It's A Game Hermione, Enjoy!

Gauntlet JumpChain CYOA

by Sonic0704

Oh my! Seems like something has gone wrong. This was supposed to be Hermione, playing a self-insert game as people she knew from her life and using said game to change her timeline, but now you have somehow replaced her as a Player.

Unfortunately this means I can't give you any CP to start this with.

+ 0 CP

You of course need some additional information. Please bear with me as I try to explain everything.

As per Gauntlet rules you are limited only to your Body Mod. This means no Warehouse/Personal Reality, perks, powers, items or companions. Don't worry, time won't be passing in your Warehouse/Personal Reality for duration of this.

You can get CP by taking Drawbacks, some of which can be taken only at beginning, while some can be taken during the Gauntlet's progression. You are not required to spend all of your CP immediately, but can spend it during the Gauntlet's progress while in Player's Lounge. Any CP not spend by end of Gauntlet will be lost.

You start the Gauntlet in your Player's Lounge, with big computer screen lit up in front of you. This is the same room in which Hermione would have started. There are four portraits seen on screen, with names written on the bottom – Harry Potter, Ronald Weasley, Hermione Granger and Sirius Black. These are the four main playable character with which you will play this game. Hermione's portrait would have been blacked out for Hermione, due to her dying at Hell Difficulty Mode, but I pulled some strings and made her available for you as a playable character.

Additional portraits representing side-quest characters may appear from time to time, along with portraits for additional main playable characters you will acquire either through Drawbacks or Character Creation. Icons allowing access to the Pet Arena and Gladiatorial Arena will also be present on screen once these are acquired. Furthermore, the screen can be used to change your game's settings, such as how notifications for various things will be given to you.

Here you may also pick among the following Difficulty Modes for your gameplay - Easy, Normal, Difficult, Nightmare or Hell. Beware that Hell Difficulty is the one through which Hermione initially lives, which resulted in her death and consequently becoming a Player. On the other hand Easy Difficulty is...well, easy, with all the benefits of playing as a game character, like having an inventory, crafting menu and save function.

So how will this go? By touching a portrait on screen you will get inserted into said character and through your actions play this game as them. Each of these characters comes with their own stats, skills, perks, flaws and equipment. Through purchase of Character Perks, Character Items and by picking certain Drawbacks you may modify that initial state, along with playing of course and through gameplay giving them new

skills, raising their stats, acquiring new perks and creating new equipment. Not different at all than if you were playing any other game, although for this one you will just experience all of that more directly and first-hand.

You of course can't physically bring anything into this game-world. This means that your Body Mod will not affect your playable characters in any way. Only things purchased with CP in this document or acquired through gameplay can do that.

Furthermore all Character Perks, Player Items (with the exception of the Player's Lounge) and Character Items can be acquired during gameplay through various means, so don't worry if you don't manage to purchase everything with CP.

[Check Notes for more info.]

Age & Gender

Your age and gender don't really matter here, so you can pick whatever you want. After all, when you insert into the game as a character you will effectively get their age and gender.

Origin

We have only one origin available for you.

Player – You are the one playing this game, getting inserted into playable characters and through your actions helping them get through various ordeals and complete various missions.

Perks

Perks are divided into two sections – Player Perks and Character Perks. Player Perks apply to you as the player and affect the entirety of the game, either your gameplay or game-world. Character Perks apply to characters you play, so you will have to assign them to a particular character in order for them to come into effect. Once assigned they can't be revoked or transferred to somebody else. Post-Jump they remain with Characters to which they were assigned, unless they did not get assigned to anybody, in which case they go to you.

Player Perks

Purchase of permanent versions of offered perks makes them available in Hell Difficulty Mode.

Game Physics (free) – The game world that you will be entering by inserting into your character is obviously going to operate on game physics. Expect the sun to be unmoving, certain NPCs to regenerate if anything happens to them, quest marks to appear everywhere, lack of hunger or actual physical injuries and so on. This includes so-called glitches, and if you're crafty enough, you might even figure out how to exploit some of them.

Player One (free) – You are the primary player of this game. This perk allows you to get inserted into the game and enjoy all the advantages of being game characters, like use of a character sheet, gamer's inventory, or gamer's skills. These are unfortunately temporary and last only for duration of this jump, but I am pretty sure you can figure out some alternatives for them in the future. Keep in mind that specific characters have different names for stats and might have some skills combined, as it depends on their background and the player's background. [See Rewards and Notes for more.]

Save Mode (free/-400 CP/-500 CP) – For the duration of this jump you can save your game by touching your nose and saying 'Save Game' or by saying 'Computer Save Game'. Your game can also Auto Save whenever you exit your previous area to enter a new one. At any point you can maintain one save and one auto save per character. You can load from your save whenever you want by commanding 'Load Save Game' or 'Load Auto Save'. If you reset to any of your save states then you lose all the skill gains and knowledge that you gained after that point, such as passwords. For 400 CP, you can keep Save Mode for the future jumps, although you lose Auto Save function and can maintain only one save at any given moment. For an additional 100 CP, you gain the capability to Save Game through mental command instead of having to rely on vocal command.

Reality Revision (free) – Changes that you make during your playthroughs can be incorporated into reality, on a case by case basis. For side-quests this can be done after completion of the quests. For main characters this can be done at the end of each Hogwarts school year.

Split Timelines (free) – Depending on how Reality Revisions are implemented, you can end up playing characters on different timelines. Do not worry, though, because upon completing playthroughs you will be given options that will let you recombine them back together in some way.

Plot Protection (-100 CP, requires Reality Revision) – With purchase of this you can now ensure that specific events will still happen no matter how much you use Reality Revision. You can pick these on a case by case basis as long as Reality Revision use does not completely eliminate that possible event. So Harry can still get Hedwig no matter what, even if under different circumstances, but Voldemort's resurrection if you destroy all of his horcruxes beforehand is now impossible.

Gamer's Loot (free/-100 CP) – Enemies that you defeat now drop loot, which can be anything from money, to supplies, to magical items. For 100 CP you can take this with you into future jumps.

Gamer's Inventory (free/-100 CP) - You now have an actual game-style inventory, into which you can store your equipment and other supplies. Each item has its own tab, with unlimited number of tabs but max limit of items in same tab being 99. Money is counted separately. For 100 CP you can take this with you into future jumps and if you by chance already have some other type of Inventory perk, then they get combined into one.

Grinding (free/-100 CP) – For the duration of this jump you can't get bored, no matter what you are doing. For 100 CP you can not get bored anymore in future jumps as well.

Deconstruct (free) – Found a mysterious potion or item with an unknown enchant? Need some material that is hard to get, but you just happen to have an item made from it laying around that you don't need? With this, you can now deconstruct them into their base components and depending on your character's skill levels you can even learn new enchants or how to make potions that are supposed to be rare.

Pain Resistance (free/-100 CP) - While Save State allowed you to remove death and injuries without any lasting effects experiencing them can still be terribly painful, so for duration of this gauntlet you will be completely resistant to pain. For 100 CP you can keep this for future Jumps as well.

Character Creation (free under requirements/-400 CP) – For each completed playthrough with one of the main characters, you can create one additional playable main character, completely customizable based on options that you managed to unlock in-game up to that point through various means. This option becomes available to you only once a playthrough is completed. For 400 CP, you start with one such customizable screen unlocked upon purchase of this. I still suggest you wait a bit before using it, though, to first acquire some character points and unlock various options by playing other characters. Alternatively, some of them can be purchased in the Character Perks section.

Pet/Slave Capture (free, requires Pet/Slave Arena) - Allows you to capture defeated but alive adversaries as pets/slaves. Can't be used on named characters. Capture's success of would-be pets depends on your character's Care of Magical Creatures skill level. Capture's success of would-be slave requires your character to stun them or make them unconscious in some way.

Hacker (-100 CP) - You are master at figuring out how to cheese games for gains that should be impossible.

Leader of the Party (-100 CP) - No matter which character play, you are now always recognized as leader of the party, with other members of your party unquestioningly listening to all of your orders. Outside of games, small groups you are a part of will naturally assume you are the leader unless given serious reason to think otherwise.

Alpha Multiverse (-400 CP) - Multiverse is large. This allows you to add additional game-worlds to your game, one world per pick of this. You can choose which setting you prefer for this and mix-n-match as much as you want, but can't use any of them more than once or if you already used them as part of Broken World/An Unknown World combination. Potterverse is also not available. Each of these worlds add one additional playable character to your gameplay, which is character native to this game-world. You may pick from among canon characters for that.

Character Perks

Natural Skill (-100 CP) – One of your skills is now at 50 points. You pick which skill when you assign this to one of your characters, but you are limited to skills your character could reasonably have in some form or other, nothing that would be considered rare or impossible.

Skill Master (-100 CP) – One of your skills is now at 100 points, the normal maximum, which may unlocks additional options to you. Can only be used on skills that are already at at least 50 points.

Grey Magic Hacker (-100 CP) - With this perk amount of dark magic taint points generated by dark rituals gets reduced by 1 point. Maximum of five purchases per character.

Breeding Spell (-100 CP) - One of your characters now has knowledge of basic breeding spells.

Monster Breeding Spell (-100 CP, requires Breeding Spell) - Your character is now knowledgeable in variety of breeding spells, including spells for crossbreeding different species and spells for breeding attempts to cause natural abilities to mutate into new forms.

Eat Anything (-100 CP) - One of your characters now has this perk, which doubles your bonuses from food items and allows them to eat nearly anything that is considered food, no matter how full they should be.

Lady's Man (-100 CP) - One of your characters can now get away with saying the craziest things to women and possibly even benefit from it contrary to all expectations.

Legendary Enchant (-200 CP) - One of your characters now has knowledge of one of legendary enchants, like Ethereal, Mirror World or Death Protection enchants.

Parselmouth (-200 CP) - One of your characters is now a parselmouth, capable of speaking parseltongue to communicate with snakes, as well as using parseltongue for other means, like unlocking ancient secret areas of Hogwarts.

Talking With Animals (-200 CP) - One of your characters is now capable of talking with animals. Unlike parseltongue this requires living animal to be available for it to activate.

Animagus (-200 CP) - One of your characters is now an animagus. You may pick their animal form, as long as it is non-magical non-extinct animal. Along with animal form they also gain knowledge on process required to become animagus. Multiple purchases of this can be used to give several animal forms.

Wealth of the Black (-200 CP, incompatible with Weasley Curse) - One of your characters now has perk that increases all wealth gains from mobs and jobs by 50%, and allows even wanted criminals to do business with most shops.

Legendary Animal Form (-300 CP) - One of your characters now has an alternate legendary animal form, something like a dark unicorn or a griffin. You can pick their form when you assign this perk to one of your characters.

Wandless Magic (-300 CP) - One of your characters now has the Wandless Magic skill.

Metamorphmagus (-300 CP) - One of your character is now metamorphmagus, with ability to shapeshift their natural form as much as they want. Depending on their age they may have up to 10 pre-set forms to which they can switch without shifting step by step.

Non-Human Ancestry (-300 CP, requires Character Creation) - One of your created characters can be made to have non-human ancestry. You can mix-and-match racial status of their parents and grandparents as much as you want, but are limited only to races encountered during gameplay and your character has to be at least one quarter magical human.

Divine Ancestry (-200 CP, requires Non-Human Ancestry) - Your character with Non-Human Ancestry can now have divine blood. It requires replacement with something comparable in your picks, like Olympian and Asgardian replacing human-like parent/grandparent or Titan replacing giant parent/grandparent. One quarter magical human limit still applies.

Character Relocation (-300 CP) - By purchasing this you can relocate home of one of your playable characters to anywhere in British Isles. Beware that this relocation may have unintended consequences to their backstory.

Temporary Clone (-200 CP/-300 CP) - Gives random playable or allied character ability to create temporary clones that can last from dawn until dusk or from dusk until dawn. They can create clones of themselves or anybody they are touching, with clones being alternative reality versions of template. One clone per person at a time. For additional 100 CP you can pick which character receives this power from among playable or allied characters.

Items

Just like Perks, Items are similarly divided into two sections – Player Items and Character Items. Just like with perks Player Items apply to you as a Player and can unlock certain in-game options, while Character Items must be given to one of characters you play.

After jump is done you will get duplicate of each item you purchased for your characters. Characters recruited as Companions keep their copy of item. Non-assigned items automatically get assigned to you.

Keep in mind though that all tokens are one-time-use items. Characters generated by tokens have random collection of skills, knowledge and abilities, are of semi-random age and might have some slightly annoying quirks, but always have personality that makes them go on well with playable character to which they are connected and are completely loyal to them. They are also automatically added to your list of allies.

Player Items

Player's Lounge (free) - Nondescript black room with large computer screen in which you stay for duration of this jump when not playing. Screen allows you to switch between characters, check for side-quest guest stars, use player tokens, change settings of your game including things like music, notifications and modes, and so on. Among things that it allows you to do is to list non-playable characters as allies, friends, family, acquaintances or enemies of your playable characters.

Merchant Token (-200 CP) - A token that gives all of your characters access to black market merchant that is favourably predisposed to doing business with your playable characters and their allies.

Pet Arena (-200 CP) - Allows you to compete in pet battles with your pets. Post-jump becomes add-on to Warehouse, with enemies randomly generated.

Gladiatorial Arena (-300 CP) - Allows you to compete in glatorial style of battles with your slaves. Post-jump becomes add-on to your Warehouse, with enemies randomly generated.

City (-500 CP) - Allows you to create an entire city somewhere in game-world. It is an entirely average city with everything you might expect to find in any given random city - civilian homes, corporate buildings, bank, hospital, schools, library, parks, etc. You may relocate homes of your playable characters to this city for free. The city that you create does not come inhabited by anybody, so you will need to figure out something yourself. Post-jump City can be inserted into jumps or turned into pocket dimension accessible through Warehouse/Personal Reality. In case of first it gets new inhabitants randomly generated, in case of second option it keeps its original inhabitants.

Character Items

Portkey to Pirate Island (-100 CP) - You possess a portkey, which can take you to pirate island and back. Additional purchases can be used to acquire portkeys to other locations in which you might face hordes of monsters and gain interesting loot, like Egyptian tombs. Post-jump this leads you to pocket dimension that is mirror of actual location and exists only for as long as you or your companions are in there.

Random Treasure Map (-100 CP) - Magical map, set to specific location that you pick, with default being Pirate Island, that can lead you towards treasure. Of course you will have to face hordes of adversaries along the way, so good luck with that. Without such map areas of explorations are wild zones and reset each time you exit them, while with map they get set to specific set-up and can be explored again and again in same set-up.

Collection of Skill Books (-100 CP) - Collection of 10 skill books for common skills often known by adult Hogwarts graduates, like Potions and Transfiguration.

Collection of Rare Skill Books (-100 CP) - Collection of 5 skills books for uncommon skills, like Occlumency.

Portable Potions Lab (-100 CP) - Essentially a cauldron and other brewing supplies your character would need to brew potions. Can double as portable kitchenette if you deem it necessary.

Magical Whistle (-100 CP) - A magical whistle that is enchanted to summon small animal when blown. By default that is rat, but you can pick anything else of comparable size if you want. Summoned animals are temporary constructs and will disappear in few minutes, but I'm pretty sure you can still figure out some good uses for them.

Pet Token (-100 CP/-200 CP) - A token that gives selected character a pet of your choice, something like an owl or a dog. For additional 100 CP it can be pet with magical ability like fire-breath or some sort of crossbreed like a three-headed chicken.

Cleaver of Cooking Skill (-200 CP) - Magical cleaver that raises your cooking skills and gives you capability of turning bodies into meat, so you can turn them into meals.

Home Token (-200 CP) - By using this token you can give one of your characters a home. Unlocks customizable section, with default being modest one-floor house, but by adding disadvantages and flaws you can upgrade it to have bigger number of floors, as well as giving it basement(s), dungeon(s) and garden. Comes with free dungeon if you have Slave Capture.

Stable (-200 CP) - Adds a stable to your home or a location that you control, giving you place in which your various pets and other animals can live.

Magical Tattoo Kit (-200 CP) - A tattooing kit that allows you to tattoo people with magical tattoos using magical ink. Comes with unlimited source of standard ink, but if you can figure out how to acquire magical types of ink these can be used to create tattoos that can be enchanted.

Workshop (-200 CP) - Adds a workshop to your home or a location that you control, giving you place in which to do various crafting projects like woodworking.

Magical Forge (-200 CP) - Adds a magical forge to your home or a location that you control, allowing you to do crafting that requires metal-working.

Weapons Forge (-100 CP, requires Magical Forge) - Upgrades your Magical Forge with equipment for creating weapons.

Tailor's Workshop (-200 CP) - Adds a tailor's workshop to your home or a location that you control, giving you place in which you can perform various crafting projects connected to tailoring, like clothes-making or leatherworking.

Memory Scrubbing Token (-200 CP) - Looks like you went a little bit overboard with your grinding and as result your character will now have bunch of memories of doing things that might psychologically affect them. Like killing number of sentient beings or performing terrible dark rituals. Understandable, skills and knowledge they gained from it will be useful. Well, with use of this token you can stop worry about these memories, as it will remove them and instead replace it with memories of them getting their knowledge and skills by completely mundane way. Must be purchased for each character separately, but once purchased for them can be applied as many times as deemed necessary.

Alchemical Workshop (-300 CP) - Adds an alchemical workshop to your home or a location that you control, which allows you to perform various alchemical experiments.

Sibling Token (-300 CP) – By using this token you can give one of your characters additional sibling. They happen to be close to your character's age and of personality that goes along with your character without any problems.

Character Companion Token (-300 CP) - A token that gives your character party companion close to their age that is randomly generated.

House Elf Token (-300 CP) - By using this token you can given one of your characters a house elf servant, which will be completely loyal to them.

Grimoire (-300 CP) - Book of endless pages that can copy into it other books as long as it gets touched to them. Unfortunately does not work on books in stores.

Monster Breeding Token (-300 CP) - A token that allows you to crossbreed two pets with a 100% success rate. One cross per token only. Alternatively you can set it for specific type of animal, in which case it effectively replaces male of the breeding pair as parent of crossbreed.

Legendary Pet Token (-300 CP) - A token that gives selected character a pet of your choice, which can be some legendary or mythical animal like an unicorn, a dark unicorn, a griffin, a phoenix or a basilisk. Said pet starts out as a baby animal, so you will need to train it up yourself.

Magical Fountain (-300 CP) - A magical fountain that can be placed at a location you can control. You may freely select what sort of magical effect drinking water from it would have, with some of the options being temporary stat buff or permanent deaging effect. Dipping fully into water of Magical Fountain has same effect as drinking it.

Legendary Wand (-300 CP) - Makes your character owner of a legendary wand that is perfectly matched to them and that gives buff to spells cast with it. Can be used only by their owner. Is on par with Elder Wand in its power.

Legendary Weapon (-300 CP) - Sword, machete, bow and arrows, shield...it is a legendary weapon in form of your choosing. Comparable to things like Gryffindor's Sword it has some legendary capability of your choosing. Maybe it can become be encased in flames or maybe it boosts one of your stats?

Ring of Tongues (-300 CP) - A magical ring that when worn by character allows said character to understand and speak all spoken languages. Does not allow for communication with animals.

Resurrection Token (-400 CP) – By using this token you can bring back to life somebody that died prior to your current in-game moment. This token resurrects them back to life, heals them of any potential damage and brings them to your location.

Potion of Alternate Identity (-400 CP) - A potion that grants a permanent alternate human form to whoever drinks it, along with ability to seamlessly shift back and forth. Can be used on animals, but does not raise their intelligence. The form acquired with this potion is generated completely randomly, only thing that remains same is drinker's gender. Alternatively you can use this option to purchase potion that gives drinker alternate cat-girl form.

Altar to Dark Goddess (-400 CP) - An altar to an unnamed dark goddess, to be placed at a location you can control. Can be used for worshipping goddess and to sacrifice various stuff to her in exchange for legendary items, crafting material, temporary stat buffs or temporary skill buffs. By default altar is tied to unnamed dark goddess, but you can pick any deity for it that you want.

Wild Zone (-400 CP) - Wild zone with an entrance at a location of your choosing that you can control. You can pick its basic features, like making it a magical hedge or cave system or forest, but aside from that it is completely random each time it gets entered and filled with creatures and challenges appropriate to its basic features. Furthermore, due to being a wild zone save function will not work inside it, although entering it triggers auto save, They are a great way of getting some legendary loot or to encounter some legendary creatures, so risk should be worth it.

Aging Potion (-400 CP) - A potion that ages whoever drinks it for set amount of years, anywhere from 1 year to 10 years. Great way to get some additional slaves for use in gladiatorial arena by breeding them from your current set. Does not provide any sort of knowledge or skills, unfortunately, so you will need to find alternative means of doing that.

Skill Burn Token (-400 CP) - Allows you to burn skill points in one of your character's skills to zero, exchanging them to raise skill point cap from above 100 at rate 10:1. Two tokens for same skill per character only and maximum limit to which skills can be raised can't be above 300. Exchange includes skill points acquired by worn enchanted gear, but removing said gear after use of Skill Burn Token drops your points into negative, making it much more difficult to raise it back up.

Stat Reroll Token (-400 CP) - A token that rerolls your characters baseline stats into something different. It does not affect stat gains acquired through various means. Can be used only once per character.

Companions

Companions do not get any CP and can't pick any drawbacks. They serve as secondary players, which can help you by playing as characters that form your adventuring party or by controlling your slaves in Gladiatorial Arena. They play this same way as you, except for the fact that they don't pick their character themselves but are automatically assigned to play as member of your character's adventuring party. Size of adventuring party also limits how many of them can play with you.

Player Two Hermione (free) – Despite the glitch you can make Hermione a secondary player. With this she will join you in that nondescript room and can get inserted as secondary playable character, if the option is available. If you've already recruited a version of Hermione Granger on your chain you may instead import that one into this role. For duration of this jump she gets all the freebies.

Player Two Harry (free) – Just like he joined Hermione in story, this time Harry can become your secondary player and join you in that nondescript room. He can get inserted as a secondary playable character, if option is available. If you've already recruited a version of Harry Potter on your chain you may instead import that one into this role. For duration of this jump he gets all the freebies.

Player Two Import (free) – Import as many of your companions as secondary players as you want. They can get inserted as secondary playable characters, if the option is available, but otherwise they remain in Player's Lounge. For duration of this jump they get all the freebies.

Drawbacks

Drawbacks denoted with * can be picked during jump itself, with CP acquired from them to be spend on additional purchases as soon as they are picked.

Traditional Gameplay (+0 CP) - If you want a bit more traditional gameplay, with gaming console, sitting on the couch and eating junk food, then use this option. It automatically provides you with a couch and endless supply of drinks and food. Can be switched with default gameplay mode as much as you want.

Fanfiction Integration (+0 CP) - Want some stuff from other Harry Potter fanfictions to appear in this game-world? Maybe one of those ever-so popular schools or unknown types of magic? Mix-n-match as you want as long as it is compatible with this world in some way. Specific fanfics can be picked as well, but crossovers can be used only if the Cameos drawback is also picked and can't change game-world in any major way.

***Enemy** (+100 CP per tier) - Depending on what tier you pick, one of your playable characters gets assigned an enemy. At Tier 1 this would be somebody like Dudley's Gang, more an annoyance than actual enemy. At Tier 5 this would be somebody like Voldemort or Eric the Wicked. Your jumper may pick to which of your playable characters Enemy is assigned, but not which Enemy they get. Can't be used to get points for Enemy that your playable character might already have, like Harry with Voldemort.

Cameos (+100 CP) – Prepare to continuously experience cameos by characters not from the Potterverse, like Zatanna Zatara, Circe or Anakin Skywalker.

Tutorial Mode (+100 CP) – You start playing this game as Ronald Weasley in tutorial mode. You begin days before Ron's departure to Hogwarts for his first year there and must complete several quests before the Weasley family can depart to go to King's Cross station. These quests are to de-gnome the garden, organize contents of Arthur's shed, and pack your school supplies. Once you complete these quests and the Weasley family departs from the Burrow you end tutorial mode.

You Are Hermione! (+100 CP, incompatible with Player Two Hermione) - Hmmm, seems like things glitched a bit more. Instead of you replacing Hermione as the Player, you are actually Hermione now. Hope all those additional memories and feelings don't cause you problems as you try to play through this game.

Weasley Curse (+100 CP, incompatible with Wealth of the Black) - One of your characters has the ability to scrounge materials where others would only see junk, but at the downside that all wealth rewards from mobs or jobs are cut by 75%. This also influences various social reactions. This drawbacks can't be applied to any character that is member of Weasley family.

Pureblood Idiot (+100 CP) - One of your characters now has perk that makes social interactions with purebloods and half-blood easier at the cost to social interactions with muggles and muggle-born.

Mandatory Guest Star Side-Quests (+200 CP) – Hermione might have been given a choice to decide for herself which of guest star characters to play and which not, but you don't get such choice. You can't progress your storyline until you complete the various star guest character playthroughs.

Wanted (+200 CP) - One of your characters is now a wanted criminal and hunted by all forms of law enforcement. Also causes certain location to be locked away or, in case of access to multiple forms, certain forms to be locked away. Can't be applied to characters that already have this as their flaw.

***Additional Main Character** (+200 CP) – For each purchase of this one additional main character is added to your gameplay. You can pick which characters, although you are limited to named canon Harry Potter characters or to named NPCs that you have encountered in game (including ones from cameos). If Broken World is picked and goes into effect, then canon characters for used settings may be picked as playable characters as well.

Monster Hordes (+300 CP) - Your characters are now swarmed by hordes of monsters whenever they enter any of the wild zones. These hordes will often include mini-boss type of enemies, so good luck successfully dealing with them.

***My Potterverse Self** (+300 CP) – If you already did one of other Harry Potter Jumps, or even one that belongs to an Alpha Universe, then with this you can get local analogue of your jump-selves as additional main characters. Can be taken once for each of them, but only if they can represent different characters. Generic Jumps set in Potterverse (or visited Alpha Universe) apply for this. They have access to perks, powers and items you acquired for these Jumps, but not anything from other Jumps and keep in mind that they are local analogues instead of being your past-selves.

***World Dragon** (+500 CP) – One of your characters is now required to discover location of World Dragon and defeat it.

Broken World (+300 CP, requires World Dragon) - Defeating World Dragon resets reality and throws your characters, along with all members of adventuring party that helped them defeat World Dragon, into alternative reality. By default it starts out as combination of Buffyverse and Shadowrun. It automatically adds one additional playable character to your gameplay, which is character native of this game-world. You may pick from among canon characters for that.

An Unknown World (-100 CP, requires Broken World) - For price of 100 CP you can replace one of fictional settings in Broken World combo or add another, multiple purchases allowed. Only settings that have danger level comparable to Potterverse or higher are available for this and Potterverse is forbidden as viable addition. So if you want some sort of Buffyverse, Supernatural, Charmed, Worm combination, just go ahead, but beware that your picks might make playthrough much more difficult.

***Hell Difficulty Mode** (+800 CP) – You must now complete at least one character playthrough at hell difficult, which is basically actually living through their life in worst possible interpretation of canon Potterverse events. Freebie perks get locked out for duration of this mode. If your character dies during this mode, then you lose capability of playing as them until you complete at least one playthrough with different character at this mode. You do not get additional points from this drawback if that happens and also need to successfully re-activate your access to playing first one before you can complete this gauntlet.

Completion Requirements

To complete this gauntlet you need to successfully complete several tasks. For additional clarification check notes section.

1) Successfully complete playthroughs for at least two of your playable characters, at least one original character and at least one of the starting characters. For start that means total of 2 playthrough, but depending on your drawbacks this number might get raised.

Characters created via Character Creation do not raise number of required playthroughs.

2) See successful defeat of Voldemort and elimination of his horcruxes in at least one of playthroughs. This extends to all Tier 5 Enemies, if said drawback is picked.

3) Successfully combine all the playthroughs with alternative timelines into one timeline. This does not include timelines created by A Broken World or An Unknown World drawbacks, as they are considered separate realities.

4) Following drawbacks add their own completion requirements.

- For each pick of Enemy said Enemy has to be defeated and scrubbed from character's list of flaws.
- My Potterverse Self adds one additional required completed playthrough to this, to be completed with jump-self character. Only one though, even if you picked My Potterverse Self several times.
- For every three purchases of Additional Main Character, you must complete 1 playthrough. For less than three purchases, or purchases that are not divisible by 3, round up to the nearest whole number. (basically, for 1 to 3 picks you get 1 playthrough, for 4 to 6 picks you get 2 playthroughs, for 7 to 9 picks you get 3 playthroughs...)
- Each pick of World Dragon drawback requires said World Dragon to be defeated.
- Each pick of Broken World/Alpha Multiverse adds one additional required completed playthrough with playable character from that world.
- Each pick of Hell Difficulty Mode has to be successfully wrapped up, that playthrough finished in its entirety.

You can end this jump whenever you want once these tasks get completed. You are not required to do so immediately and can continue playing game for as long as you want.

Rewards

Divine Ascension (free) - Hermione was ultimately thrown into playing this game in order to help her unlock her divine side and become goddess. As a side-effect of replacing her as player you now become a god of your own. You may freely pick your domain, although it can't be anything major.

Local Magic (free) - You receive capability of using same type of magic that characters you played can use. This extends to magic from other words incorporated into gameplay via Broken World/An Unknown World and Alpha Multiverse.

The Games We Play (free) – Player's Lounge is added to your Warehouse/Personal Reality and upgraded to now allow you to play games based on your previous Jumps in similar vein as you played this game – by getting self-inserted as main characters. Can be used by Companions, if you permit them. New games will be added as you complete additional Jumps. Unfortunately nothing can be brought out of these games, so no using it to gain new skills, abilities, equipment, etc. unless you can already do that with normal games, but I am sure it would still nevertheless be an interesting thing to do. Comes with What If? package, letting you experiment with alternative endings and options.

Character Export (free) – You can export any of characters you played as your Companions, along with all of their abilities, skills and equipment.

It's A Small Multiverse (free) – If you've previously recruited one of the multiverse analogues as a companion and earn the right to export them as a companion, then you may use this option to instead import-combine them into one person.

Alternative Identities (free) - Any of playable characters that you acquired either via Character Creation or My Potterverse Self can be taken as alternative forms & identities. This shifts all characters perks and items you gave them to you.

Character Export and Alternative Identities are mutually exclusive, but you can mix-n-match as much as you want from these two options.

Skills & Knowledge (free) – Copy of all the skills and knowledge you've managed to acquire for the characters that you played is now given to you. It is up to you if this comes with associated memories or not. While this means you will need to create all of the equipment and such anew you already did most of that during playthroughs.

One Month (free) - Before you actually decide to move on, you get one month of free stay in the world that you have created during your gaming. During this month you will enter this world as yourself, with access to your perks, equipment and everything else returned to you. You can do whatever you want in that month, including recruiting new Companions, for which you can use It's A Small Multiverse if applicable. You can also use this month to gather as many items created or acquired during your playthrough as you want, although their character-owner might object to you doing this without their permission.

World-Swap (free) - If you've picked Broken World and/or An Unknown World drawbacks, then for duration of this month you can freely swap between worlds involved.

The End

Stay Here

Go Home

Continue To Next Jump

Special Challenge - Your next jump is Generic Builder Jump, with location set to Portals for free. You do not get Character Export or One Month rewards, instead your playable characters and all characters listed as allies, friends and family get scattered through multiverse of Generic Builder Jump. Your mission is to find all of them and rescue them from wherever they were dropped off, either physically or as tokens to be assimilated by their analogues. Good Luck. You can't pick this if you already did Generic Builder Jump before. As a reward for challenge each of the rescued people automatically become companions and receive 600 CP to spend on purchases for themselves in Generic Builder Jump, with various Builder options available only of them if they get turned into Builder in-jump.

Notes

Special thanks to Mist of Shadows for allowing me to make this Jump and for all the suggestions people on SpaceBattles provided.

This gauntlet jump is based on fanfic '*It's a Game Hermione, Enjoy!*' by Mist of Shadows, found at the link:

http://www.hpfanficarchive.com/stories/viewstory.php?sid=1003&chapter=1

As far as Body Mod and other mods go...think of it like a VR game. You're playing a character, controlling/directing them. Mods affect you the Player, so none of them affect the character you're playing. So while perfect memory is fine for you it won't give Ron perfect memory if you're playing him.

By default character stats are Strength, Intelligence, Will Power, Agility, Speed, Endurance, Personality and Luck, but you may freely change it to whatever system you want. Baseline stats, a.k.a. stats with which character is born, are generated randomly for average of their species and based on stats of their parents. They can be raised through various means like training up skills connected to stat.

Stats and skills are somewhat influenced by player's and character's personality and background, so essentially identical stats might end with different names, or similar stats sometimes combined together, etc. depending on specific character. From writing point of view this allows you to customize this into system that you feel most comfortable with.

Because of how Gauntlet is set up most of stuff from Buffyverse/Shadowrun section of fanfic is not available for purchases with CP. You can still have your character acquire it in-jump and during One Month place it into your Warehouse/Personal Reality.

You can pick whoever you want as additional playable characters - Fudge, Voldemort, Dumbledore, Glorificus, whoever you want. Just keep in mind that unnamed Dark Goddess is actually monitoring and directing your gameplay, and she will punish all attempts at cheesing this by giving you impossible challenges and quests. It is not worth the risk.

Anybody recruited as a Companion from this receives their memories, knowledge and skills from Hermione's original timeline as well, if they existed during it. For purposes of Character Export and It's A Small Multiverse Hermione Granger and Valeria Blackstone count as analogues and can be combined into one person or kept as separate individuals. They can occupy same companion slot if you want. Same can be applied to their fathers (Dan Granger and John Blackstone) and their mothers (Emma Granger and Rainbow).

If you picked My Potterverse Self drawback and imported or created Companions in the Jump on which it is based on, then you may add non-playable characters based on these companions.

Once playthrough for specific character is completed you can pick from following options on what to do with this character:

1. Replay character without any memories, skills or stuff
2. Send character back with skills and stuff, but no memories
3. Send character back with their memories, skills and stuff, but with memories of both lives as a price (from original timeline and from playthrough timeline) and loss of this character as a playable character

Playthrough is completed under following requirements:

1. If it is for canon character that died during Harry's Hogwarts years, then playthrough is completed at point where in canon they die. For example, for Sirius that means that playthrough is completed after Battle at Department of Mysteries.
2. In all other cases playthrough is completed at the end of what should be Harry's final year at Hogwarts.

Broken World/An Unknown World and Alpha Multiverse allow you to add additional playable characters from these worlds in combination with Additional Main Character drawback.

If Broken World and/or An Unknown World drawbacks are picked, then the World Dragon drawback can be picked again, applied for that new world. If new World Dragon is successfully defeated, then the Broken World and An Unknown World can be picked again, but any of the settings previously used can't be re-used. Each time World Dragon is defeated it must be through different means, no re-using schemes that have worked previously.

First purchase of An Unknown World can be used to drop Broken World's initial combo of Buffyverse and Shadowrun to only one of them instead of getting it replaced with something else.

If Broken World/An Unknown World drawback is picked, then Alpha Multiverse purchase can return access to Potterverse. Otherwise access to this gameworld is lost until end of Jump.

Weasley Curse drawback can be beaten by managing to acquire and spend 1000 galleons.

If Return is used to come back into this jump, then gauntlet rules can be reactivated and additional playing can be performed, along with additional drawbacks getting picked. If that is done at least one additional successful playthrough is required to exit from this jump.

Special Challenge Ending Option is used to mimic storyline from Scooby Builds By Number fanfic by Mist of Shadows, in which gang of main characters eventually encounters Hermione/Valerie from It's a game Hermione, Enjoy! and starts helping her gather together various of her friends and family that were scattered through multiverse after she broke out of her gaming trap. Said fanfic can be found at the link.

https://www.tthfanfic.org/Story-30106/MistofRainbows+Scooby+Build+by+Numbers.htm

Notes on Difficulty Modes:

Easy: Easy game mode. Time stops while you're doing quests. Save feature is active. You have access to Inventory and Character Sheet. Skills are presented via skill points, books that can be used as skill books glow. Combat is ignored except in wild zones and specific areas. Player's Lounge can be accessed whenever. Crafting menu is accessible any time you are not in combat.

Normal: Same as Easy Mode, except that combat is now at standard rate.

Difficult: You now effectively live your character's life. Access to Inventory is now blocked. Access to Character Sheet is now restricted. Chances of mob encounters are now raised. Save feature is still available. Crafting menu is not accessible?

Hell: Worse version of difficult, with Save feature now disabled as well. Access to Character Sheet and Player's Lounge is blocked. Chances of mob encounters are now extremely high, with enemies often being levels above you. Death in this mode locks out that character until you complete playthrough with different character in Hell Mode.

List of starting stats, skills, perks and flaws for Ron Weasley, Harry Potter, Sirius Black, Neville Longbottom, Nymphadora Tonks, Ginny Weasley, Crookshanks, Valeria Blackstone and Pepper the dog will be added here in future, to help provide reference by which to create similar sets for other playable characters.