump.

For completing this scenario, you gain the Item **Klieg Light**.

Klieg Light
A Klieg light is a powerful, historically significant carbon arc lamp, originally developed in the early 20th century by Anton and John Kliegl for film production and stage lighting. Known for their extreme intensity, these lights were used to illuminate large sets, enable night-for-day shooting, and define the "Golden Age" of Hollywood before being largely replaced by incandescent and modern lights.
It's cursed; no picture that uses it will ever get finished.

The Unnecessary Sequel
After the death of the previous headmister of Hogwash, you have been appointed as their replacement. During this school year, you will be struck with a deliberating curse and must uncover the dark plot that could change the world.

For completing this scenario, you gain the Perk **Wiz-X**.

Wiz-X
This simple-looking spell appears to be a form of teleportation spell that would take the caster to an all-expense paid holiday; however, the spell has a faulty reconstruction element, meaning that the spell will cause the caster to disintegrate themself!
Post-Jump, you can learn a similar teachable ability for any type of power system you gain.

The Dead Horse
You will gain a deep emotional connection to someone during this jump, who you will accidentally cause the death of. You must then travel to the afterlife in order to restore them to life.

For completing this scenario, you gain the Item **Pearl Colored Chits**.

Pearl Colored Chits
At the start of each jump, you gain 2 small pieces of pearlescent paper; one will be stamped with the owner's name, and the other will be stamped as a plus one. If the setting has an afterlife, you will be able to summon them to you at will and gift one other person. When both are activated, they will return both of you to life as though they were a **1-UP**. The jumper stamped Chit will regain its function state once per jump or once every ten years, whereas the plus one Chit will regain its function once per jump or once per year.



Bonus Scenarios:

These scenarios will all be mostly the same regardless of what setting changes you have implemented.

Tough Time in Fantasy Land
During your time in this jump, you will get hit by a truck, and when you wake up, you will find yourself in Fantasyland, a fantastical world full of magic. The fantasy experience has pilgrims go on adventures and battles while finding clues to the Dark Lord's weakness before they face and "kill" the Dark Lord. After this, the pilgrims' tour is over, and they go home. However, all of this is a staged event, a package holiday created by Mr. Chesney for the pilgrims to conquer and the inhabitants of this world to suffer through. The tours destroy their homes, farms, and families as the dark lord and evil minions are just civilians forced into playing a role and replaced when they die. However, because of the demon Mr. Chesney enslaved, no one can argue. You have entered this world through a forgotten back door, and to complete this scenario, you must put an end to the tour and Mr. Chesney.

For completing this scenario, you gain the Perk **Another Magic**.

Another Magic
You now have a theoretical affinity for all forms of magic, including spellcraft potions, rituals, and even divine rites. Where others might struggle to grasp magic, you will adapt with ease, resonating with even the most obscure or alien of mystical energies. Whenever you see someone casting a spell or otherwise using magic, your abilities will begin to awaken as you adapt to mimic their magic. This means that should you see someone spellcasting in a world you don't have a magic perk for, this perk will grant you access to the abilities of that system. What's more, you will also learn the spell they cast to the same level of power that you saw them use. This can be used to gain racial or bloodline abilities exclusive to specific races or families, but may take some time to adapt.

The Disastrous Dragonfly
At some point during your jump, you will visit New York and visit an animal research laboratory. During this visit, you will be bitten by a genetically enhanced super dragonfly that will grant you superhuman powers. You will be obligated to become a superhero and gain the opportunity to meet a wide variety of legally distinct superheroes who have a passing resemblance to well-known superheroes. To complete this scenario, you will have to defeat a number of supervillains, including the Hourglass, until they form the suspicious seven and all attack you at once.

For completing this scenario, you gain the Perk **Proportional Strength of a Dragonfly** and the Item **Dragonfly Suit**.

Proportional Strength of a Dragonfly
You now have all the powers of a dragonfly, granting you the strength to punch through a brick wall in a single blow, the stamina to fight for days without food or rest, the reflexes to dodge a nail gun projectile, and an enhanced healing factor that restores injuries in hours that would normally take weeks. You also gain a number of physical traits, such as microscopic hairs on your body that give you the ability to wall crawl, the ability to grow and retract dragonfly-like wings, and reinforced skin capable of withstanding knives, small explosives, and even energy weapons.

Dragonfly Suit
This green dragonfly super suit adjusts itself for your body, repairs any damage over time, and optionally has a retractable dragonfly emblem on the face.

Drawbacks:



You are able to select any of the following Drawbacks to gain additional CP to spend in this Jump-Doc. When there are contradictions between Drawbacks and Perks, the Drawbacks will supersede Perks.

Tomorrow's Pulp used Bookstore +0 CP (Free)
It seems that a number of classical fictional characters exist within this world; however, they are not quite how you remember them.

Early Start +0 CP (Free)
So you don't want to start at the end of Barry's Journey and instead want to start at the start. With this Drawback, instead of starting this jump during the events of "The Shameless Parody", you will instead start during "The Philosopher's Scone" when Barry Trotter first attended Hogwash.

Extra Time +50 CP
With each purchase of this drawback, your total time in this jump is extended by 5 years; however, you must be alive at the end of the jump time. This drawback can be taken a maximum of 20 times, totaling a total time of 110 years and +1000 CP.

Barry Trotter and the Magic Biscuit +50 CP
Unfortunately, you are in the terrible American dub of this universe, as now everyone speaks in a thick fake accent.

Barry Trotter and the Chamberpot of Secrets +50 CP
It seems that internal plumbing no longer exists in the world, and you will have to use simple pots wherever you want to relieve yourself.

Barry Trotter and the Prisoner of Aztalan +50 CP
It seems that Serious Blech has got it in his head that you are the perfect investor, as he will constantly pester you for money in order to prop up his get-rich-quick schemes.

Barry Trotter and the Acne of Fire +50 CP
At some point during this jump, you will have a terrible outbreak of acne that will burn in an unpleasant way.

Barry Trotter and Order of the Penis +50 CP
There must be something about magic that creates perverts, as with this drawback, every magical being is overly sexualised and far more interested in sex. You may ask how this is different from the witching world of Barry Trotter, well, it's not their just more open about it.

Barry Trotter and the Scary Magical Whatever +50 CP
It seems that the people around you have terrible descriptive skills, as anything people try to explain will be very vague.

Barry Trotter and the Knights of Legorrbea +50 CP
Don't ask me how, don't ask me why, but it seems a small legion of knights is after you, however these knights are just tiny plastic men made from LEGO. Why are they after you? How are they after you? No clue.

Barry Trotter and the Briefcase Brigade +50 CP
You will receive a cease and desist, meaning that you will have to go through a long, boring court hearing that seems pointless.

Notations +100 CP
Whenever you are doing something, there will be a chance for sarcastic and insulting notations to pop up in the corner of your eye. These notations will refer to your past actions and academic details, with it impossible for you to ignore them. Be warned, anyone looking into your eyes when these notations pop up will be able to see them in reverse.

Don't be a Nigel +100 CP
Like Nigel Trotter, you don't like magic and instead far prefer the non-magical muddle world and everything that muddles find boring.

Lying's the same as breathing to you, isn't it +100 CP
Whenever you try to tell an authority figure about an attempt on your life, they will disregard it and believe you are lying.

House Elf Strike +100 CP
House elves are incredibly useful and helpful magical creatures that most wizards wouldn't be able to put on their trousers without their help.
Unfortunately, they have unionized and are now on strike. I hope you can deal with clogged toilets, electrical fires, and making your own food, as no one else will.

Carpet Magnet +100 CP
Whenever you drop food, it will always get covered with crumbs, dirt, dust, fingernails, and boogers, making it inedible.

The most important decisions get made in the shabbiest places +100 CP
It seems that any location you go to looks terrible, like they have been left neglected for over a decade before people started using them.

You're eating with Romans, Barry +100 CP
For the duration of this jump, you will not be able to use any cutlery and must eat all food using your hand, including soup.

Our deception spells are useless +100 CP
Any illusion or mind magics you possess are now ineffective on idiots.

They've really got it out for you +100 CP
It seems that the Little Grey Men really have it out for you, as you keep having metal balls labelled with a single word strike you in the head at a fairly low speed.

He just sort of squinches down a little and tells them he's you +200 CP
You are now responsible for someone else's sizable gambling debts, as they pretended to be you. You may need to be wary of oily wizards in pinstripe robes.

Barry's Glasses +200 CP
You desperately need glasses; however, the prescription has one farsighted and the other nearsighted, resulting in one eye looking like a Googly eye and the other a tiny beast eye.

Don't stow your wand near your willie +200 CP
It seems that too much magic is bad for you, as every time you use or interact with magic, your odds of sterility and senility increase.

Mr. Famous Invincible +200 CP
You are now trapped in a way of thinking where you feel compelled to act like a headstrong jerk. You feel like you can never show weakness of any kind.

I failed Latin +300 CP
You are terrible at Latin as you find it incredibly difficult to read, write, speak, or learn any type of Latin. Normally, this would be that big of an issue, but for a magi not being able to make heads or tails of the language will cripple your spell casting capabilities. It's like trying to become an author while you have auditory, surface, and rapid naming dyslexia, doable, but a lot harder.

I'm going to look nine years old for the rest of my life +300 CP
Congratulations, you have been cursed with eternal youth. You will still get older on the inside, but your body will not age on the outside. Causing you to look like a nine-year-old for the duration of this jump.

I bet they're all falsies +400 CP
You keep getting to know people, only to find out they are falsies, a type of undead human created by marketers usually to answer poll questions. In this situation, it's because they are researching you.

Post Build +600 CP
If you post your build on the Reddit post this Jump came from you gain this extra +600 CP!!! No refunds.

End:

You have lived here for a while, and the time has now come to an end; now a choice must be made.

Here is your Hogwash Certificate:

Go Home
Return to your original world, end your adventure, and gain +**500 CP**.

Stay Here
You want to stay in this wizarding world and see what the future holds. Gain +**1000 CP**.

Continue
Onwards to the next great adventures to a new world, perhaps one in need of a boy who lived?

