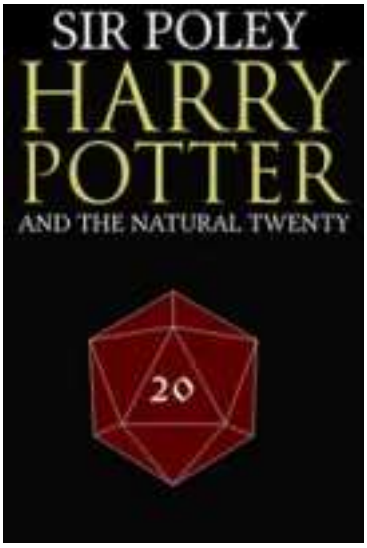
Harry Potter Natural 20



Jumpchain
V2

Milo, a genre-savvy D&D Wizard and Adventurer Extraordinaire is forced to attend Hogwarts, and soon finds himself plunged into a new adventure of magic, mad old Wizards, metagaming, misunderstandings, and munchkinry. - Official Summary as of 11/20/2022

You'll be spending a decade here, so if you aren't already familiar I suggest you remedy that issue quickly. You have 1000 Munchkin Points (MK) to get yourself situated, and you arrive about 60 seconds - or ten rounds, if you will - before a certain Munchkin is accidentally summoned by a very odd cult.

Origins

Any one of these may be taken as a drop in. You may swap your gender for free.

Interloper (Free): You come from the same hastily cobbled together world Milo is, and somehow arrived in this one a short time ago. You live and breathe "game" mechanics and strategy. Now if only you could understand why all the people

around you are so weird. Your age is anything you like.

Student "wizard" (Free): Whether you are the heir to an ancient wizarding bloodline or a muggleborn only discovering the power you were born with, you are an Earth-native with magical genes, about to embark on your education at Hogwarts. Your age is 11.

Death Eater (100): You are a wizard racist. Or a classist? Probably both, honestly. I'm sure you're other horrible things too, being one of the Dark Lord's most loyal servants, dedicated to rooting out muggleborn "Mudbloods" and putting the muggles in their place, to ensure the supremacy of Nature's Nobility. Nevermind that your direct ancestors were probably muggleborn too, just based on logic[1]. Your age is anything you like.

Watchman (+400): You don't know anything about other worlds or secret magic, but you grew up knowing the world needed protectors, people to set it right and maintain order. Not in lobbies or offices, but on the streets. So you became one. Your age is at least 18.

Locations

Roll a d8 to select your location or pay 50 MP to pick.

1. Hogwarts Great Hall

2. Diagon Alley

3. Malfoy Manor's attic

4. Myra - City of Light, City of *Magic*!

5. The Ministry of Magic

[1] Rowling may or may not have said muggleborns are descended from squibs, in which case this statement is retracted, but if you didn't know that (which in-universe wizards don't seem to) it'd be the most reasonable answer for where pureblood wizards come from.

6. 4 Privet Drive

7. Limbo

8. Free Pick.

Perks

Discounts are half off

For the Well Organized Adventurer (Free): So long as you're material again before the jump ends, dying does not end your chain. Additionally, you retain your memories and magic after dying, though your ghostly magic has new limits - chiefly, it cannot easily affect the material, resurrect the dead, or shift planes.

Will Save (Free): No matter where you go or what form you encounter, you will always get at least one chance to stop mind control cold or throw it off with raw tenacity.

It's Called Roleplaying (100): So long as you go through the literal motions of the mindset you wish to emulate, for all supernatural purposes you effectively have it. You can easily worship without faith or curse without hate, but counterfeiting alignment and falsifying enlightenment are a bridge too far.

Introducing Eberron (100) By DM (Determined Mechanist) fiat: you and the supernatural solutions/resources you provide or import don't stand in the way of technological progress, unless you want them to. This can be as specific or as broad as you or they desire from moment to moment.

Foolish Wand Waving (200, Free to Student "wizard" and Death Eater): You are a Potterverse witch or wizard, with all the magical talent that implies. It doesn't come with Epic magic, but you also don't need to worry about spell slots.

Vancian Nonsense (200, First Free to Interloper): You have three reasonably optimized levels in a non-prestige spellcasting class from some variant of DnD 3.5 or Pathfinder. It does not need to be strictly official. This may be purchased up to four times to increase your level or multiclass. Divine casters and warlocks get discounts if they're willing to treat patronage and mysticism with appropriate weight.

Magical Blood (200): You are descended from one of the Potterverse's non-human

races. Some have easy examples - Hagrid and Flitwick, Irma Dugard and Fleur Delacour - but I tremble to imagine a half-centaur, nevermind a half troll. Post-jump any obvious signs of your inhuman ancestry become an alt-form.

Planetouched (200): Your family tree can be traced to one of the Outer Planes, giving you a touch of extraplanar magic. Aasimar and tieflings are the most famous planetouched, but you can pick another, or invent your own on the same level. Post-jump any obvious signs of your ancestry become an alt-form.

Venerable Jumper (200): Any power that lets you draw strength from being worshiped now lets you draw half as much from mere veneration. And if you're venerated as a smaller part of a broader religion, it won't cost the other figures any strength.

DM's Girlfriend (300): Name aside, you are favored by the dice, and have an exceptionally good ability to convince the powers underlying reality to run with your interpretation of the rules and laws.

All Magic (300): It's all Boccob's domain, even if it's divided into styles, system, or specific approaches, so you can redraw the lines as an action. You won't get Milo's total disconnection or Sando's perfect coherence, but you'll get close enough for government work. Additionally, you're good at disguising one as another, and your magical perks are a bit broader than they ought to be. Not stronger - but a bit more versatile.

Player Character (300): Your soul won't vanish from the multiverse, but you are a natural force; for Good or for Evil, for science or for magic, for whatever cause you fight for. You are courageous and clever and will inevitably accomplish or become caught up in Great Things™. These and other, less distinct advantages ensure that your actions *will* change the world, and make you a dangerous enemy in the meantime. Post-jump, this may be toggled. Even when it's off, you can rest assured that glory is yours for the taking, and the most dramatically appropriate solution is usually the best.

There's Always a Prophecy (300): You can recognize seers on sight, and are preternaturally good at interpreting their statements. It's nothing amazing, but you could make even Trelawney a strategic asset. Also, you can teach other sorts

of precogs to sharpen their abilities with Potterverse-style divination.

Fantastic Beasts and Where to Find Them (300): Not every mage can make due with gemstones and bat guano, so the DM (Divine Mapper) will sometimes let you find things that weren't going to be there, when you "roll high" or search well enough. You might not be able to find the One Ring under a couch or a shrine to Pelor in Medieval England, but you can find boomslangs and wizards - or Earth's Outer Planes - in the right places. This is made possible through careful and entirely ethical reality edits by the DM (Detail Magnet), and is not limited to DnD or Harry Potter elements, though it may have to be secret and changes beget changes, so beware variants and add-ons you never asked for.

Torilian Theology (400): You can supplement any of your divine powers with the faith of your worshippers. Also, if you've got any godly claim on a soul or petitioner, you may repair its memories or restore it from default oblivion, even if your claim is just being the only one interested.

Homebrew (600): You possess an ability that is deeply unusual in this neck of the woods, such as access to the One Power. Feel free to make something up - this is a blank check, limited only by the DM's judgment and what would make the game more fun.

Pun-Pun (2,200): You have a single divine rank, making you a minor demigod. You're nothing to Ao or Boccob, but you're quite powerful by mortal standards, and can help keep a reality running if it needs it. Most don't, so you can also hear prayers, grant spells, multitask, and grow with time.

Otiluke's Razor (100, Free Interloper): You are an experienced adventurer, with all the skills of a traveling dungeoneer, mercenary, and monster slayer. You could ply your trade and find adventures in any setting, especially since they're exciting and fulfilling for you, if no one else. Rewards are to be expected, but are not guaranteed.

Minmaxer Extraordinaire (200, Discount Interloper): You can find numerous loopholes and exploits in any set of rules or laws, and are very good at convincing people to go along with them, if they care for the letter of the law.

Retconjuration (400, Discount Interloper): Your past is incomplete, which gives you two main abilities. Firstly, you can usually spot fixed - important - details or moments. Secondly, you may adjust your past at will. Established details cannot be changed, and your leeway is finite, but it's easy to "discover" some new relations or suddenly always know. Just remember that forces such as the DM (Diabolical Meddler) can and will use it as an excuse for *shenanigans*.

Pathfinder (600, Discount Interloper): You experience reality as DnD 3.5, which has all sorts of benefits. Post-jump, you can swap this on and off and the end of eight consecutive hours of relaxation. When you desire, this can also convert other game-based powers into more conventional forms. Additionally, if you've been to other DnD or Pathfinder worlds, you may swap to and from their rules the same way. This also applies to any other worlds you visit that run on tabletop mechanics and know it. Interlopers get this for free during the jump, but must buy it to keep it otherwise.

Bookworm (100, Free Student "wizard"): You are a smart cookie with a love for learning, a good memory, and the ability to find entertainment in reading even the driest of textbooks.

Parseltongue (200, Discount Student "wizard"): You have the rare, innate ability to speak the language of snakes and snakelike creatures. Reptiles will respect you, and wizards will fear you.

Salt and Galleons (400, Discount Student "wizard"): You have all the skills of a merchant, shopkeeper, or traveling peddler. But wait, there's more! Buy now and you also get a keen sense for opportunities to bribe people, *and* the ability to avoid sacrifices like XP or attribute costs by paying in money or magical substances/reagents instead. The latter are better than the former, of course.

Saving People Thing (600, Discount Student "wizard"): You have the talent of a legendary battle mage and duelist, whatever form of magic you apply yourself to. You are also highly adaptable and good at teaching others magical combat. Overall, you are essentially the main character of a fantasy action movie, and shine the most brightly when you fight to defend or avenge others, becoming a master of audacity,

boldness, and yes, luck. In battle, there is an intensity to you that will spread your reputation like fiendfyre. Others would rally beneath your banner, if only you were to raise one, and fate seems to steer you towards significant, one on one battles - and the occasional clue about what dangers lie ahead of you.

Duelist (100, Free Death Eater): A Hogwarts education can teach you much, but not everything. They do not teach the Dark Arts at Hogwarts, as they do at Durmstrang. They do not teach you how to guard and patrol an area. They do not teach you to be a spy or a guerilla soldier in a magical shadow war. They do not even teach magical combat beyond simple counterjinxes. Even those are sorely limited by the variable quality of instructors. But you have learned, oh yes, you have learned all of that. You're nothing special among Aurors, who may or may not count you among their number, but you are competent enough to stand beside or against them in certain fields, including battle, investigation, and concealment.

Friend of Dark Creatures (200, Discount Death Eater): Dark creatures like dementors recognize you as a natural ally, and will usually not attack unless provoked. You are also an accomplished Occlumens with immunity to XP drain, negative levels, and similar effects.

Muggle's Bane (400, Discount Death Eater): You are a mighty slayer of not only defenseless muggle civilians, but well armed and fully prepared muggle soldiers! Not only do you know a litany of curses, protective charms, and tactics useful for fighting muggles, you possess a unique ability that is probably the result of a strange ritual. The more technologically and scientifically advanced (magic notwithstanding, obviously) your target is, the more vulnerable it becomes to your magic, the magic of those who serve you, and the spells and magical items you create or innovate. Equally, the more technological and scientific (again, magic notwithstanding) the means used against you and your followers and creations and magical tools are, the less effective that opposition is - and the likely it is to simply fail. Contempt - from either direction - only intensifies this trait. I'm not saying you can take a tank shot to the face and walk away if you're otherwise a typical human, but you will certainly massacre police officers en masse. *Especially* firearm officers. This is especially potent against mongrelizations of magic and technology, and less effective when you embrace such mundane technology or even magitech yourself, though that is mitigated when the mystical side is dominant. It's one thing for a wizard to pick up a gun, it's another for a Sith Lord to wield a lightsaber or fly a TIE Fighter. One is pointless and foolish, the other is only right and natural.

Dark Lord (600, Discount Death Eater): You are deep in the Dark Arts, second only to Voldemort in this period. You can cast dozens of curses and know how to breed dark creatures, brew dark potions, and charm dark items on a level very few can match. Such is your skill that you could create a Horcrux, exchange blows with Bellatrix, or break even the hardest of minds with legilimency and the Cruciatus Curse - but you probably won't need to resort to that, for you are a master of wheedling information out of reluctant people without it. But more than that, you have the skills to appeal to other dark wizards and creatures, and lead a successful terrorist organization composed of them. Skills such as strategy, manipulation, administration, and public speaking. Worst of all, fate betimes favors you, pushing you onward towards greater and more terrible deeds - or providing much needed resources to protect you from undramatic defeat. Even the canon version of Voldemort would consider you a respectable peer - or a dangerous rival.

Police Sergeant (100, Free Watchman): You are not one of those city guards who exist only to get killed in droves by or for the PCs. No sir, you are genuinely competent enough to be a London Police Sergeant, with all that entails.

Martial Arts (200, Discount Watchman): You are a prime specimen of humanity, at least physically speaking. You also are a master of many forms of combat, and your build doesn't pigeonhole you the way it should.

Protection from Kenneth Branagh (400, Discount Watchman): You have a strong will and a permanent Mind Blank, which can be shattered but will always come back after an hour or two of rest, and at which point all mental effects will be broken and reversed. Even while it is broken, you have a very strong will and will likely be able to resist it.

Screw the Statue of Secrecy (600, Discount Watchman): You automatically know about all vast conspiracies or secret underworlds in each setting. Any abstract force of conspiracy, like luck magic or perception filters or divination, flatly doesn't work upon you when you're on this quarry, though they may in other contexts. More physical and direct enforcers of secrecy always find themselves far less effective than they ought to be, at least when they're trying to silence you. Once you have seen through the magic curtain, as it were, you find it easy to come up with ways of using the Statue against your enemies, and if you actually start acting

against it, then as though by fate itself, it will certainly irreversibly crumble with frightening speed - so long as you are alive and active upon that path. There will be no conspiracies on your watch, and you may share this protection with others.

Items

Lost, destroyed, and stolen items respawn after a day. Expended, sold, and sacrificed items respawn next jump. Properties can be imported into later jumps.

Sourcebooks (Free): A copy of all seven Harry Potter books and every book ever published in D&D 3.0 and 3.5, as well as Pathfinder and Pathfinder 2nd Edition.

Wand (100/Free): If you purchased Foolish Wand Waving, this is a standard wand, probably acquired at Ollivanders, with a wood and core appropriate for your personality. It makes wanded magic much more convenient - hence the name. Alternatively, you may import another wand you own and either have it take on the properties as such, or become much more loyal to you. If you purchased Vancian Nonsense, then this is a class appropriate spellcasting focus, unless you are a Wizard, in which case you instead receive a spellbook. If you purchased neither, it is the former, if you purchased both you receive one of each, which can be combined if they are both wands. You may purchase this multiple times if you want spares or are multiclassing, but only the first purchase is free and only the free purchase gives you multiple items.

Nimbus 2000 (100): A besom enchanted to allow the user to travel through the air at high speeds. Surprisingly, this one allows any spellcaster to ride it, regardless of what world their powers come from. Can be purchased multiple times.

Amulet of Protection (200) A necklace enchanted to defend you from unnatural mental effects, whether technically magical or otherwise. It can also provide some defenses against celestials, fiends, modrons, slaad, or rilmani and their equivalents elsewhere, but only one, your pick. This may be purchased multiple times and

comes with a backdoor-free guarantee.

Mirror of Erised (300): This mirror displays the deepest and most desperate desires of our hearts, but it has another function as well; gazing into it counts as a rebuild quest, allowing you to reallocate your points in any LitRPG system or Gamer power. Once a year, you can go deeper and reconfigure your perks (and certain items) though you *usually* can't trade them out without a Spark, and if you want to swap editions or versions, you'll need to have some connection to your new format. Of course, you don't need to change everything - nor do you need to fit it all into the same schema. That said, experience without knowledge gets funky.

Belt of Hidden Pouches (100, Discount Interloper): A magical belt which allows its wearer to carry an astonishing amount of objects by placing them on another plane, and already contains the Munchkin's essentials, like fifty feet of rope, an Everfull mug, and some horrible rations. You never know when you'll need a tent, a dagger, or an eleven foot pole, and now you'll be without. Most people will have issues with the grappling hook, but there are workarounds.

Safehouse Network (200, Discount Interloper): You have a series of two dozen or so hidden locations and catches of supplies and weapons hidden throughout a major nation of your choice, and receive a new set every jump or decade. For some reason, "supplies" includes at least one armchair at each. At least it's comfy.

Wand of Create Dungeon (400, Discount Interloper): A wand that creates magical doorways into custom dungeons, with difficulties of your choosing. Defeat the dangers within, and you will certainly find proportionate XP and treasure, including local currency, magic items, and plot hooks. The wand has three charges, and regains one every three days.

Spelljammer (600, Discount Interloper): A enchanted sailship that can not only be helmed by one person, it can sail through the sky, through astral oceans and deep space and stranger places still. It can casually travel between planes, crystal spheres, and inhabited planets. This is a particularly impressive example of a spelljammer, and is several times larger on the insides, fully stocked with supplies, and supernaturally durable in every aspect. It even has an automated cartographer,

who records the rough details of your discoveries and travels. Post-chain, this spelljammer can travel between your jumps, and your maps will make it possible for other crystal sphere-rated spelljammers to do the same.

Standard Book of Spells (100, Free Student "wizard"): A small collective of normal textbooks on various magical topics. Not only do you not need to buy most of your Hogwarts book list now, these will update with magical advancement or otherworldly travel, thus remaining a premium intro to magic and those born of it.

Wizard's Chess (200, Discount Student "wizard"): A chessboard and set of pieces, magically animated and charmed to do gruesome violence to one another, self-repair from it, and provide advice and/or taunts. Weirdly, the more you play with this specific board, the more you'll find that Quirrell was right - chess does teach you to think strategically.

Family Fortune (400, Discount Student "wizard"): You have a fortune saved up in the bank, equal to the Malfoy's. For half off, it's more Potter-sized. This adjusts itself for inflation, and will never be lost if the bank goes under.

School of Witchcraft and Wizardry (600, Discount Student "wizard"): A copy of Hogwarts castle and its surrounding area, or another magic school that's close enough, of which you are acknowledged owner and headmaster. Muggles can't find it - or its absence - unless you let them, and it's got all the defences, supplies, and NPCs you could hope for. The magic here is halfway metaphorical too; it's a place of adventure as much as education. The magical oddities and dangers ensure each student will find their way into and out of a reasonable measure of trouble, which will forge them into better, braver, and more cunning people - trauma free, I guarantee. The friendships they'll inevitably form here will last a lifetime. Any preteen enrolled can learn Potterverse magic here, but there's also a device in your office that can reconfigure it in a vast number of ways, including some to teach other magic systems and villainous spellcasters - who will find their niche, whatever the world. Graduates magically receive a muggle education through high school, by the standards of the current setting or 90s - your choice.

Evil Books (100, Free Death Eater): A dozen tomes containing the instructions for banned or restricted magic, including Hands of Glory, Horcruxes, and Peruvian

Instant Darkness Powder. You also get an ominously black Shield Cloak, which provides protection from jinxes and hexes, though not the curses your new books contain.

Ritual Grimoire (200, Discount Death Eater): A book containing several dozen magic rituals. They're finicky and unpredictable, but more potent than true spells. Occasionally, you will find new rituals recorded within the text, which never seems to shrink or grow...

Jumper Manor (400, Discount Death Eater): A luxurious manor with tax free estate, well supplied and magically fortified. It also has a ritual chamber, which greatly enhances the safety, ease, and potency of any ritual performed within. For double points, also an otherworldly magic user has situated your manor in a permanent demiplane of your design. This comes with the power to create a portal to or from this demiplane once a day, which lasts for one hour. For triple your pocket dimension has the traits of an Outer Plane, such as Thelanis or Baator. It also comes with a small group of appropriate outsiders, who will serve you loyally. It doesn't need to be a strictly canon version though.

Horcrux (600, Discount Death Eater): A mundane, portable object of your choosing which now acts as an anchor for your soul, and is heavily charmed against destruction. So long as it exists, your soul remains tied to the material plane, and therefore you are incapable of passing on and thus "dying," even if your body is destroyed. Normally this would require a fragment of your soul, but you have sidestepped that requirement. Like all Horcruxes, yours can act independently to defend itself and serve your interests, but without a soul it has no true consciousness, and is merely the equivalent of a magical painting. Unlike Tom Riddle's Diary, this was intended as a safeguard but not as a weapon, and thus has limited independence, but if it can absorb the entire lifeforce of a person, it can restore you to a rudimentary body, which can eventually recover more completely, though it will take many years or specific rituals. Without the issue of memory loss. This item cannot be kept in your warehouse, and unlike most items it only repairs itself after a decade or jump, whichever is longer. This may be purchased multiple times, and you may also use an object or animal purchased here as your Horcrux as well.

Badge (100, Free Watchman): A symbol of your authority, which confers the powers of investigation and arrest, which will be accepted as valid

regardless of how far outside your jurisdiction you are.

Walkman Tape Recorder (200, Discount Watchman): A fascinating muggle device, designed mostly to play music (which it comes with a small collection of), but this one has been charmed to remind you of things you have forgotten but need to know for the day but would want to remember if you knew you had forgotten, as well as the things you have been forced to forget. Listening to this can even break through perception filters and mental blocks intended for you personally or more ordinary people generally - especially because you'll always realize that its contents are true. Unlike most objects, which respawn in the warehouse, this one appears on your person or next to your bed, if you have need of it, and you will inevitably feel the impulse to give it a listen...

AM/NIR-7 (200, Discount Watchman): A military headset with thermal vision powerful enough to ignore any disillusionment charm, though perhaps not the perception filters on the Leaky Cauldron. There's also a can of pepper spray, and a motorcycle.

Fireleg of Witch Hunting (400, Discount Watchman): A high powered sniper rifle with which to illegally snipe death eaters from three streets away with. A large supply of ammunition is also included, and the whole apparatus seems to be enchanted to kill magic users more easily. Don't let the coppers find out you've got this.

Debewitcher of Destiny. Slash Doom (400, Discount Watchman): A charmingly little device of incredible power: it can harmlessly break almost any mental spell placed upon a subject, even Imperius Curses and otherwise permanent Memory Charms. Dumbledore's is a sham, but this is the real thing.

Backup (600, Discount Watchman): Once per year, you may call upon your fellow officers of the law for help in any situation, no questions asked. That help always arrives in the form of 1990s British police officers, firearm officers included, but it is always swift and they can be surprisingly badass, even in the face of magic.

Companions and Familiars

Magic Owl (100/ Free): The slowest of all flying birds and the most silent of the raptors, this owl was bred by wizards for one purpose: delivering mail. Yours is even more magical than most. Not only can it magically find anyone on the same plane as it, it can reach them within an hour, at most, but only so long as it is not being followed or tracked, and is being used for reasonable interpretations of mail. Poisoned wine is acceptable, ticking bombs are not. Also, they're very smart by bird standards. You may purchase as many as you like, but the first is free.

Familiar Spirit (50): An ordinary animal imbued with and changed by magic, becoming bound to you in many useful ways. Most feats and class features can act as perks, but this one is a pet, and has a back door.

Phoenix (200): One of the great magical birds, this questionably sentient immortal avian has healing tears and tail feathers that work as wand cores.

Milo Amastacia-Liadon (50): A clever kid with some otherworldly magic up his sleeves. He has Player Character, DM's Girlfriend, and the entire Interloper perkline. He also has a talking rat named Mordy.

Fiona Smythe (50): Possibly the best of all Harry Potter OCs, this muggle police sergeant is on the case of some serious conspiracy, and she won't stop at anything to get to the bottom of things. Fortunately, she's badass as hell.

Canon Character (100): You may pick any one character that appears in Harry Potter and the Natural 20. If you can convince them, they become your companion. You may take Aberforth Dumbledore for free.

Import (50): Any number of previous companions may be imported at a cost of 50 MK each. They gain 600 MK each.

Drawbacks

You may take these for extra MP.

Edition Wars (+0): The multiverse is infinite, but you can add to it if you like. This world - and Milo's - will remain unchanged, but if you want to include some homebrews, fan fics, and original worlds in the broader cosmology, feel free. Variant purchases are allowed, on a limited basis.

No One Ever Wants to Send for Me... (+100): You have a more successful and more famous sibling, and live in their shadow.

Sibling Rivalry (+100): You have a sibling with whom you share a deeply strain bond. They are at least your rival in most fields you care about. Post-jump, you may take them as a companion if you have a good relationship.

Sirius Misunderstandings (+100): You have a somewhat unfortunate first or last name, which will occasionally cause minor issues or confusion in social situations.

Tasteless (+100): You have not used your sense of taste since your backstory, which is going to hit you hard the first time you eat something, and leave you with some weird preferences.

That Damn Machine (+100): You lose all knowledge of mundane technology past the early nineties, which it currently is, so probably no great loss. For double points, you're outright medieval.

Bullet to the Knee (+200): You have suffered permanent and significant damage to

your leg, which notably hampers your mobility. Nothing short of a divine miracle will be able to fix this before the end of the jump.

More Foolish Wand Waving (+200): Your active powers are unreliable without the use of a wand or other focus.

Define Character Development (+200): You are not very good at the whole "caring about people" thing. You value them mostly (almost entirely) for their utility. Fortunately, you can grow out of this. Eventually. Bit by bit.

Psychic Scars (+200): You have true horrors in your past, which gives you manageable personal issues, and makes you vulnerable to Dementors.

Red Herring (+200): You have a set of traits that makes it incredibly difficult for your faction to trust you, without making it easier to infiltrate your enemies. See Snape.

RAI (+200): The DM will never let you get away with abusing or misusing the rules, meaning you'll never be able to do half the things Milo does. Even Potterverse spells often have stricter limits to you, and rituals harshly limit tomfoolery.

Obliviated (+200): You and your merry band have lost all conscious memory of your time as jumper and companions. As far as you know, your current selves are your first jump, and the Walkman won't help with that, though your powers and items are still there, all else being equal. For double points, you don't even know you're a jumper and companions; your in-jump identity is your only identity.

Wandered in from Another Setting (+300): You are utterly convinced the world works very differently than it does - whether that is bad Harry Potter fanon, D&D mechanics, Rom-Com logic, or something even further out of place. It will take you a long time to grow out of this, if you ever do, but in the meantime there will be all kinds of usually-comedic misunderstandings. *Usually*-comedic.

A Classic Hero Archetype... (+300): ...is that of the innocent man on the run for the law. You have been framed and well framed for a crime the Ministry would send you to Azkaban for. I suggest not allowing them to capture you.

No Bag of Holding (+300): You have no access to your warehouse or any other extra dimensional storage pocket during this jump - nor any of the items within.

Longbottom (+300): Like Neville, you are constantly injured in improbable and comical ways. It won't ever kill you, or happen at a truly inopportune time, but I hope you like hanging out in hospitals. Also, if you were immune to conventional harm, these amusing injuries will bypass it.

Inland Revenue (+300): The government has become aware of your otherworldly wealth, and taken literally all of it as back taxes. You'll also never be able to get out of paying your fair share of taxes to the government, no matter how powerful or well hidden you are.

No Homebrew (+400): Your powers from outside this jump are sealed for the duration of the jump. Not compatible with Core Only.

NPC (+600): You don't have total agency outside your personal life. Call it a sort of cosmic learned helplessness, only you never learned it. This isn't absolute, but it will get in your way, especially when violence or Great Things™ are involved. Also, CHA rolls affect you, though not at memetic levels.

Core Only (+800): All perks and powers and items from outside this jump are sealed. Not compatible with No Homebrew.

Ending

After a decade here, you have the option to Stay Here, Move On, or Go Home; all standard jumpchain rules. Drawbacks, of course, are removed.

Notes

You may choose any backstory and family you like that fits your origin. I'm more forgiving than the original Harry Potter Jumpchain, so you can be Sirius's love child or a muggleborn Death Eater if you like, but even I have limits.

Post-jump, the DM only matters for specific perks that are related to game mechanics or retcons.

Some perks and items have game mechanics in their text, such as Vancian Nonsense, but if you haven't got or aren't using Pathfinder, it works in an equivalent way that isn't reliant on game mechanics. Fanwank it or crack open a DnD novel. Vice versa if you go in the opposite direction.

A free purchase of Vancian Nonsense grants six levels if discounted for patron reasons. If you fall, your magic returns after a decade or jump. On a related note, while some classes have Alignment restrictions in third edition... I don't really care, so feel free to be a Lawful Bard or an Evil Paladin. Clerics should be near their deity and perhaps Paladins should be Lawful-only, but I'm willing to let you sidestep it, so long as you keep your oath. Mortal Alignments aren't absolute anyway.

Note that while you can consider them summoning or creation (except in ways that grant you extra power or control) Fantastic Beasts' reality retcons occur at the DM's discretion, not yours, and It is a fickle, cruel master at the best of times, and cares deeply for artistic and setting integrity. It's not unreasonable - and is more accommodating about builds, but create enough of something, and It'll find a reason for them to be there- or create a sustainable population. Other creatures falling under the same or related/opposing umbrellas may appear too - especially when multiple related things are coming from the same place. Pixies means Arborea, angels means demons, etc. That said, they might be fitted to the setting; divine spellcasters, for instance, will be associated with the setting's local faiths, not DnD religions.

If set to teach an inherently dangerous or corruptive form of magic, The School of Witchcraft and Wizardry can protect students and innoculate graduates. It won't

be absolute, but you should see a high survival rate (at least 80%) and contagious issues won't be a problem within. Said inoculation isn't absolute, but even an Astropath will envy a Hogwarts alum. Of course, their education won't necessarily have the same length or age of admission, and probably won't be as fun. Students who aren't trying to graduate may run into issues as well, though there are staff positions you can hand out if desired.

Note; things tend to happen for a reason on adventures. They're also generally fulfilling, exciting, and wondrous, even when they're terrible. If you succeed, you'll probably have some fond memories to look back upon.

Despite the pervasive fanon, Rowling never said a Horcruz takes half your soul; only a fragment. That does not make it a good idea.

Aside from the ones which give you the basic ability to use it (which can only be swapped between versions), the Mirror of Erised can change what magic system a casting or metamagic perk applies to/works off of/enhances. Yes, even the indirect ones, like Rune Carving from Valeria's Tomb Kings. I take no responsibility for what strangeness may result. Note; having been there or bought something from it is enough connection to swap canon magic for a particular adaption or fan fic's version.

Changelog

- Format change and wording changes
- Raised Watchman stipend. Buff its capstone.
- Renamed Boccob's Domain to All Magic and decided you can only rework things as an action. Renamed My Old Friend, You to Retconjuration.
- Decreased costs of There's Always a Prophecy. Fantastic Beasts and Where to Find Them too. Also buffed and rewrote them.
- Added limits and discounts to Vancian Nonsense
- Added Introducing Eberron, Planetouched, DM's Girlfriend, Player Character, Pun-pun, Torilian Theology, and Venerable Jumper. Broke off part of Otiluke's Razor and put it in Player Character, the first chunk of which is from Neil Gaiman's Books of Magic. This isn't exactly a proper citation, and we have since discovered he was a bastard all along, but the university taught me better than to plagiarize.
- Jumper Manor upgrades, Mirror of Erised, Nimbus 2000, and Amulet of Protection
- AM/NIR-7 and Fireleg of Witch Hunting
- Added Edition Wars, Tasteless, That Damn Machine, Sirius Misunderstandings, Red Herring, RAI, Obliviate, Inland Revenue, Longbottom, and NPC
- Made it clear that Wandered in from Another Setting is *mostly* comedic.
- Feywild is 5E cosmology. In 3.5 (which Milo hails from) it's Arborea, and I'm assured it is metaphysically different in a number of ways. So I corrected myself.
- I removed some examples and fluff from the perks and items, but don't mistake that for invalidating them. All Magic will still let you learn a technique as a spell, enthrall yokai like fey, or imitate a parameter rather than an incarnation, when and where you can do those things.

Fan fic by Sir Poley.
Jumpchain by Ze Bri-0n.