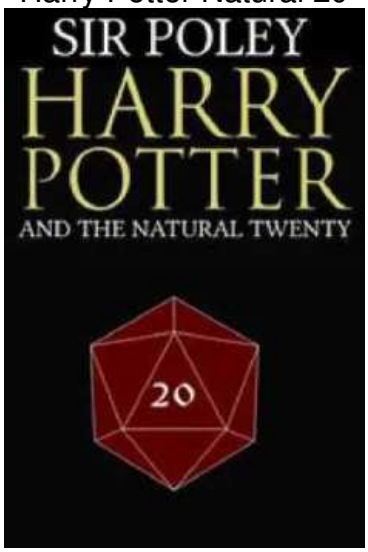
Harry Potter Natural 20



Jumpchain

How should I describe this world? It's very similar to two worlds I'm sure you're familiar with, but just in case, lets start at the beginning.

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

Yes, that's probably the best way to describe it. 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 aren't a local -and that isn't changing. Your in-jump identity is 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 about to embark on your education at Hogwarts, school of witchcraft and wizardry. Your age is 11.

Death Eater (100)

Ugh, muggles. So *inferior*. Watch them struggle to replicate what any wizarding child is capable of! Nevermind that wizards struggle with things that are easy with modern technology. What are feletones and rubber ducks before aportation? Soon they shall be

brought to heel under their rightful and magical masters - yourself included. Still, wizardkind must first be purged for its less desirable elements, like the *Mudbloods*. Your age is anything you like.

~~Copper~~ Watchman (+300)

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

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
6. 4 Privet Drive
7. Limbo
8. Free Pick

Perks

Discounts are half off. Student “wizards” and Death Eaters receive Foolish Wand Waving for free. Interlopers get a free purchase of Vancian nonsense.

For the Well Organized Adventurer (Free) Death is only the next… mind? That’s not quite right, but whatever it is, it isn’t important, because as long as you are revived or become some form of material undead before the end of a jump, dying does not end your chain. Additionally, just in case you want to do some post-mortem adventuring, you retain most of your magical abilities after dying, though by default your now-ghostly magics will not be able to affect the physical realm, and many spells will be unavailable to you, especially those that allow for resurrection or plane shifting. Their ghostly nature may also alter their functions.

Will Save (Free) Mental intrusion can be thrown off by will alone, and that’s how it's supposed to be. 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) Mindset can mean a lot, especially with magic. Only malice can conjure the dark arts, and only those of strong faith can work divine magic. In the vastness of the multiverse, philosophical positions can be the difference between life and

death, and there are monsters you only need to fear if you believe in them. It gets complicated. Fortunately, there's a work around for you. 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 could worship without faith, curse without hate, or what have you almost effortlessly. Sure, there *will* be regular rituals and hymns, but at least you won't get cut off from Zeus's power because you recognize him for the bastard he is. Counterfeit alignment and falsifying enlightenment are a bridge too far, however.

Foolish Wand Waving (200) You are a member of an elite group who are born with the power to reshape reality *without* worrying about spell slots or long rests. The foremost authority calls this power wanded magic, though wands are technically optional. Sure, this doesn't come with access to Epic magic or the like, and you only know a few minor spells as of yet, but you can cast what spells you've learned infinitely, and there is no limit to how many you can learn or prepare at a time.

Vancian Nonsense (200) You have three levels in a non-prestige spellcasting class from some variant of DnD 3.5 and Pathfinder with a handful of house rules thrown in, and are reasonably optimized. This may be purchased multiple times to gain levels in additional non-prestige spellcasting classes.

Magical Blood (200) You have some magical ancestry - and not just the kind that makes you a wizard. Like Rubeus Hagrid, Professor Flitwick, and Fleur Delacour, you are descended from one of the non-human races native to the Potterverse. Those with giant blood will be massive in size, larger in strength, fantastic in stamina, and terrifyingly resistant to attack and magic besides that. A Veela's descendant shares at least their mystical charm, and perhaps other gifts. Half-goblins are more intelligent than their human peers and can utilize a special form of goblin magic, which does not require a wand and is shockingly adept at crafting both metals and magical objects. You could also choose to be related to a House-elf, and an heir to their power but not their laws. There is some evidence that a half-elf is actually weaker than an ordinary elf or wizard, but that is not the case for you, as you possess their full strengths. If you really want you can even claim descent from a troll or hag. Post-jump any obvious signs of your inhuman ancestry become an alt-form.

Mighty in Boccob's Domain (300) Boccob is the God of Magic, the very platonic ideal of mysterious old wizards. Wizard or "wizard" matters little to him, and it seems he has shown you some favor. You are very good at disguising your magic as another form of spellcraft, and when beneficial you can treat even the most unconnected magic systems as merely styles in one greater system. While you may get disadvantage on a roll or two

(to borrow a mechanic from another edition) you can, for example, broadly detect and dispel Wizard magic with Potterverse magic and vice versa, unlike everyone else. Equally, you can treat different branches of magic as wholly unconnected when beneficial, which among other things will (generally but not wholly, as is usual in this jump) immunize them from most counters that weren't developed for that specific form. Additionally, your other magical perks become a bit… broader, than they ought to be. *Especially* when they're synergizing with each other. Where you could learn a spell from exposure you can now reinvent a technique, such as silent magic. Where you could charm the fae you can now enthrall youkai as well. Where you were average in every way, your talents are now unusually versatile - but not unusually powerful.

There's Always a Prophecy (400) Many wizards dismiss prophecy and divination, Dumbledore included, but that is folly. While it is indeed a most imprecise form of magic, even noted hacks like Professor Sybil Trelawney (who was explicitly hired solely to keep her alive, and not because she was anything resembling competent) consistently make accurate predictions, if you pay attention. And pay attention you shall, for not only can you recognize a seer or potential seer's talent at a glance, you are the complement Trewlawney always needed, the Spike to her Druscilla, if you will. Or anyone's Druscilla, for that matter. While you possess no additional sensitivity to the future, you are almost preternaturally good at correctly interpreting the prophecies, visions, omens, and

portentous statements of actual seers, especially in the aftermath. It's not anything *truly* amazing, but you could make someone on even Trelawney's level a strategic asset. You might not connect a foretelling of doom on October 16th to a cat attacking a mouse on that same day, but you will almost certainly recognize when the seer is talking to the Horcrux in your friend's head rather than your friend. Just try to remember that prophecy is only prediction, albeit accurate prediction. There is no fate or destiny manipulating things behind the scenes, at least not in this world. Divinations are just a method of knowing the natural outcome of events before they occur.

Fantastic Beasts and Where to Find Them (400) Have you ever played a tabletop game where you were trying to find something less than essential to the plot, and rolled so high the DM (Dungeon Master) let you find it, even though you weren't looking in the right place? No? Just me? Well, you can do it on a limited basis. Since not all mages can make due with gemstones and bat guano, when you metaphorically or metaphysically roll very high to find a magical creature or plant or material or plane or whatever, you can succeed, even in a jump (though not an environment) where it shouldn't be possible. This is made possible through careful use of totally ethical reality retcons, which occur only at the discretion of the DM (Divine Mapper) and in the manner It chooses. Note that isn't limited to creatures from D&D or Harry Potter. Supernatural creatures and monsters from any setting you've been to can be retconned in, though the more settings you mix

the shorter the patience of the DM (Detail Magnet) will get. Beware, It is a fickle, cruel master at the best of times, and cares for Its artistic integrity.

Homebrew (600) You possess an ability that is deeply unusual in this neck of the woods. Maybe you have access to yet another magic system like Channeling a half of the One Power, or perhaps the gods have given you a perverse immortality through some form of reincarnation. You could even possess a sort of inverse genius that allows you to create things that ought to be too bloody stupid for reality, let alone a tabletop game. Naturally, there are limits here, not the least of which is the DM's judgment on what would make a game more fun. Just try not to go *too* crazy.

Otiluke's Razor (100, Free Interloper) You are a competent and relatively experienced adventurer, capable of adapting to all situations, finding adventures, fighting bravely, running away even more bravely, preparing safehouses, anticipating sudden yet inevitable betrayals, looting corpses, bartering goods, thinking tactically, checking the ceiling for traps, overthinking dungeons, adopting monsters, and remembering when to do each. Among other things. You also find that adventure and quests are exciting, fulfilling, and rewarding, and the most dramatic solution is generally the right one. Only generally, however.

Minmaxer Extraordinaire (200, Discount Interloper) You are a respected peer to the Amastacia-Liadon siblings and prior incarnations of the Munchkin, a graduate of a class on the subject in Myra, *City of Light, City of Magic*. You can find a dozen loopholes and exploits in any set of rules or laws, and most of the time reality will go along with it. People too, once you've badgered them a bit.

My Old Friend, You (400, Discount Interloper) Like Milo, you only have *most* of a past. Not only does this let you spot more fixed (which to to say important) features of your surroundings with *relatively* little error, many details of your own past can be changed on a whim. Well, not on a whim, particularly not if been they've already been "established" somehow - but when need be. The DM (Disgruntled Mechanics) is only willing to give you so much leeway, but it's a lot of leeway. You can suddenly "remember" you have dragon ancestry a few generations back to justify that level in sorcerer you've been meaning to take, or that you actually do know these guards from your hometown, but you can't just decide to be the long lost heir to the most powerful empire in the world. Or perhaps you can, but the DM (Diabolical Meddler) will absolutely take that as justification for *shenanigans*. Always remember the perils of hubris - especially that of fighting the DM (Destiny Manipulator).

Pathfinder (600, Discount Interloper) You are essentially a different type of human than

most of the locals. Roughly similar in many ways, but effectively running on a different operating system, or whatever analogy you'd like to use. For you, reality is all but identical to DnD 3.5. You can only swat a fly once every six seconds, but you also wouldn't notice a revolver being emptied into your chest, can sleep off mortal injuries, never forget you skills, are unhampered by wounds, and face no consequences from poor dieting, so it balances out in your favor. Post-jump, you can swap this on and off and the end of eight consecutive hours of relaxation, henceforth referred to as "a long rest ." When you desire, this can also cause other game-based powers to convert into a more… conventional form, while retaining their potency. Additionally, if you've been to other DnD or Pathfinder worlds, you may swap to and from the rules of the editions they are based on (or run on) in the same way. This also applies to any other worlds you visit that run on tabletop game mechanics and know it, like Keychain of Creation or more redundantly the Order of the Stick. 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. This doesn't come with the skill to dumb down what you know for expository purposes, but that'll come with time.

Parseltongue (200, Discount Student “wizard”) You can speak to snakes and snakelike creatures. Unlike most children, however, you can understand them when they speak back, and be understood just as well. This is a rare, innate ability that commands instant respect amongst reptiles - and instant suspicion among wizards.

Salt and Galleons (400, Discount Student “wizard”) You have all the skills necessary for a very good merchant, shopkeeper, traveling peddler, or door to door salesman. But wait, there’s more! Buy now and you also get both a keen sense for how and where to throw large amounts of money to solve your problems, and the ability to bribe reality itself with trade goods to avoid the XP or attribute costs and similar sacrifices that crafting certain magical items or casting certain spells normally demand. Magical reagents and substances are especially effective bribes.

Saving People Thing (600, Discount Student “wizard”) You have the talent of a beyond first rate battle mage and duelist, whatever form of magic you apply yourself to. You are highly adaptable and good at teaching others magical combat. Beyond that, well. 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, and even those are sorely limited by the variable quality of instructor. 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, and immune to XP drain, negative levels, and similar effects.

Muggle's Bane (400, Discount Death Eater) You are a mighty slayer of not only defenseless muggles, but well-armed and prepared muggles! 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. Equally, the more technological and scientific (again, magic notwithstanding) the weapons and tools and means used against you and your followers and creations and magical tools are, the less effective they are - and the likely they are to simply fail. Contempt for them and their toys - and their contempt for you and yours - 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 (including the Unforgivables) 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 if 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 master of many forms of armed and unarmed combat, with a wide variety of weapons. You also have unusually high HP rolls, and above average physical stats. Or you would, if you were a character in a game. In reality, you are hearth, hale, strong, tough, and dexterous. Not superhumanly so, but notably. Additionally, your build doesn't pigeonhole you the way it should - you could

be a bodybuilder and a ballerina simultaneously, if you wanted and are willing to put in the time.

Protection from Kenneth Branagh (400, Discount Watchman) You cannot be Charmed, mind controlled, Obliviated, possessed, mystically frightened, subjected to Legilimency, or similar. There are great powers and specific spells that can temporarily suppress this protection, not unlike a standard Protection from Evil or Mind Blank, but it will always come back after an hour or two of rest, and any such 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) Wizards don't obey the laws of physics, they should at least have the decency to obey the laws of the land. Witchcraft may not be illegal anymore, but Malfoys have been hiding from Inland Revenue for *centuries*. No more. You are terrifyingly good at seeing through any attempt to cover up vast conspiracies or secret underworlds as the Statute of Secrecy - and escaping with life, limb, memory, and freedom intact. Any abstract force of conspiracy, like luck magic or perception filters or divination, flatly doesn't work upon you when you're on this jump, 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.

Items

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

Sourcebooks (Free) A copy of each of the 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.

Belt of Hidden Pouches (100, Discount Interloper) A magical object which allows its wearer to carry an astonishing amount of objects by placing them on another plane, and already contains an almost intolerably tasteless source of food, a tent, a knife, fifty feet of elven rope, and a bucket. It is also a belt.

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) This colorful wand has three charges, which replenish at a rate of one every three days. You may attempt to activate it by spending a charge and rolling your Use Magic Device skill. On a success, the wand creates a magical doorway into a dungeon, with a difficulty that is either appropriate for a party of about five of you, or lower. The challenge must be determined at the time of casting. Defeat the monsters and avoid the traps within, and you will certainly find XP

and treasure galore, local currency, magic items, and plot hooks included. As always, the greater the risk the greater the reward.

Spelljammer (600, Discount Interloper) A magical, enchanted sailship that can not only be sailed 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 a magically automated cartographer, who records the rough details of your discoveries and travels. Post-chain, this spelljammer can travel between 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, including spellcasting. 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 small fortune saved up in the bank. Except it's more medium than small. It adjusts itself for inflation, and will never be lost if the bank goes under.

School of Witchcraft and Wizardry (600, Discount Student "wizard") It doesn't necessarily have to be Hogwarts itself, but it is a heavily charmed, heavily defended, and highly supplied castle or other ancient complex and the immediately surrounding area, renovated to act as a boarding school. It has NPCs, ghosts, and magical oddities of all sorts - including the many necessities of safe magical instruction. It isn't just unplottable, muggles can't find it *or* its absence. But much more importantly than secrecy or education, it is a place for *adventure*. Of magic in the metaphorical sense in addition to the literal sense. Every student will inevitably find their way into a reasonable measure of trouble, but find their way out braver, wilier, more skilled, and better friends for it. Rather than being traumatized by their encounters with the evil forest, violent lake mermaids, angry tree, or any of the many magical creatures on hand, they will find the experience exciting and wondrous - not to mention a fond memory to look back on. Any eleven or

twelve year old who enters the school will be able to learn this world's magic, but the school can also be reconfigured into a large number of settings using a device in the headmaster's office. Most of these settings merely adapt it to teach other forms of magic (which may make the school a less fun place, alter the length of an education, or change the age of admittance), but some of them are also for instructing villainous spellcasters, who will somehow find an Evil niche for themselves out in the world, and other such nonsense. Graduates magically receive a high quality muggle education through high school by the standards of the setting or the 90s UK (your choice), and if the school is configured to teach more inherently dangerous or corrupting forms of magic, then not only are they reasonably safe from such during their education, but upon graduation they will prove heavily inoculated from the same.

Evil Books (100, Free Death Eater) It's so hard to learn the *good* curses these days, what with so much regulation. Fortunately, you've got a few tucked away, just in case. Within these dozen tomes are the secrets to a Hand of Glory, a Horcrux, Peruvian Instant Darkness Powder, and organ expulsion curses, along with many other interesting and useful instances of the Dark Arts and not-quite-as-Dark-arts, though you don't necessarily have the skill or ingredients to pull them off as of yet. These also come with a free ominously black Shield Cloak, which provides protection from jinxes and moderate

hexes, though not stronger (and necessarily darker) battle spells, making them more useful to Death Eaters than Aurors.

Book of Rituals (200, Discount Death Eater) Rituals are not like spells. Spells are invented, spells are logical, spells are safe and well understood. Rituals are none of those things. What rituals are, however, is powerful. Many of them create effects that wizardkind would be hard pressed to replicate, if they can at all. Yet one wrong move can spell disaster. This book contains several dozen such rituals, most of which are in dead languages, some of which are in languages that haven't developed yet, all of which are at least situationally useful. Occasionally, you will find new rituals recorded within the text, which never seems to shrink or grow...

Jumper Manor (400, Discount Death Eater) Your family is old and your family home is appropriately venerable. This manor and its surrounding area are luxurious, well supplied, heavily defended, and utterly yours. It also has a ritual chamber, which greatly enhances the safety, ease, and potency of any ritual performed within.

~~Redundant Phylactery~~ 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 (a process that is inevitably fatal for the victim), it can restore you to a rudimentary body, which can eventually recover more completely, though it will take many years or specific rituals. A mysterious force prevents this item from being kept in your warehouse, however, 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 outside of truly unusual circumstances - regardless of how far outside your jurisdiction you are.

Walkman Tape Recorder (200, 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…

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.

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

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.

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.

More Foolish Wand Waving (+200) All of your active powers now become unreliable without the use of a wand or other focus, similar to Potterverse spellcasting.

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 besides giving you some manageable personal issues, makes Dementors your worst nightmare.

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.

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 recapture 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.

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

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

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 anyone who "ruins the plot" by just existing or is *really*contrived is out.

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.

That said, if you have Vancian Nonsense and grab a perk clearly intended for Foolish Wandwaving, also Fanwank it. Maybe Dark Lord gives you an extra ten or so levels, and as a Prepared Caster you also get Spontaneous Necromancy, Enchantment, and Evocation at no cost. These mostly hypothetical feats would allow you to cast spells from that school without having them prepared. There only two caveats are that A) it must be a spell you either can cast spontaneously via other methods or it must be a spell you *could* have prepared the last time you prepared spells and B) you must spend a spell slot that is at least one level higher than the spell you wish to cast, as it's less efficient than Spontaneous Divination.

For divine casters (and warlocks) assume you have a patron out there somewhere (your Benefactor, if no one else), but short of falling you won't have any patron related issues post-jump, and even that will wears off after a jump, and can be remedied faster through the usual channels. Don't think about it too hard.

You can absolutely pick a god from a previous jump or a real religion as your patron, so

long as their religion has at least 300 followers. God-ish beings like Illyria, Shaper of Things, God-King of the Primordium or Empress Ethniu of the Fomor, the Last Titan, or Dream of the Endless would be equally valid choices, even if they aren't exactly gods. Some of them might make the most sense for warlocks than anything else, but feel free to go crazy.

Post jump, Vancian Nonsense allows you to spread your magic the usual way. Clerics can ordain, druids can initiate, Wizards can teach, warlocks can introduce their patrons to potential employees. Etc.

The DM can and will take Fantastic Beasts and Where to Find Them as an excuse to homebrew or otherwise mess with you. Additionally, for setting integrity reasons, the more of something you create, the more likely the DM will be to retcon a whole sustainable population into the setting, or a reason for them to be there. Other creatures that fall under the same or related umbrellas may come along for the ride - especially when multiple related groups are being imported from the same place. Spawn a few too many Chinese Fireballs, and you'll find Swedish Short-Snouts and Hungarian Horntails will start appearing. If you make too many pixies, suddenly you'll need to deal with redcaps, dryads, and Green Hags, as well as the other inhabitants of a new Feywild. Demons and angels, yokai and reiryoku, the works. The wizarding world of Harry Potter

is too large and robust to be included in this manner, but retcon enough D&D in and you'll be running into various monsters and Arcanists and divine spellcasters - though they'll either be independent or associated with organizations that already exist in the setting. Or small, local organizations that may or may not be secret cults.

I'll also note that the DM is not wholly unreasonable, and is more accommodating when it comes to your build or those of your companions.

When I say "You are… capable of…finding adventures" in Otiluke's Razor, I mean it. See chapter 22 for what that means. Mind you, *adventures* have a habit of turning into *stories* in more stable worlds, which are similar in most ways, but with a few key differences.

Unlike most DnD jumps, becoming a god will *not* be treated as choosing to stay, but without a Spark you only get power from the worshippers in your current jump, so I hope you either stick around or have a cult that follows you.

Interloper perks are all about synergy. The more you've got the more leeway you get from the DM, though you'll need all of them to match Milo.

They also mix well with Mighty in Boccob's Domain. For instance, Pathfinder + Boccob's Domain = all sorts of spellcasting nonsense that isn't technically allowed under RAW, but

is commonly seen in D&D games because those involved usually don't have the text memorized, haven't seen the errata, and are willing to go along with each other's assertions unless they're obviously egregious. *Especially* when they're cool.

If you're wondering Minmaxer Extraordinaire why it's rated so low on its own, well. For most of us, the laws of physics are not subject to argument, so arguing well isn't worth as much.

The School of Witchcraft and Wizardry may have a worse safety record than Hogwarts, depending on the magic system, but it will always be very good by the standards of the setting and magic system. Even if you're teaching psykers, you can expect at least an 80% survival rate. Mind you, such alumni won't be immune to Chaos corruption outside the school, or even in it (and don't think that being "held back" for less than legitimate reasons will help) but the school's defenses against such will prove *very*impressive (and quite capable of preventing more contagious forms of danger from spreading) and afterwards they shall be better protected than even a soul-bound Sanctioned Psyker.

Creating a Horcrux does not split off half your soul. It takes out a *fragment*. I have no idea where the fanon that precisely half the remaining soul goes into the Horcrux, but even assuming souls can be mathematically quantified like that (which is probably in this

case, admittedly), it is totally unsupported by canon, and contradicted by the definition of the word *fragment*.

Feats and Class Features can be considered Perks.

Homebrew's second example was inspired by a character concept from the Buffy RPG called the Undead Champion. They were selected by the Powers that Be to fight evil, and given a gift; upon death, they wake up a period of time later, reincarnated in the resurrected body of a recent victim of supernatural murder, usually one already in the morgue. This is an entirely acceptable use of the homebrew perk, partly because within the boundaries of a game it's mechanically very similar to rolling up a new character (only with a little less rolling) of the party's level, and doesn't protect from soul-affecting attacks, so it isn't true immortality.

The third example is a toggleable version of Bergholt Stuttley Johnson's… eccentric approach to engineering, gardening, cooking, monument design, and just about anything else he set his mind to. Most forms of magic cannot be Johnsoned - but one should never assume when Bloody Stupid Johnson is involved.

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