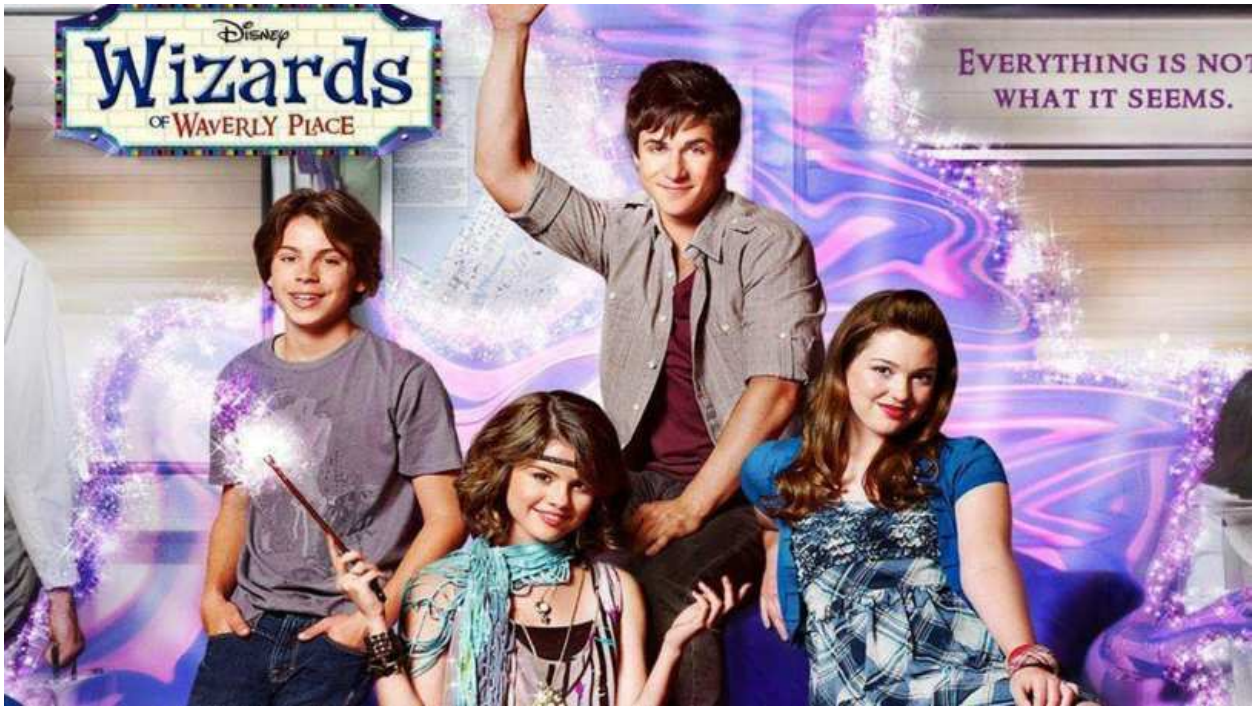


Hello Jumper,

Welcome to Disney's Wizards of Waverly Place.

At first glance, it is a world just like our own, but everything is not as it seems.

In this world Wizards, Monsters, Dragons, Angels, and even Gods are hidden in plain sight.

You will arrive at your starting location a few hours before the Crazy 10-minute sale.

Anyway jumper, I wish you well for the next 10 years, oh- and before I forget, here is your:

+1000 CP

ORIGINS

Drop-In: You have no new memories from this world, you'll magically appear in whatever location you have chosen with whatever you purchased. You do have a history in this world, even parents, however, they seem to be mostly absent from your life.

Strange One: Every family has a… unique individual. The one person who others find to be strange. The odd man/woman out. You are that person.

Evil Genius: There is evil, then there is evil genius, you, my friend, fall under the second category. You take a particular joy out of making people's lives more difficult, especially those of your family.

Professor: Well you are not a Professor (yet), but you can certainly become one if you continue down the path you are going. You are a model student, member of the chess club, and probably a couple more of them to improve your college application.

Adult: You are a relatively well functioning member of the society. That may be human, monster or wizard society depending on your purchases on this jump.

Age: Roll a 1d8+9 to determine your physical age, for Adult Origin age is 5d8+20
Gender: Keep your previous gender.
Or pay 100 CP to determine either of these yourself within the roll range

LOCATIONS

Roll 1d8 or pay 100 CP to choose.

1. **The Waverly Place:** The pedestrians-only street that the series was named after. It is located in Manhattan in New York's Greenwich Village neighborhood. If you look hard enough, might run into a couple of Wizards.

2. **Sub Station:** A sub sandwich restaurant owned and operated by the Russo family. I heard they are a peculiar bunch.

3. **Tribeca Prep:** A magnet high school that Justin, Alex, Max, and Harper have attended. You may be a student, or even a teacher here, depending on your origin.

4. **Empire State Building:** A 102-story Art Deco skyscraper in Midtown Manhattan, New York City. At the top floor, the headquarters of the Angels of Darkness is located. Don't worry, you start just outside the building, at the ground floor.

5. **Hotel Fleur-de-Vla De-Vla Flu-Fla De-Vra Du-Fla:** A classy restaurant in New York City, it is where Gigi Hollingsworth holds her annual tea party… Just don't ask me why someone would name a hotel as such.

6. **WizTech:** The most prominent (may be the only) wizarding school in the Wizard World. Justin, Alex, and Max occasionally have attended this school in the series. Professor Crumbs is the current headmaster of the academy.

7. **Hotel in Caribbean:** You start in the hotel that Jerry and Theresa Russo first met in. It is rumored that Stone of Dreams can be found here, if only you knew someone with the map…

8. **Free Pick**: It seems you are a lucky one. You get to pick any of the locations above to begin your jump.

PERKS

Perks trees are discounted to the origin, 100 cp perks are free to the origin.

General Perks

Good Looking [100 CP]: Quite a few people in this world are TV pretty, meaning they possess greater than average looks, enough to be labeled as Good Looking by most people, and now, you are among the better looking half of these people, enhancing your looks to a solid 8/10.

Purebred (Cannot Be Taken With Vampirism, Must take Racism Drawback) [200 CP]: In this world, there exist two types of werewolves, mutts and purebreds, you appear to be the latter. You are like a traditional werewolf, possessing three forms: a human form, a half human and half wolf form, and a full wolf form. You possess all the powers of a werewolf, and since you are paying with your CP, you can transform at will, and can control yourself in transformed states.

Vampirism (Cannot Be Taken With Purebred, Must take Racism Drawback) [300 CP]: You are a Level Six Monster, a Vampire to be precise. Similar to Julliet, you were born with a soul, and possess all the powers of a Vampire from the world of the Wizard of Waverly Place. However, since you are paying with CP, you do not suffer from their weakness to Pumpkin or to the Sunlight.

Oracle [400 CP]: You are capable of undergoing a trance state where you draw scenes from the future. These scenes will 100% come true even if you do not like them. But beware, you do not actually see the future, you draw scenes from the future, how you interpret these paintings is up to you.

Magic [600 CP]: You are a Wizard jumper. You have natural, mystical gifts that allow you to alter reality and cause effects that defy the physical laws of the universe. You will start out at a similar level of proficiency as a 14 year old Alex Russo. These gifts are hereditary and can be passed down to your children if you desire. Upon reaching the age of 18, you will become a Full Wizard, your powers will grow to a whole new level.

Drop-In Perks

Mundane Skill [100 CP]: You possess a mundane skill. Maybe you are very good at making dresses, or maybe you are an excellent painter, or perhaps you possess great dancing skills, whatever it may be, you have a talent that sets you apart from the masses. This can be purchased multiple times, however only the first purchase is free for Drop-In. (PS: The skill you will gain from this perk is on par with what you would expect from a very talented High Schooler, for example if you pick Basketball, you would be a 4 Star Recruit, with 5 Star potential if you work hard.)

Time Paradox [200 CP]: In this world it is quite common for Wizards to go back in time and mess things up. Luckily for you, since you are an outsider you appear to be unaffected by changes to the timeline, so don't worry if a Wizard goes back in time, any changes to the timeline no longer affects you, and any new information you gain does not affect your personality you want it to.

Secret Keeper [400 CP]: It takes a special type of person to be trusted with a secret, and an even more special type of person to keep that secret. Now, you are that kind of a person, people seem to trust you far easier, and you can keep this secret even if you are interrogated by special agents or Wizards.

See You In P.E. [600 CP]: Twice per jump, you can choose to get out of any situation by shouting out loud "See You In P.E." and running away as fast as you can. No one will follow you and no trap or magic could stop your exit, however, this does not cover your Allies, or protect you from events that could end up as a result of you abandoning a situation.



Strange One Perks

Magician [100 CP]: You can do magic. Well, it may not be REAL magic, but you are able to do sleight of hand tricks that are used by stage magicians. You are now one of the best stage magicians in the world to the point David Copperfield would be impressed by your skills.

Unique Mind [200 CP]: Your mind is different from everybody else. This makes it so you are immune to mind control of any kind. A spell that would erase your memories would wash over you, mummy trying to control you would be just looking at red eyes, and even alcohol that affects your inhibition would not inhibit your judgment, unless you deem it so, a mind reading macaroni would result in the sound of the ocean.

Under the Radar [400 CP]: Maybe you are not the oldest, smartest, fastest or the most devious person in your group. For whatever the reason, your enemies seem to overlook you while making a plan in favor of preparing for people around you. For example, a Dark Angel might have prepared the demise of your siblings by trapping them in a dark hole, and then decide to send you on an all expenses paid Summer Camp.

Maximum Will [600 CP]: There are people in this world who fear nothing, and now, you are one of them. You are the type of person who seemingly has limitless will power, to the point you would dive into blackholes to save your siblings, walk past zombies to talk with a friend, and even tell your girlfriend of two days the truth about you being a wizard. Unlike Max, this seemingly limitless will power does not inhibit your reasonable decision making capabilities.



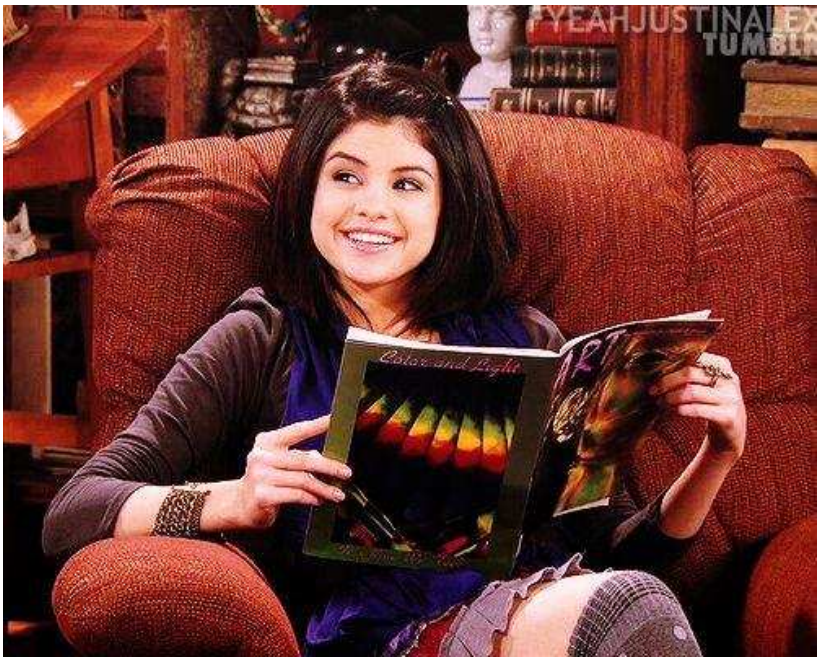
Evil Genius Perks

Keeping Your Figure [100 CP]: You have an incredible metabolism. You are capable of eating whatever you want, without it affecting your figure at all.

Daddy's Little Girl [200 CP]: Most parents claim they do not have a favorite, most parents lie. Every parent has a favorite, one they tend to go easier on, buy new clothes first, call first, and now, you are that child. You will always be the favorite child.

Trickster [400 CP]: Just like Alex, you are capable of tricking others, manipulating them to get what you want. You can get your parents to allow you to go to a party by using loop holes, or get your best friend to stop training for an annoying competition that affects you.

Things Have A Way Of Working Out [600 CP]: At least for you, that is. You possess a unique quality *cough*plot armor*cough* that allows you to fix your mistakes without putting much work in it. When your actions cause a situation that should backlash at you, instead, it will fix itself, requiring minimal effort on your part. Maybe your friend will come to save you, or your brother will wave his magic wand and save you at the last second. However, this luck only protects you from the consequences of your own actions, not against anyone who may be out to get you.



Professor Perks

Bookworm [100 CP]: It takes a special type of person to be able to study hours upon hours every single day. And now, you possess this same type of quality, you can study even the most dreadful book for hours.

Monster Hunter Trainee [200 CP]: Monster Hunters are people who protects the Wizards and non-Wizards from unregistered monsters. Like them, you have knowledge of all types of monsters, including their weaknesses and how to defeat them. Being able to defeat them is up to your capabilities.

Teacher [400 CP]: Any numbskull could learn how to solve an equation, memorize a couple of historical facts, or cast a world endangering spell (provided they are a Wizard), however, it takes a truly special person to be able to teach others what you know. Now, you are a highly capable teacher, capable of taking a class full of Drop Outs, and getting them to the level of an average to above average student within a couple of months studying.

The Smart One [600 CP]: Justin Russo has shown a genius level intellect throughout the series. Not only was he valedictorian, a robotics expert, and presumably the youngest headmaster of WizTech, he was also intelligent enough to create water engines and even merge science and technology to create life. And now, you possess an intellect on par with Justin Russo. Furthermore, if you did purchase the Magic Perk, you start on par with a 15 year old Justin, and are skilled at combining magic, and science.



Adult Perks

Mad [100 CP]: There are times when people (such as your kids) or things enrage you beyond reason, causing you to lose focus on what is important, but don't worry, that is no longer the case with you. After a small rant, you can clearly see who or what you are angriest with and prioritize on dealing with that.

My Word is Law [200 CP]: Throughout the series, the Russo siblings (especially Alex) have managed to get one over their parents. They either trick them, or bend the rules just enough to obey the word without the meaning of it. This is no longer a problem for you. You are capable of wording yourself so that others cannot wiggle out on a technicality, or trick you through manipulation. You can see through lies, and even if your 'baby girl' uses the Puppy Dog Eyes, you can overcome the manipulation attempt.

Love Finds A Way [400 CP]: For a Wizard to marry a mortal they are required to give up their power. At least that is the case for everyone else, you, however are the exception. Once per jump, when making a decision/sacrifice that requires you to relinquish your powers and/or life, you can instead keep them and go ahead with whatever you were about to do. Go ahead and marry that mortal if you want.

Good Parent [600 CP]: Anyone can be a parent, but it takes a certain character to be a good parent. You are now capable of balancing work, fun, and family perfectly, and are capable of raising your kids to be the best versions of themselves. This, however, may not be enough to save you from teenage angst and countless eyerolls.



ITEMS

Item trees are discounted to the origin, 100 CP items are free to the origin.

General Items

Wand [100 CP]: A regular wand that is accessible to all Wizards of this world. These wands allow a Wizard to channel magic, allowing spells cast with it to last longer and be stronger than otherwise. First purchase is Free if you have bought the Magic Perk.

Helping Hand [200 CP]: One of the more useful magical creatures in the world. Justin would have created this helpful hand in a year or two, it is capable of performing household chores, giving massages, great back scratches oh, and it is CPR certified.

Plastic Balls [300 CP]: You are in possession of Plastic Balls, their exact number is unclear, but you have enough of them to fill the entirety of WizTech. The Magic in this world reacts uniquely with plastic, in that it is unable to affect it at all, and even allows it to block spells of the most powerful Wizard to ever live. In future jumps, these Plastic Balls can be used to effect Magic in a similar fashion.

Wand of Rinaldi [400 CP]: The wand of the Rinaldi family is widely recognized to be the most powerful wand in the Wizarding World. The spells cast with the help of this wand are far more powerful than any other, to the point that a WizTech Drop Out is capable of besting the most powerful Wizard alive. If you possess the Magic of this world, you can be a descendent of Rinaldi himself, allowing only you (and Felix and any other sibling you may have) to use this wand. And if not, you can still use this wand to strengthen the magic you may learn in other jumps, however, you still can't cast Magic of this world.

Stone of Dreams [600 CP]: "It can do anything. Reverse any spell. Show you the future. But you only get one chance at it." You are in possession of the most powerful magical artifact in the Wizarding World. A stone that was sealed away in fear of Wizards that may misuse it. This stone can grant a Wizard any wish, but only a single wish. It is capable of anything, with the exceptions of effecting chain rules or cheesing out of drawbacks. Since you bought the Stone with CP, it allows you, and only you to use it, and you can make a wish once per jump.

Drop-In Items

Jewelry Set [100 CP]: Throughout her life Harper has wore and design countless jewelry's, and now, you have a copy of all the jewelry she has created up to the start of her high school life.

Training Wand [200 CP]: This is a training wand for wizards whose powers are not quite set. It is capable of single spell, however, even non Wizards can use it. The spell is by default, open things (even concepts such as hearts), but if you wish, the wand can come pre-enchanted with any single spell of your choice.

Magical Ring [400 CP]: You are in possession of a magical item that makes the wearer fearless. The prototype of the ring was prone to make the wearer far more susceptible to danger, however, this ring allows you to be aware of the danger, and act accordingly without fearlessness clouding your judgment.

Jumper and Dangerous [600 CP]: It appears a friend of yours has gone back in time, and written a book about your adventures in this world. You are now in possession of a copy of this book, which contains clues about important events that are to come, people that you are going to meet, and mistakes that you may commit along the way, however, beware, it appears your friend has taken some artistic liberties, and has changed the names of the people, as well as tweaked the stories ever so slightly to be more appealing to the masses so over relying on these books can be dangerous.



Strange One Items

Sandwich [100 CP]: You are in possession of one of the best sandwiches in New York, good enough to be considered for the official sandwich of Mets. You also receive the recipe to make more.

Magic Canceling Hat [200 CP]: A goofy looking hat that allows young Wizards to control their magic while their powers settle. It can also be used to suppress the magic of Wizards, and other magical beings, including magic of those from other worlds, in different jumps.

Potion Reagent [400 CP]: You are in possession of a box that contains the majority of commonly used potion ingredients (but not highly limited ingredients). The used ingredients replenishes weekly.

Smarty Pants [600 CP]: Let us be honest, there is always going to be someone more knowledgeable than you… well at least that would be the case if you were not wearing these pants. Wearing these pants gives the wearer superior knowledge on everything there is to know. But make sure to listen to the side effects of prolonged usage.



Evil Genius Items

Magazine [100 CP]: Every teenage evil genius needs a reading material they can use to ignore people. And now, you have a subscription to any magazine of your choice.

Magic Necklace [200 CP]: You are now in possession of a special necklace. This necklace is heart shaped, and it glows red when the wearer is in love with the person who put it on him or her. Great if you want to see your werewolf boyfriend is still in love with his Vampire Ex who happens to be your brother's current girlfriend.

Magic Carpet [400 CP]: An enchanted carpet that is used by Wizards of this world, serving as a form of transportation. The carpet is of Ottoman design, and can fly at speeds of 200 mph.

Time Machine [600 CP]: A time travel mechanism that allows Wizards to travel back or forward in time. You will need to set the date you want to travel to, and then pull the cord, just be mindful, changes to the timeline could be unpredictable, and you might end up causing drastic changes, such as renaming high five to Max, or less important changes like forgetting your best friend in the past.



Professor Items

Flash Cards [100 CP]: Justin Russo has been taking notes on every school subject since he was in kindergarten. And now, you have a copy of all the notes he has taken up to his graduation from high school. These include English, Spanish, geometry, algebra, calculus, biology, chemistry, physics, history, geography, politics, general knowledge, and even wizardry.

Monster Hunter Gear [200 CP]: You are in possession of any item a monster hunter trainee might need. This includes a monster location device that helps detect monsters, and their threat level. A costume to help you look cool while hunting monsters, and containment devices to detain captured monsters. It seems to be missing any weaponry monster hunters regularly used, that may be due to you not being a full fledged monster hunter quite yet.

Bermuda Shorts [400 CP]: In this world, Magic does not work in the Bermuda Triangle due to the magnetic current. However, Wizards has created these ugly looking shorts that allow for a Wizard to cast spells within the Bermuda Triangle. In the future jumps, this short allows you to have access to your magic regardless of any outside interference (ie. magnetic currents, enchantments, seals, lack of magoi, etc.). Also it is dry washer friendly.

WizTech [600 CP]: If nothing were to change, in the near future, Justin is meant to become the next headmaster of WizTech, the premier school for magical studies for the young Wizards of the Wizard World. But now, it seems the deed of the school is under your name. You own the school… how that may be possible if you are not a wizard is up to you, maybe your great great great great (after a couple of dozen greats) great grandfather owned the land where WizTech is located, or maybe you won it in a pool game against a drunk wizard, anything is possible in this world.



Adult Items

Instrument [100 CP]: You have a musical instrument. This instrument has been enchanted to allow even a complete beginner to play at professional level.

Milkshake Machine [200 CP]: The single greatest milkshake machine in the Universe. The rumors about the milkshake machine's existence is enough to bring advanced alien species to transverse light years and come to Earth in search of this incredible machine.

Sub Station [400 CP]: You are in possession of a relatively large building in Manhattan. At the bottom floor, you have a shop of your choice, if you wish, this could be a sub shop, an ice cream shop, or even a tech shop. In future jumps, you are in possession of a similar establishment. If you do not wish to operate this shop, you can of course rent it out.

Merlin's Hat [600 CP]: One of the most powerful magical artifacts in the Wizarding World. It allows anyone, even a non-Wizard to perform magic on par with the strongest Wizards in the world (this world) for a whole day, and the spellcasting does not require any prior knowledge, only simple intent is needed. In case of the Hat being destroyed, all the spells cast with it are undone. Normally, the hat can only be used one day and lose all its magical properties, but since you are using CP to get the hat, its powers reset at the start of each jump or 10 years, depending on whichever comes first.



COMPANIONS

Companion Import [100 CP]: Import one companion from your previous jumps. They gain an origin of their own and 600 CP. Or, you can spend 300 CP and bring up to 6 Companions, each one gaining an origin of their own and 600 CP to spend as they please.

Canon Companion [100 CP]: Do you wish to bring someone from this world with you? With this, you can bring a canon character along for your journey, provided they agree to follow you.

Dragon [100 CP]: Dragons in this world can be enchanted to look like ordinary animals, and now, you can bring one of them with you. Pick a real-life animal such as a dog, a cat, or even a platypus. You now have a dragon companion that is enchanted to look like that animal.



Best Friend [100 CP]: You have a very loyal friend. Your very own Harper or Zeke. They are smart, and willing to go to hell for you. You can bring them along as a companion.

Werewolf Boyfriend [200 CP]: You have a cute boy who seems to have a crush on you. He turns hairy from time to time. Oh, did I mention he is a werewolf? Alternatively you can have a Werewolf Boyfriend. You can bring them along as a companion.

Vampire Girlfriend [200 CP]: You have a cute girl who is a few thousand years old that seems to have a crush on you. Oh, did I mention she is a vampire? Alternatively you can have a Vampire Boyfriend. You can bring them along as a companion.

Giant Parents [200 CP]; Oh boy, it seems you have been adopted by giants. By no means are you a giant, you might not even be a wizard, but regardless you can bring your giant parents along as a companion- this counts as a single companion slot.

DRAWBACKS

Crossover [+0 CP]: Disney Shows were quite interconnected, there have been quite a few crossovers between the shows, indicating they are all occurring in the same Universe. Now can make any Disney Show from the late 2000s to early 2010s appear in this world.

Jalex [+0 CP]: This world is different from the one you are familiar with. Perhaps Jerry is a Full Wizard. Theresa might look like Eva Longoria. Max is actually a secret super genius. Harper may even be the fourth Russo sibling. Wait… Is- Is this one of those worlds where Alex and Justin are fucking in secret? You know what, that's just gross, but it's your choice. You can use this to go to any Fanfic of Wizards of the Waverly Place.

Beyond Waverly Palace [+0 CP]: Welcome to the year 2024. Justin, Alex, and Max are all grown up, Justin even married a redheaded mortal (not Harper) and had 2 kids. He somehow kept his powers but is hiding them from his family so they can have a regular life- at least he did until Alex shows up with a troubled girl. You appear on the day Billy comes to the Russo household.

Harper's Fashion Sense [+100 CP]: You dress in a peculiar fashion… You believe wearing a squirrel on top of your head is a viable choice of clothing. Hopefully you have friends who will not make fun of you… too much.

Hairy [+100 CP]: Are you- Are you a werewolf? Well, maybe you are, maybe you aren't, but regardless, you are extremely hairy to the point you look like a werewolf stuck in hybrid form. Everyone will notice, and most people will either laugh behind your back, or try to avoid you.

Annoying Sibling (Cannot Be Taken By Adults) [+100 CP]: Normally, you would have been an only child, but now, you seem to have an annoying sibling. He or she possesses all the perks and items of an Evil Genius, and if you have purchased the Magic Perk, they also have access to it. And if you did purchase the Magic Perk, this drawback gives you an **additional +200 CP**, because you will be forced to compete with your sibling in Wizard Competition to earn the right to be the Family Wizard. If you lose this competition, you will lose access to Magic of this World for the remainder of your Chain. Alternatively, your sibling is a canon character, not an evil genius, but a bonafide evil person (They do not receive any perks or items, but they are not above truly hurting you for their own gain or even

amusement). Roll 1d4. If you rolled one, TJ Taylor is now your brother. If you rolled two, Ronald Longscape Junior is now your brother. If you rolled three, Stevie Nichols is now your sister. If you rolled four, Dominic is now your brother. (PS: Your sibling will survive until at least the end of the Competition)

Racism [+200 CP]: Monsters in this world face a constant (and sometimes understandable) prejudice from Wizards. You now face the same prejudice whether you are a monster or not.

Cupid's Arrow [+200 CP]: Throughout the show, a lot of people (and monsters) have fallen head over heels for the Russo siblings, and now, so have you. Depending on your sexual orientation, you are either attracted to Justin, Alex, or both (if the Jumper is asexual, you are attracted to Max instead). You will do everything within your power to be with them, and listen to everything they say, even when it endangers your life.

Dancing With Angels [+200 CP]: Angels are real, and they seem to be interested in making you part of their tug of war. If you are generally a bad person, an invisible angel will be dispatched to make you act good, and if you are a good person, a dark angel will be influencing you to commit evil acts. And oh boy, if you are a neutral person, let mother nature help you because these two factions of angels will try to pull you into their sides.

Dead [+300 CP]: Well jumper, it seems you died and were resurrected as a Zombie. For the reminder of this jump you are stuck in the body of a rotting corpse. Any shapeshifting, illusion, magical, or technological methods you can use to change your shape or physical body cannot be used on yourself.

Monster Target [+300 CP]: Like Justin, you are a target of monsters. They will either try to date you, eat you, or probably both. Regardless, almost every type of monster will come after you. And beware, Level 6 Monsters such as Vampires and Mummies are capable of causing Full Wizards to cower in fear and run for the hills.

Out of the Chain [+300 CP]: You lose access to your outside jump perks, powers, and items. You also lose access to your warehouse as well as your body mod. You only have what you buy in this jump. If this is your first jump, feel free to get this drawback, this world is quite strange.

Break the Curse (Cannot Be Taken By Adults) [+400 CP]: During the jump, before your 18th birthday, a spell will be cast that prevents your parents from ever meeting. Once it is cast, you have 48 hours to undo this spell, if you cannot, you will be erased from existence. (PS: You will not remember taking this drawback until the spell is cast)

Enemy of the Wizarding World [+400 CP]: Maybe you are a Level 6 Monster, or maybe you are a wizard who has committed an unforgivable crime, for whatever the reason, you are now the most wanted person in the Wizarding World.

Wrath of Mother Nature [+400 CP]: Mother Nature is the goddess of life, fertility, weather and natural forces, and undoubtedly the most powerful magical being in the Wizards of Waverly Place Universe. She is the one who keeps the balance of the natural forces of Earth, and she has deemed you to be a threat to the natural order. She will do everything within her power to take you down.

ENDINGS

Well, you survived your 10 years here. All drawbacks are revoked. And there's just one choice left now.

Return: It's been fun, but this universe has reminded you of the importance of family... It's time to go home.

Stay: Go home? This is your home now, and so you'll stick around here. Besides, with the wonderful magic hidden in this world, it's bound to be exciting.

Move On: You've had your fun here, but now it's time to move on. There's other worlds to see, explore, and perhaps even save. Good luck.

CHANGELOG

v1.0: Initial Release

v1.1: Changed Images (Maybe a little more, can't remember for sure).

v1.2: Added Changelog. Added *Crossover*, *Jalex* and *Beyond Waverly Place* Drawbacks. Added *Oracle* Perk. Added *Helping Hand* Item. Added quite a bit of companions. Changed Images. Changed *Annoying Sibling* Drawback. Changed the cost of *Plastic Balls* item from 200 to 300 CP. Changed the cost of Vampirism perk from 400 to 300 CP.