Harry Potter

You have been accepted to **Hogwarts School of Witchcraft and Wizardry**.
You gain **+500 CP** that can be spent in the General sections or can be saved to be used in any other **Harry Potter Mini-Jump** from this **Jump Document**.

Time, Age, Race and Gender:

This Jump officially starts on the 23rd of June 1991 and for the duration of this Jump you will not be able to change your age and after your initial choice you can not change your chosen origin. You will be a human ***(Unless a Half-Magical Race reserved Perk has been taken)*** with a gender of your choice, being 11 years old on the 1st of September causing you to start Hogwarts in the same school year as the famous Harry Potter.

Origins:

Hogwarts School of Witchcraft and Wizardry is divided into four Houses and each student is sorted into the house they are best suited for when they start school. You must choose a house to act as your origin but may be sorted into another house when you join and the hat sorts you. You can choose to be Drop-In or have a history provided.



Founded by **Godric Gryffindor**, this house values bravery, daring, nerve, and chivalry. **Minerva McGonagall** will be the Head of Gryffindor during your stay.



Founded by **Helga Hufflepuff**, this house values hard work, dedication, patience, loyalty, and fair play. **Pomona Sprout** will be the Head of Hufflepuff during your stay.



Founded by **Rowena Ravenclaw**, this house values intelligence, knowledge, curiosity, creativity and wit. **Filius Flitwick** will be the Head of Ravenclaw during your stay.



Founded by **Salazar Slytherin**, this house values ambition, leadership, self-preservation, cunning and resourcefulness. **Severus Snape** will be the Head of Slytherin during your stay.

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General:

Any options marked with a ***** can be "***Reserved***", making them **Mandatory** purchases when you either start that Mini-Jump but granting you the non-fiat canon variant at the beginning of this Jump.
It may be worth searching for the ***** markings now if you think you will want one. There are other **symbols** that indicate the purchases are required for other rewards.

General Perks:

The Perks in this section can be purchased at any point during the Jump.

You're a Wizard - Free

You have the ability to perform magic as if you were a young wizard from this setting, requiring you to learn how to cast spells in order to use it. You will fit into one of the three statuses of wizardkind: pure-blood, half-blood and Muggle-borns; this won't affect you mechanically but it may have a narrative effect. You may choose which of these you are unless you take the **Self Insert** or **Mudblood** drawbacks. If you have taken the **Muggle** Drawback you cannot use this Perk in Jump.

Casting - Free

This is not the magical variety but a one off choice, before the Jump starts you may use this **Narrative Perk** to receive a mental list of all canon named characters and their appearances at points throughout the series. You may use this information to recast any character as someone else even if they were not on the list so long as they are within the age range and gender of the character. When combined with other **Narrative Perks** you could change other details and then recast allowing for a situation where, if you have the sense of humour to do so, Cedric Diggory could be played by an age appropriate Kristen Stewart.

Empath -100 CP

Through this magical empathy you are able to sense, feel, or otherwise experience the emotions, or emotional experiences, of the people around you.
Using this you can easily determine when the emotions of others are false and bypass any Occlumency capabilities they have to see their true emotions.

Nonverbal Spellcasting -100 CP

You have learned how to perform nonverbal spellcasting, a method that allows you to cast spells using intention instead of incantations.

Using this Perk you are able to perform nonverbal magic normally this would reduce the potency of the spell being cast but with this Perk you will no longer have that issue.

Wandless Magic -200 CP

You have learned how to perform magic without the use of a wand.

Normally not being able to channel magic through a wand would make spells less accurate and less potent but with this Perk you will no longer have that issue.

Seer - Free/-100 CP/-200 CP/-300 CP ❋

For **Free** you will have a talent for divination and be able to deliver partial prophecies in line with educated guesses. Each rank of this perk will improve your divination talents.

For **-100 CP ❋** you will be able to go into a trance-like state and make accurate prophecies of the future though you will not recall what you have said.

For **-200 CP ❋** you will have full recollection of your predictions, however you will not remember any of the actions or consequences related to the prophecies.

For **-300 CP ❋** you will be able to randomly but beneficially look into the past and alternative/potential futures. You can also project an image of any visions you have seen.

Counter-Tracking -400 CP

Whenever a form of tracking or information gathering is being used on you it will be added to a mental list which will make you aware of it and its location. You will be able to block any of these methods and if it is a form of device or item you can sabotage it to give false readings or sabotage the device in any way you could if it were physically in front of you.

General Items:

These items can be purchased at any point during the Jump with consumables restocking once a year and Items that are lost or stolen returning to you once a week.
Though not all of these Items are magical in nature they have all been found in Britain.

Wand - Free

To perform controlled magic, almost all wizards/witches need to use a wand, although some learn the advanced skill of wandless magic in later life.
Your first wand is **Free** and comes from Ollivanders with a trace while in any of the Mini-Jumps until you have come of age in-universe. You can use the **Wand Builder** near the end of this document to customise your wand and can gain **+100 CP** for rolling all options on your **First Wand**. You can purchase additional Wands for **-50 CP** or **-25 CP** if you roll your wands customisation they will be unregistered and appear in your warehouse. You can only purchase canon wands prior to the start of the first Mini-Jump and other than the **Elder Wand** any canon wand can be purchased here.
Purchasing a canon wand will remove them from their canon owners and locations.
If you purchase the canon wand of a character you selected with **Self Insert** you may have your canonical wand set as the registered wand you officially gain from Ollivanders.
If the **SpeedRun** has previously been completed you may take an additional wand for **Free**.

Personal Broom - Free

You may choose **1** sports broomstick constructed prior to 1990 for **Free** such as the **Cleansweep Six**, the **Nimbus 1700** or the **Comet 260** but all further purchases cost **-50 CP**. This broom can also be commanded to shrink/grow on command, turning into a miniature model which can fit in your pocket or back into its full size.

Magical Portrait - Free/-50 CP

You may select any picture or portrait that you know of and receive a magical wizarding variant where due to enchantments placed on portrait the subject is animated, changing with the time and seasons or if it is a portrait of a person it will become a semi-sentient imitation of them.
The first purchase is **Free** with all further purchases being **-50 CP**.

Gold Galleons - Free/-50 CP

For **Free** you will gain a magically expanded pouch that contains **£1,000** worth of wizarding currency broken down into the following amounts:

- **4,930 Bronze Knuts**
- **170 Silver Sickles**
- **180 Golden Galleons**

This pouch can only contain wizarding currency and can increase the amount of wizarding currency tenfold by paying an extra **-50 CP** each time.
Every year the pouch will gain the purchased amount of wizarding currency.

Anti-Cheating Quill -50 CP

This Quill has a Spell placed on it in order to make it impossible to use it for cheating.

Auto-Answer Quills -50 CP ⁂

This Quills is enchanted so that it can be connected to any book, library or database and auto-writes answers to written questions based on the contained information.

A Spell-Checking Quill -50 CP

This quill is enchanted to correct an individual's spelling errors. As the charm's potency decreases over time, its effects might backfire, leading to correctly spelled words becoming misspelt.

Flying Furniture -50 CP/-100 CP

You may select a piece of furniture to be enchanted to fly, allowing for you to travel to a destination through the air. Typically, choosing a rug or carpet aids in the comfort of transport but more robust objects such as a trunk can be chosen for a greater sense of safety. The first purchase costs **-50 CP** with all further purchases being **-100 CP**.

Blood Adoption Potion -100 CP

This purchase gives you a 3 pack of potions that are replaced once a week. They require two drops of blood, one from each willing adult becoming a parent. You may substitute one or both for a drop from a completed potion making the donors the grandparent instead. When drunk the drinker will legally, magically and biologically become the child or grandchild of the original donors.

Probity Probe -100 CP

This device is a type of magic detector that looks like a golden car antenna.

If it is waved in front of a person it will detect concealment spells or hidden magical objects and post-jump it can detect any type of concealment transmitting to you whatever information it detects.

The Quill of Acceptance/Book of Admittance -150 CP ❋

This magical quill detects even faint sights of magical ability in children and attempts to inscribe their names in a large parchment book known as the Book of Admittance.

The Book of Admittance refuses to allow the quill to write in it until sufficient evidence of magical ability is displayed, thus guarding against Squibs being incorrectly admitted.

Post-Jump you can alter this to pick up other types of supernatural abilities such as picking up the signs of potential Jedi.

Metal Wand -200 CP

An odd-looking sonic tool like the one found on Barty Crouch Jr., it seems not to be a real magic wand but instead some kind of screwdriver.

Excalibur -600 CP (Requires - True Heir of Pendragon)

Only those with the **True Heir of Pendragon** Noble Heir perk can draw this fae forged blade from any sheath it is placed in and will thereby mark them as the King or Queen of magical England.

Though this blade comes with a sheath any type of sheath it is placed in gains a magical protection preventing most methods of damaging it.

Anyone injured by the blade will be mortal to those wounds meaning that mortals, immortals, machines, unliving and undead will all fall to lethal wounds caused by this blade regardless of how corporeal they are.

The wounds caused by this blade prevent accelerated healing for a short period of time and if someone dies with these wounds is resurrected they will retain their wounds most likely dying if they do not get medical attention.

Trunk Mansion -400 CP

If someone with permission opens this trunk they will find a ladder going down into a 4 floor mansion with magical utilities in line with Muggle items, complete with its own self-maintaining clean supply of water and air. The outside area is as tall as the mansion and 8 square miles of garden in an artificial environment which can be used for farming. While the Trunk is open it can't be moved with any force less than what would be needed to move its contents and when closed it will be light as an ordinary trunk. If this Trunk is opened by anyone without permission it will be identical to the mundane furniture. If the trunk is destroyed a new trunk will be created in the closest safe location to the previously destroyed one to act as an entrance and exit.

Blue Police Box -1000 CP

An odd blue telephone box that was found in the back of Ollivanders that is bigger on the inside and seems to have some method similar to a time turner and Apparition that allows it to move through **Time And Relative Dimension In Space**.
Problematically there aren't any instructions on how to use it.

General Companions:

Companions cannot purchase Companions.

Import Companion -50/200 CP

You can import companions into a Mini-Jump for **-50 CP** each or eight for **-200 CP**.
Each companion gains an origin and **+300 CP**.

Returning Import -100 CP

For a payment of **-100 CP** you can import all companions who were imported into or recruited from the previous Harry Potter Mini-Jump into the active Mini-Jump.
Each companion retains their origin and gains **+300 CP** for this Mini-Jump only.

Canon Companion - Free/-100 CP

You may take any willing and well-informed canon character as a companion for **Free** or pay **-100 CP** each to select a canon character to automatically become a companion.

General Drawbacks:

These Drawbacks can only be purchased at the beginning of the Jump and will affect all of the **Mini-Jumps** in this Compilation.
Any **CP** gained from this section can be used either on the General sections or can be saved to be used in any other **Harry Potter Mini-Jump** from this **Jump Document**.

Book Continuity - Free - [Incompatible with "AU OH NO!"]
You can select any aspects of the continuity from the Books that do not exist in the movies and make them canon, such as if Padma Patil is in Ravenclaw or Gryffindor.

Fan Fact - Free - [Incompatible with "AU OH NO!"]
You can select any fan theory and anything not directly stated within the original Harry Potter movie series and select for it to be canon within your Jump. Theories must be compatible with the franchise. Similarly, contradictory, illogical or inconsistent lore may be resolved in the way you choose through this option

Self Insert - Free
You can choose to replace any canon character in Harry's age bracket in Hogwarts gaining their body as a new Alt-Form, their knowledge of their life so far, any skills they have and your first wand can be their canonical wand. The **Mudblood** drawback will limit your choices. If taken with the **Casting** drawback you can alter the inserts body to genderswap and or make the choice to look like any of your human Alt-Forms while still taking their place in the story. Followers and companions may take this drawback, becoming viable for any character specific companion purchase that the selected character is eligible for.

Early Start - Free
You may choose to start this Jump up to 11 years before the start of the first film as an age appropriate child going so far as to be a new born baby.

Mudblood +100 CP

Your parents were both muggles; it's not much of a problem now but might result with problems in later years.

The Other Boy Who Lived +100 CP - [Incompatible with "AU OH NO!"]

It seems that Harry is no longer the one the Dark Lord marked as his equal and instead Neville Longbottom somehow survived the killing curse stopping Voldemort.

Muggle +100 CP

Any Perks that allow you to access Harry Potter style magic will be disabled.
Unlike most other drawbacks this gives you an extra **+100 CP** in each Harry Potter Mini-Jump in this document.

Alone +300 CP

For the duration of this Jump you can not import any out of Jump companions or followers with the option of them being frozen in stasis for the duration of the Jump.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Powerless +300 CP

For the duration of this Jump all out of Jump perks, powers and abilities other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Empty Handed +300 CP

For the duration of this Jump all out of Jump Items and Warehouse options other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Harry Potter and the PS1 Game +500 CP/+1000 CP

It seems that there is something wrong with this jump and instead of it being the movie universe you are instead in a PS1 game.

For **+500 CP** this means that what you see of the world will be blocky with flat textures on the floors, walls and people who are now complex NPCs.

For **+1000 CP** the entire world will function as a **PS1** video game of the Harry Potter World with events forced to stick to a linear plot with optional time sensitive subplots; you will not gain a lives system or any of the in-game power ups however there may be collectibles that do nothing.

You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

19 Years Later +500 CP

It seems your time in this jump will be much longer than expected as you must wait another 19 years until the 1st September 2017, the day Albus Severus Potter was supposed to board the Hogwarts Express for the first time.

The Cursed Child +500 CP (Requires “19 Years Later”)

It seems that you are going to stay longer than September as someone has been messing with time; normally these events would not take place however with this drawback they will occur even if specific people have not been born.

During the 2017/2018 school year you appear in an alternate timeline, one where Voldemort has won the second wizarding war.

In order to finish this Jump you must undo what has been broken either by fixing the world or by restoring the past.

AU OH NO! +1000 CP

You are not in the canonical story of Harry Potter but an alternative universe randomly created from all the FanFictions and Fan Theories.

Perhaps Harry is no longer the boy who lived, it could be that Dumbledore is a secret dark lord, there may be other people who isekai'd into this world as main characters or new ones and the most heinous possibility of all - Dolores Umbridge could actually be in the right! You won’t know which until you’ve started the Jump and find out.

Pre-Jump Scenario:

You may take this scenario or leave it be.



Hogwarts Mystery

It seems you will be starting Hogwarts a little early, seven years to be precise, attending Hogwarts School of Witchcraft and Wizardry between 1984 and 1991 leaving school the months before Harry Potter joins. You gain an extra body that you are mentally connected to with all the **General Perks** you purchased and extra purchase of the **Free** items. You the body which takes the role of **Jacob's sibling** for the events of Hogwarts Mystery. To complete this scenario during the seven years at Hogwarts you must break into every one of the five Cursed Vaults and destabilise the dark organisation R.

By completing this scenario you gain the **Extra Body** companion. If taken during the **SpeedRun** this Scenario will be one year before the start of the **SpeedRun** Year however you must complete the scenario during the year of 1984 and gain an extra **+500 CP**.

Extra Body ♊

You are able to parallel control this body while controlling your original. This body will retain its **Perks** and **Items** from this jump as well as its history and customisation as **Jacob's sibling**. In future jumps this Extra body can be imported as a **Companion**.



This is where your journey to **Hogwarts School of Witchcraft and Wizardry** will begin. You start this Jump on the 23rd of June 1991, the eleventh birthday of Dudley Dursley.

You gain **+500 CP** that can be spent on the **Philosopher's Stone Mini-Jump** or saved to be used in any other **Harry Potter Mini-Jump** from this **Jump Document**.

Perks:

For each **Origin**, the **100 CP** Perk is **Free** and the others cost 50% of their initial price.

Difficult. Very Difficult. -100 CP

Whenever someone has to make a specific decision you can use this Perk to influence them, causing them to doubt themselves and become confused over what the correct or best answer is. This can cause the target to stall for years over even a simple decision making every option seem equally viable so long as you don't want them to have a single answer. This Perk can only affect a single question at a time but can affect everyone trying to answer it.

Our New Celebrity -100 CP

At the start of every Jump you can choose to be famous for a vague reason; you can choose how your fame is perceived by the public but not what it is for.

Gryffindor

Godric's Guts - Free - Exclusive
Though you may feel fear you will never allow that fear to control you as this Perk allows you to fight off any fear, even a supernatural fear that would normally paralyse or kill someone.

I think I can tell the wrong sort for myself -100 CP
You can always tell when others have malicious intentions towards you, even when they have the friendliest of smiles.

Swish and Flick -200 CP
You have perfect wrist control allowing you to wield your wand like a master, this allows you to cast spells with incredible precision and strengthens your hand eye coordination immensely.

You don't even know how to fly? -400 CP
You now instinctively know how to drive any vehicle regardless of if it's magical, technological or something else entirely.

The Boy-Who-Lived -600 CP ⚠
No tool of **instant death** can end your life, neither the killing curse nor a mandrake cry, not even a staring contest with basilisk can kill you however these instant death techniques may leave you with a scar.
Keep in mind you can still fall victim to any non-instant killing methods such as regular poison, mundane weapons or blood loss.

Hufflepuff

Helga's Heart - Free - Exclusive
The harder you work the lower the basic burdens you will face. This includes things such as reducing the damage from physical effort, reducing the strain from any mental efforts and even just reducing the likelihood of unlucky happenstance hindering your process.

Thanks'ssss -100 CP
A good deed is its own reward but everyone will always appreciate when you are kind to them and this kindness will always come back to you somehow even if you don't realise the connections.

It'll taste fine all the same -200 CP
You are a damn good cook and anything you make will taste good and remain unspoiled even if it goes through less than sanitary storage conditions, so no need to worry about food poisoning.

Appreciate it if you didn't tell anyone about that -400 CP
So long as no one official is around you can choose to keep any infractions of the rules a secret and everyone involved will help you to keep it a secret.

I should not have told you that -600 CP ♣
You always know when you have told someone something you shouldn't have and so long as you choose to do so within 5 minutes you can remove the knowledge of what you have told them from their mind while remembering the conversation yourself.

Ravenclaw

Rowena's Reasoning - Free - Exclusive
Any information that the user gathers can be adapted into their already existing knowledge base allowing them to instantly incorporate and understand a subject by subconsciously associating it with another subject they are already comfortable with.

Give it a wave -100 CP
You can quickly come up with a simple test to see how compatible anyone is with any type of tool you touch, however you may not be able to control the amount of mess this test makes.

I should have known you would be here -200 CP
You can always recognise someone even if they are in a disguise or have transformed into a completely different form.

Are you sure that's a real spell -400 CP

You can always tell when someone is making something up on the spot or when something they believe to be academic fact is something they have wrong or have been misled about.

Standard book of spells chapter seven -600 CP ♠

At the start of each Jump you gain the passive knowledge of any basic academic knowledge that would be found within any subject books for an 11 year old whether that be secondary school mathematics or Hogwarts defence against the dark arts, this updates each time you enter into a new grade of learning granting you all the knowledge that a beginner of that grade should know or learn from the related subject books.

Slytherin

Salazar's Spirit - Free - Exclusive

The user's thinking capacity is enhanced, enabling them to instantly adapt to any change in a situation, letting them instantly determine how these changes give them opportunities, benefits or disadvantages while remaining calm and collected.

There's more than werewolves in those trees -100 CP

You will always know when you are entering the territory of dangerous things and which of those dangerous things are the most dangerous to you personally.

How to be spoiled -200 CP

You know when and how to make selfish but flawless arguments, pointing out specific points to get your way and emphasising with perfect accuracy the negative potential outcomes to all involved for the choices that don't benefit you, while being able to explain all the benefits of those that do.

Where your loyalties lie -400 CP

You can tell when someone is not on your side and when someone else is their ally even when they are pretending to be enemies.

He who shall not be named -600 CP ♦

At the start of each jump you gain a powerful name. Regardless of if it is a nickname, a pseudonym or a title it is one of fear and awe. Those who know of this name will find it impossible to use it when referring to anyone else.

Whenever someone tries to speak this name you can force them to feel fear and dread causing them to be more submissive and pliable to your intentions.

Items:

Consumables restock once a year and Items lost or stolen will return to you once a week. All **-100 CP** Items will restock once an hour.

The first purchase of a discounted Item is half price with **-100 CP** Items being **Free**.

Further purchases of an Item after the first is full price with Items marked **Free** costing **-50 CP**.

A Pair of Thick Woollen Socks - Free

Just like Dumbledore wanted for Christmas. These socks are always warm, clean, comfortable and are magically fitted to always be the right size and shape to fit your feet.

Pewter Cauldron - Free

A Standard Size 2 Pewter Cauldron made from pewter, a metal alloy made up of mostly tin that is deemed the ideal cauldron for starters. This particular cauldron is auto-cleaning after it's been emptied and will repair itself back to pristine condition within an hour should it be damaged by potion accidents.

Unicorn blood -200 CP

Both blessed and cursed, the blood of a unicorn can extend the life of the dying keeping even the drinker alive even when an inch from death, normally due to slaying something pure and defenceless to save yourself, you would have but a half-life, a cursed life, from the moment the blood touches your lips.

Luckily for you this self-refilling bag of blood has been ethically sourced, preventing the curse from taking effect.

Gryffindor

Chocolate Frogs -100 CP ♨
A very popular wizarding sweet made from chocolate in the form of an animated frog. These sweets come with a collectible card of a famous witch or wizard in each pack. These cards update with a new series each Jump showing all the famous magic users of that world. You get one new chocolate frog pack (plus the card in it) every day each time you've either thrown away the previous frog package or unwrapped it. The chocolate frog does not spoil.

Remembrall -200 CP
A magical glass ball that contains smoke that turns red when its user has forgotten something. The smoke will turn clear once whatever the user has forgotten is remembered. This one will be returned to you via various methods if it should be stolen or lost.

Nimbus 2000 -400 CP
The Nimbus 2000 is a broomstick produced by the Nimbus Racing Broom Company as part of their successful line of racing brooms. At this point in time it has just been released and is the fastest broomstick in production.
This Nimbus 2000 has been modified so that it automatically activates basic Counter-spell runes whenever it or its rider have been targeted by hostile magic.

Cloak of Invisibility -600 CP ⚠ ✻
A magical artefact used to render the wearer invisible, it can be one of the rare commercially available invisibility cloaks or take the place of the fabled Deathly Hallow completely clean of any tracking or compulsion charms the original may or may not have. In Jump this can become an independent copy or it can replace the **Cloak of Invisibility**, absorbing it and either appearing in its place or in your possession.

Hufflepuff

Bertie Bott's Every Flavour Beans -100 CP ♨

These sweets are almost the same as Muggle jelly beans, except the range encompasses every flavour imaginable.

There is normally no way of telling for sure what flavour any given bean has without tasting it, however any packs retrieved in this way can have up to the first 10 beans in flavours you choose before opening. You get one new pack every day after the previous pack is opened.

Magic Rowboat -200 CP

This self rowing boat comes with a lantern staff and will either move to a pre-programmed location or if one has not been set it will move in the direction the lantern points. This rowboat can also be commanded to shrink/grow on command, turning into a miniature model which can fit in your pocket or back into its full size.

Let the feast begin -400 CP

You have a magical table large enough to hold 10 people.

Three times per day by saying the magic words “Let the feast begin” you are able to fill the table with a full course meal for each person sitting at it.

This food will be to the same quality as if you had personally spent up to an hour cooking each meal.

Mirror of Erised -600 CP ◉

The Mirror of Erised is a magical mirror that shows the viewer their deepest and most desperate desire that is held in their heart. The mirror is also enchanted so that it can store and perfectly hide anything within it and set conditions for others to access the Items within, such as only those who seek the Item but do not plan to use it may retrieve it.

Ravenclaw

Liquorice Wand -100 CP ♨

This tasty Liquorice Wand can come in many flavours and is actually able to function as a low quality magical wand that is only able to cast a single spell before it bursts into flames leaving only burned Liquorice. You will get a new liquorice wand with any Liquorice flavour of your choice an hour after eating, loosing or using the wand.

Wizard Chess Set -200 CP

A magical variant of the classic board game Chess where the pieces have been enchanted to move on their own accord when commanded by the player. When a piece is taken, the losing piece is smashed by the winning piece.

Don't worry, all the pieces reassemble themselves after the game is over.

This particular set is especially fancy and meets chess tournament regulation standards, it also folds up and has a shrink/grow command spell built into the folding mechanism, allowing it to shrink down into a keychain-sized miniature chess set or expand back into its full size when opened/closed.

Hogwarts Acceptance Letter -400 CP

A letter of acceptance to Hogwarts School of Witchcraft and Wizardry written in green ink, sent to British wizards and witches prior to their first year at Hogwarts.

This letter will confirm your acceptance to any similar schools in any future Jumps regardless of the limitations that would normally prevent you from attending them.

Philosopher's Stone -600 CP 9¾

This ruby-red stone is a legendary alchemical substance with magical properties created by Nicolas Flamel. This can be used to create the Elixir of Life, which can grant the drinker immortality from ageing, as well as transform any metal into pure gold.

Slytherin

Cauldron Cakes -100 CP ♨

A popular wizarding cake with a healthy surprise, the jam filling of each delicious treat contains a little Wiggenweld Potion meaning that eating one will patch up all your bumps and bruises.

Optionally you can get the many other jam flavoured cakes even the versions that don't have Wiggenweld Potion in them.

You get three mini-cakes to start with and you get a new mini-cake every day each time you've either lost the previous cake or eaten it. The mini-cakes do not spoil.

Quidditch Set -200 CP

This lockable box contains two Bludgers, one Quaffle, one Golden Snitch and two Beater's bats. Some of these balls are enchanted so that the Bludgers try to knock the players off of their broomsticks and the Golden Snitch flies around the Quidditch field at high speeds. You can set these to operate as ordinary, regulation sports equipment or you can turn on the "cheats" so that the bludgers are extra aggressive against the other team.

Hogwarts Express Ticket -400 CP

This ticket dynamically changes into anything required to allow you Free full access to any transport network both in the wizarding world of Harry Potter and beyond at whatever the "maximum" luxury standard is available. It will reappear in your pocket after use (in case it's taken) and restore itself to pristine condition (in case it's punched or marked etc) after you leave the transportation system in question.

Vault Key to Gringotts -600 CP 🏦

This key is paired to your own vault in Gringotts Bank; when you first enter this vault you gain an identical copy as a warehouse attachment. This vault is full of enough nondescript wizarding treasures both magical and mundane to make you the richest wizard in the world. In each future Jump this key will be connected to a new secure treasure cache that only this key can open. Once found, your warehouse attachment will gain the new vault's security features and unify it with the pre-existing features.

Companions:

Import Companion and **Canon Companion** are in the **General Companions** section.
Companions cannot purchase Companions.

The only family he has - Free
You gain the Dursleys or an equivalently horrible family of muggles as a set of companions.

Familiar - Free
All students may bring if they desire either an owl, a cat or a toad.
If you have taken the **Self Insert** drawback for a character with a canon animal companion you can choose their canon animal companion and can choose to grant it near human intelligence.

Norbert -100 CP
Norbert is a baby Norwegian Ridgeback who was later renamed Norberta when they found she was female. By purchasing this option you may choose to have an unhatched dragon's egg or newly hatched Dragon who will be affectionate towards you regardless.

You, who have never known your family -300 CP *
You may select any in-universe family member who could be alive at this time period and gain them as a companion. If you have taken the **Self Insert** drawback and that family member is dead this will retroactively revive them.

A Twin Thing -200 CP/-1000 CP/-1100 CP ♊
For **-200 CP** you have a semi-customisable in-universe twin who can be identical or non-identical. If you take the **Self Insert** option you can choose for your twin to be the original character you have replaced.
For **-1000 CP** you gain a second body you control at the same time as your own body, this second body can be your in-universe twin or an identical body that starts in your warehouse and can be imported into future Jumps as an additional **Companion**.
Both options can be purchased for a total of **-1100 CP** giving you a total of one twin companion and one additional body. From this you can choose to become triplets or simply twins with your extra body starting in the warehouse.
Neither option can be purchased twice limiting you to one of each.

Scenario:

To take this scenario you must have completed the **SpeedRun Gauntlet** and picked the **Restart** option from the **Gauntlet Ending Choice**.

Hat's Off

For this Scenario during the sorting ceremony you must be sorted into all four houses simultaneously and this decision must be accepted by the Headmaster and all Heads of the Hogwarts Houses.

Reward:

As you are in each of the four houses you will gain a **Partial-Origin** for each house. These **Partial-Origin's** allow you to gain discounts for any purchase that would be **Free** with that discount applied. You also gain a refund for any purchases you have already made that would be discounted with these **Partial-Origin's**. Each **Partial-Origin** will count as a full **Origin** for any **Meta Perks.**

Drawbacks:

You may take as many drawbacks as you wish but the points can only be spent in this Mini-Jump except as otherwise specified. After this year of the Jump these drawbacks will be removed but if you continue into the next one whatever was fact will continue to be so.

A Specific Scar +100 CP ϟ

You have a scar on your forehead. It's not very important now but it might be one day.

You must be a Weasley +100 CP

You are ginger and people think you're a Weasley. Good luck.

Mental that one +100 CP

People are always saying horrible and often hurtful things about you whenever they think you're out of earshot.

Abusive family +100 CP

Your family are reactionary, prejudiced, narrow-minded, ignorant, bigoted and you always seem to be the target of their abuse. To make matters worse, everyone seems to be fine with their actions.

Not Slytherin +100 CP

Regardless of what origin you choose you will get put into the house you least want to be in, though this will not affect your discounts that will be your house for the duration of your time at hogwarts.

Trevor +100 CP

Every time you start a speech a toad will appear before you without you noticing, causing another student to interrupt you and make you lose track of what you were saying.

I think she heard you +100 CP

You will forget you took this drawback.

Any time you say something mean about someone they will overhear you and probably get upset.

Can you imagine the look on McGonagall's face +200 CP

Any time you break a rule, someone responsible for enforcing that rule will appear and catch you in the act.

Two Faces +600 CP

Quirrell never found the monstrous husk of Voldemort and no longer has his face on the back of his head.

But it had to go somewhere; now it’s on the back of yours - good luck getting rid of it.

End of Mini-Jump

This Mini-Jump ends when you return home from Hogwarts at the end of the school year. Any relevant Mini-Jump-only drawbacks end. You now have the summer off and you can either spend your time in jump or optionally go on another jumpchain adventure while this jump is paused.

If/when you return you must select "**Next:**" and continue onwards with the next Mini-Jump in the series.

Next:

You continue into the **Harry Potter and the Chamber of Secrets Mini-Jump**.



You have returned for another year at Hogwarts with this jump starting after the summer on the 23rd of June 1992, with no measurable time passing since you were last here or perhaps you never left.

You gain a **+500 CP** stipend to be spent specifically on this **Harry Potter and the Chamber of Secrets Mini-Jump**. Although you may not have your previous drawbacks you will continue being who you were previously and retain any scars you may have gained.

Perks:

For each origin, the 100 CP Perk is Free and the others cost 50% of their initial price.

He transferred some of his powers to you -400 CP

Whenever you incapacitate or kill an opponent you may choose to gain a fragment of their power allowing you to do the things that they can, including abilities thought to be unique to them.

Gryffindor

What did he say dear? -100 CP
You have gained a plot relevant sixth sense allowing you to know how and when you should make a mistake to benefit the narrative the most, as well as sense the likely danger level of the events you put into motion.

What terrible things, who's plotting them -200 CP
Whenever someone makes plans that puts you in their crosshairs a member of their organisation will try to warn you. They may not be able to give you any details but they can try to warn you about it.

Harry Potter freed Dobby -400 CP
You instinctively know when someone has been brainwashed, mind controlled or otherwise enslaved as well as the ways you can safely free them.

Help will always be given to those that ask for it -600 CP ♥
Once per Jump or once per ten years, whichever is sooner, if you are in danger you may call out for aid and something or someone that can solve whatever issue you are facing will appear before you.

Hufflepuff

That was very wrong indeed boys, very wrong of you -100 CP
You are an expert at secretly praising people, being able to give a scolding that has no further meaning to the people who it isn't meant for but for the people you are praising they can hear the slight differences between the lines that tell them how well they did.

Follow the spiders -200 CP
Whenever you need answers you will find a very clear line of clues that if you follow them will point you in the right direction, so long as you recognise the clues when you're looking at them.

Longbottom's been neglecting his earmuffs -400 CP

Any abilities you possess can on your command supersede any protective equipment that has been created to prevent it including earmuffs, clothing, and armour.

Be thankful it's not your neck -600 CP ⚠

Up to ten times per day should you take serious harm, something undamaged being carried on your person will be broken instead, so rather than breaking a leg it's your shoes instead. Each of the ten protection slots will take 24 hours to recharge and new Items to break.

Ravenclaw

I must ask you not to scream -100 CP

You know exactly how to make almost anything sound dangerous: from the lowliest of dust bunnies to the fiercest of flannels, whenever you want others to see something as deadly you will find the words.

Most muggles aren't accustomed to seeing a flying car -200 CP

Yet they don't seem to have an issue when you drive them. Anytime non-magic folk see you performing supernatural acts such as casting magic you can choose for them to think it's just a trick. If you're driving a magical flying car the onlookers may think that it's a movie prop on wires, a novelty helicopter or a new high tech car that they might be able to buy in a few years, but all in all completely normal.

I'm rather gifted with memory charms -400 CP

You have an excellent memory and have memorised all of the mind relating spells and charms to such a degree that even if you were a muggle you could use this knowledge to replicate the effects of the spells without magic.

I know exactly the counter curse -600 CP ♠

You have an amazing reactionary calculative capability when it comes to curses, knowing exactly the best method to avoid or reflect a curse; you could even figure out that a sleeping girl needs a true love's kiss and who would qualify as true love for her.

Slytherin:

That's why I kept him upstairs -100 CP

When something has gone wrong you know how best to verbally spin it to make yourself look sympathetic or even heroic in the right situations, even when something has gone terribly wrong.

Scared Potter -200 CP

Just by being within the perception of someone you can choose to force a feeling of fear into them either directed towards yourself or someone or something else. The maximum dread you can instil in something is proportionate to the power you have over them.

You'll never catch me Potter -400 CP

You can select a single person and have a bubble of force around you that is always keeping them slightly away so that you are always just out of their reach; at will you can change the target of this effect.

Parseltongue -600 CP * ⚯

With this the user can speak the language of serpents as well as other magical serpentine creatures, like the Runespoor and Basilisk, allowing the user to question and control them to a certain degree.

A secret few know is that when a spell is cast using Parseltongue the magic is more potent, enhancing the effects of the spell. An even greater secret is that contrary to their reputation when a Parselmouth casts healing magic using Parseltongue it is even more enhanced than any other type of magic.

Items:

Consumables restock once a year and Items lost or stolen will return to you once a week.
The first purchase of a discounted Item is half price with **-100 CP** Items being Free.
Any further purchases of an Item after the first is full price.

Floo Powder -100 CP ❋

A bag of a near limitless amount of glittery magical powder used by witches and wizards to travel by Floo Network.
In future Jumps you can use this even without a Floo Network to travel between any two chimneys or active fires, so long as you know where you're going.

The Chamber of Secrets -400 CP 9¾

This perfect copy of the Chamber created by Salazar Slytherin becomes a warehouse attachment.
It is home to an ancient Basilisk who will function as a follower that can be imported as a companion in future Jumps.
She is fiercely loyal to you and has made you immune to her gaze and as a basilisk she is immune to the petrifying gaze attacks of others of her own kind as well the petrifying gaze of other similar magical creatures.
This Basilisk has memorised through observation the Ancient magic used by Salazar Slytherin, a powerful branch of magic lost to the modern age and although she cannot use magic she would be able to teach those she can talk to.
In Jump this Chamber and the Basilisk can replace the true articles.

Gryffindor

Family Album -100 CP

You have a magical photo album containing animated pictures of yourself and your family members from every Jump. It updates each Jump adding photos of friends, family and special events from your life so far.

Magical Camera -200 CP

A device used to take magical photographs. Originally a Muggle invention, but in the wizarding world, cameras had been adapted to be powered by magic, rather than electricity, and photographs taken may be specially developed to allow subjects the ability to move on their own within the confines of the photo frame. This has an unlimited amount of film and doesn't require electricity to operate (but does have an adjustable flash bulb). The resulting magic moving photographs can be easily copied into other forms of media like newspapers.

A Phoenix Tear -400 CP

A small daily self refilling glass vial that contains a magical regenerative liquid that enriches the vitality of the user while it restores any wound and cures any poison without causing scars.

Sword of Godric Gryffindor -600 CP ϟ

A goblin-made magical sword owned by the famed wizard Godric Gryffindor, this sword can be used as a wand and because it is made from goblin's silver, it strengthens itself with what it touches meaning it never requires cleaning and is imbued with Basilisk venom.

In Jump this can become an independent copy or it can replace the **Sword of Godric Gryffindor**, absorbing it and either appearing in its place or in your possession.

Hufflepuff

Self-Cleaning Sink -100 CP

This magical sink can be summoned and de-summoned at will.

This sink has been enchanted so that anything put into it is cleaned professionally and effectively without causing damage or harm.

Mandrake Plantation -200 CP

You gain a warehouse farm-like attachment that grows rows of Mandrakes automatically. Mandrakes are a magical and sentient plant which has roots that look like a human and a cry that can be fatal to anyone who hears it.

The root of a Mandrake is a powerful potion ingredient that can be used to enhance many potions including the potent Mandrake Restorative Draught, a healing potion capable of curing petrification.

Skele-Gro -400 CP

A dreadful-tasting self refilling potion which optionally can taste like pumpkin juice, this is able to mend broken bones, or even regrow entire bones that have vanished or been otherwise lost. For regrowing entire bones, the process is notably slow and painful and can take over a full day. All broken or regrown bones return twice as strong as before even if this potion has affected that bone before.

Flying Car -600 CP ♖

Your very own car a Ford Anglia 105E that has been enchanted so that it can fit eight people, six trunks, two owls, and a rat comfortably; it can become invisible, with the use of a specially installed device called an Invisibility Booster; and most famously of all it can fly. This car is also somewhat intelligent and can act independently, sometimes going wild in order to protect you.

Ravenclaw

Magical Me -100 CP

You get the entire canonical collected works of Gilderoy Lockhart's books, even those not yet written:

- Break with a Banshee
- Gadding with Ghouls
- Gilderoy Lockhart's Guide to Household Pests
- Holidays with Hags
- Magical Me (autobiography)
- Marauding with Monsters
- One Hundred and One Practical Uses for Bertie Bott's Every Flavour Beans
- Travels with Trolls
- Voyages with Vampires
- Wanderings with Werewolves
- Who Am I?
- Year with the Yeti

Each and every one of these books is personally signed for you by Gilderoy Lockhart.
In future Jumps this collection will update with signed copies of books from people of similar public standing and moral integrity.

Golden Quill -200 CP

You have a beautiful magical quill that never requires ink as the tip produces a limitless trail of gold to write with.

Polyjuice Potion -400 CP

This potion allows the drinker to assume the form of someone else, only requiring a part of the target individual's body be mixed in to function. This refilling flask of potion is enough to keep someone in someone else's shape indefinitely so long as they take a drink every eight hours.
Polyjuice Potion can not be used for a human to take an animal form, nor can it be used on non-humans or half-humans without great side effects.

Impossible Restorative Draught -600 CP ♘

An all-purpose variation of the potion it restores any harm and returns transfigured or cursed individuals to their original state.

Anyone who drinks this suffering from anything short of true death will be restored to perfect health as if they were in the prime of their life, though ghosts will remain dead.

Slytherin

Floating Cake -100 CP ♨

This delicious magical cake can be summoned on your command and mentally piloted to stealthy float towards your enemy's head and drop on them. You can summon a new cake every hour and it can be in whatever flavour or style that you want.

Rogue Bludger -200 CP

A Bludger is normally bewitched to chase players around the field however this one has been magically tampered with to attack anyone you designate as its target. If you lose it or it's destroyed you get a new one within a day.

Nimbus 2001 -400 CP

A black and silver broom produced by the Nimbus Racing Broom Company, it is faster than its predecessor, the Nimbus 2000, officially making it the fastest broom in existence.

This Nimbus 2001 has been modified so that it can act as a magical focus aiding in the casting of Jinxes.

Through the Nimbus 2001 the user may cast a Jinx without maintaining eye contact and also inhibits tracing the origin of the spell back to the caster.

Tom's Journal -600 CP ϟ

This journal contains a fragment of the Dark Lord Tom Riddle containing all of the knowledge he had during his time at Hogwarts.

This version of Tom is not truly alive but instead a simulation that is truly loyal to you and will happily share his knowledge and advice from what the Dark Lord learned.

Each Jump where possible, a new loyal "Dark Lord" will be added to this book as a new page that gains a version of the local Big Bad from before they took on their villainous mantle with all that they knew at the time intact.

You can choose for any of the Dark Lords to retain the personable qualities of the original or become a static copy, however if you somehow extract the simulation from the journal, then the journal will only retain the static copy with its knowledge and experience.

In Jump this can become an independent copy or it can replace **Voldemort's Horcrux**, destroying it and either appearing in its place or in your possession.

Companions:

Import Companion, **Returning Import** and **Canon Companion** are in the **General Companions** section. Companions cannot purchase Companions.

Dobby - Free

A male house-elf who served the Malfoy family. His masters were Dark Wizards who treated him cruelly. He would normally disobey his masters and try to warn Harry Potter of the plot to have the Chamber of Secrets reopened.

Now he can become your new friend and companion or if you want you can choose another elf to benefit from this option.

Acromantula Egg -100 CP

This Acromantula egg is one of Aragog's children gifted to you as a symbol of friendship. When it hatches it will be an infant giant spider the size of a Pekingese, growing as it ages until it is about the size of a small elephant, however thanks to Jumpchan this Acromantula will be able to control their own size changing within their natural limits.

While this Acromantula is with you no other Acromantula will approach you and you will be able to milk magical silks and venoms from them that can easily be enchanted. With time they will learn how to communicate with humans via speech.

Moaning Myrtle -100 CP

Myrtle Elizabeth Warren was a Muggle-born witch sorted into Ravenclaw house.

She was killed on the 13th of June 1943 by the Serpent of Slytherin, under Tom Riddle's orders. After the incident, she became a ghost better known as Moaning Myrtle as she haunted the second-floor girls' bathroom at Hogwarts.

She can find new life as your companion as Post-Jump she will be able to switch between being alive and a ghost at will.

She gains the **Ravenclaw** Origin and **+300 CP** to be spent on this Mini-Jump, each previous Mini-Jump and each future Mini-Jump when you do them.

Should you not wish to take Myrtle as a companion you may instead choose to recruit another In-Jump **Ravenclaw** member to become a companion in her place gaining her **CP** and origin bonus.

Scenario:

This scenario can not be taken during the **SpeedRun Gauntlet**.

The Story Continues

By taking this Scenario your time at Hogwarts will gain new and unexpected events that will take place over the years.

These events will be in line with the original level of danger of each year's canon events but will happen independently of those that originally took place.

Stories solely about the new events may instead be titled: "**Harry Potter and The Stone Key**", "**Harry Potter and The Pendent of Bone**", "**Harry Potter and The Casket of Thieves**", "**Harry Potter and The Token of the Dragon's Tithe**", "**Harry Potter and The Hydra's Blade**" and "**Harry Potter and The Burning Portrait**".

If this scenario is taken after selecting the **Continue** option from the **Gauntlet Ending Choice** then the events from this scenario will replace the canon events that the **SpeedRun Gauntlet** already completed.

Reward:

By taking this Scenario you will gain an extra **+100 CP** in each **Mini-Jump** starting with this **Harry Potter and the Chamber of Secrets Mini-Jump**.

If you take this Scenario after completing the **SpeedRun Gauntlet** and picking the **Continue** option from the **Gauntlet Ending Choice**, any **Drawbacks** you take for the rest of this Jump will give you double the **CP**.

Drawbacks:

You may take as many drawbacks as you wish but the points can only be spent in this Mini-Jump.
After this year of the Jump these drawbacks will be removed but if you continue into the next one whatever was fact will continue to be so.

Recast +100 CP
It seems some of the actors for secondary and tertiary characters have been recast so expect some familiar faces to change.

Hearing voices +100 CP
There are voices in the walls, voices telling you to kill, and unfortunately these voices aren't coming from snakes.

You Murdered My Cat +100 CP
Hogwarts Caretaker Argus Filch has it out for you and he will go out of his way to catch you out and get you in trouble.

Don't like spiders +100 CP
You have arachnophobia.

A Howler +100 CP/+200 CP
Every time you make a moderate mistake a howler will arrive publicly embarrassing and belittling you for your actions.
For a total of **+200 CP** this will also include everything that can be perceived as mistakes such as getting less than 100% on a test or leaving the toilet seat up.

Pesky Pixie +200 CP
It seems a colony of Cornish Pixies have been released onto the grounds of Hogwart and for some strange reason they love targeting you for their amusement.

Eat slugs +200 CP/+400 CP
For **+200 CP** every spell you cast using your wand will backfire.
For **+400 CP** every spell you cast will backfire and you will forget about this drawback.

Bad Dobby +600 CP

Every time you make a mistake you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries which build up over time, these injuries heal at a “normal” human rate in spite of any healing abilities you might have.

End of Mini-Jump

This Mini-Jump ends when you return home from Hogwarts at the end of the school year. Any relevant Mini-Jump-only drawbacks end. You now have the summer off and you can either spend your time in jump or optionally go on another jumpchain adventure while this jump is paused.

If/when you return you must select “**Next:**” and continue onwards with the next Mini-Jump in the series.

Next:

You continue into the **Harry Potter and the Prisoner of Azkaban Mini-Jump**.



You have returned for another year at Hogwarts with this jump starting after the summer on the 23rd of June 1993, with no measurable time passing since you were last here or perhaps you never left.

You gain a **+500 CP** stipend to be spent specifically on this **Harry Potter and the Prisoner of Azkaban Mini-Jump**. Although you may not have your previous drawbacks you will continue being who you were previously and retain any scars you may have gained.

Perks:

For each origin, the 100 CP Perk is Free and the others cost 50% of their initial price.

They take the shape of whatever a particular person fears the most -400 CP

You now have a special type of shapeshifting similar to a boggart but in far more directions than the original.

You can at will take on the form of whatever causes the targeted person to feel the strongest emotion towards; whether that be rage, greed, fear, hope, compassion or love, you can become what embodies that emotion for them.

Expecto Patronum - Free/-100 CP/-200 CP/-300 CP

You now know the spell **Expecto Patronum** and can use this Perk to customise what creature it takes the form of.

Each rank of this Perk includes each of the preceding ranks.

For **Free** you can choose what Mundane Animal your Patronus Animal is.

For **-100 CP** you can change what Mundane Animal your Patronus is at will.

For **-200 CP** you can change your Patronus into any magical or otherwise supernatural creature from Harry Potter with the Patronus being able to mimic to a far lesser degree some of the creature's powers, whether that be a Basilisk or if you are fond of dark jokes a Dementor.

For **-300 CP** you can change your Patronus into creatures from other universes like a Pikachu or a Tribble.

If you learn the **Animagus** Transformation in universe or gain the **The difference between an Animagus and a werewolf Perk** you can change the **Animagus** form using this Perk as if it were a **Patronus**. If you are using the **-300 CP** version of this perk you will need to have visited those settings to use their powers beyond their physical capabilities.

Attempting to take the form of creatures beyond your own power will place proportional strain upon your mind and magic.

Gryffindor

You need to think of a memory -100 CP

You can call upon your memories at will to heighten and recall any of them as though you were currently living through them, intensifying the emotions and the strength you can pull from them.

Why would I go looking for someone who wants to kill me -200 CP

You can passively tell whenever someone wants you dead, who they are, how likely they are to act on that desire, and how far away from you they are.

Wandless Emotions -400 CP

When you feel strong emotions you can channel them into your magic allowing you to instinctively cast spells in order to receive the desired result, provided you could theoretically achieve the result on your own.

This heart is where you truly live -600 CP 👁

Through your words you can calm and focus the mind of anyone suffering from possession or mental corruption, giving those trapped within their own body the clarity and strength to break free and regain control of themselves.

This Perk is automatically applied to yourself preventing similar mental corruption and possession.

Hufflepuff

It would be best if you didn't wander -100 CP

You have a certain way about you that helps you make others cautious, not of you but of the dangers within specific areas.

Should you warn others of dangerous locations or potential threats they will always take your warnings on board and account them into their future plans even if they pretend not to.

Who'd like to come and say hello -200 CP

You have a way with nature so great that you can form a deep and lasting friendship with animals both magical and mundane.

Through this you can pacify a violent animal making it more friendly to you, even those that might normally see humans as nothing more than a snack.

And then he transformed into a rat -400 CP

There are many wizards and beasts that can take another form, hiding in plain sight or striking out with unexpected strength.

You can identify on sight when someone is shapeshifted into another form or is capable of doing so.

Through this Perk you can force people into and out of any transformation(s) they have, even when the normal requirements are not available.

The difference between an Animagus and a werewolf -600 CP * ⚯

With this Perk you were born a **Metamorphmagus** and have learned to be an **Animagus.** As an **Animagus** you gain all the knowledge required to become one, and will gain two **Animagus** forms, the first is an animal personal to you and you must choose the second one when initially gaining this **Perk**.

As a **Metamorphmagus** you can change your physical appearance and structure taking on the form and feature of any other person similar to a Polyjuice Potion but through sheer will alone. A regular **Metamorphmagus** is able to partially transform to gain approximations of the features of mundane animals such as a gaining duck's beak or a dog's snout however they do not gain the capabilities of the features.

Using this **Perk** however you are able to take on the abilities of these features and those of magical beasts but unlike an **Animagus** this does not allow you to fully transform. Attempting to emulate the abilities of creatures beyond your own power will place proportional strain upon your mind and magic.

Additionally with this **Perk** if you make physical contact with someone cursed with lycanthropy or Blood malediction you can choose to alter it into a controllable **Animagus** form even if it is recessive, theirby curing them and preventing their future children from being infected by it.

Ravenclaw

I find retracing my steps a wise place to begin -100 CP

You have an amazing memory for locations and can perfectly recall everywhere you have ever visited and plot out the exact coordinates in a mental map as well as the times you were there.

That felt good -200 CP

Sometimes you just have to punch someone and when you do it with this Perk it will be blocked from the minds of anyone with authority, preventing you from being punished.

Authority figures will assume that the person protesting your punch is lying if they try to get you in trouble for it.

Even if the victim brings forth proof, the authority figure will “know” that they have faked the evidence and will dismiss any evidence presented.

Using this you will bypass any type of defences or difference in power so that they feel as though they were a normal person who was hit by another normal person.

Ancient Runes that's a fascinating subject -400 CP

You are a master of magical runes beyond the scale of most wizards as you gain an understanding of the underlying logic of rune crafting.

Through this understanding you can use any language to create runes by inserting your magic and will into each, though some languages are more powerful than others.

In dreams we enter a world that's entirely our own -600 CP ☯

When you sleep you are always aware that you are dreaming and are able to create and control a dream world within your slumber.

This dreamscape functions as if it were real, allowing you to accurately test and practise anything including curses and soul corrupting magic without any risk of harm to yourself or to the aspects of your mind which you can separate to act as the world's inhabitants.

When you awaken all harm to you and your mind will be undone as the world and its people return to being parts of your mind.

Should anyone be foolish enough to enter your dream worlds uninvited, they are subject to the world's laws as you deem them to be and should you awaken without letting them out a fate worse than death awaits them.

Slytherin:

Is it true that you fainted -100 CP

You always hear the worst and most embarrassing events that happen to your friends and foes regardless of the context behind the events.

Don't say his name -200 CP

Whenever someone says your name or an alias that you have, you will instantly know their location relative to yourself and who it was that spoke, making it easier to scry them.

Reveal your secrets -400 CP

By touching an object you can learn all that is known about it; even if the object itself has enchantments that protect it from external information gathering you gain the collective knowledge of it from the unconscious minds of all living beings and whatever has been written about it in unencrypted books.

Dementor’s Kiss -600 CP ☯

You can now perform the Dementor's Kiss, the act of sucking out and consuming a person's soul, a punishment worse than death that completely destroys the person's soul making it impossible for them to become a ghost or be restored without building them a new soul.

You can select what soul is pulled out if there are multiple souls within a body; breaking it down and enriching the user's soul, strengthening it and fully repairing any damage it has received.

With time and experience the consumer would be able to absorb any beneficial traits the soul possess and possibly acquire a modicum of the skills and memories with the soul, this is far more effective when used in tandem with Legilimency.

There are no detrimental side effects to the user's soul from this.

You can also feed the soul to another for them to gain the same benefits.

This would not make you immune to the dementor’s kiss but could allow you to overpower them, both preventing them from stealing your soul and allowing you to take any soul they have recently consumed.

Items:

Consumables restock once a year and Items lost or stolen will return to you once a week.

The first purchase of a discounted Item is half price with **-100 CP** Items being Free.

Further purchases of an Item after the first is full price with Items marked **Free** costing **-50 CP**.

Wanted Poster - Free

This novelty wanted poster updates to show you where you have the highest bounty and what your bounty is in your current location. Alternatively you can have it switch to show the person with the highest bounty in the country in which this poster is located.

Gryffindor

It's alright it's chocolate -100 CP ♨

You can on command call one of an infinite supply of chocolate bars out of any type of pocket that you have. The bar will instantly cure any of the emotional effects that any supernatural or chemical alterations have inflicted upon the consumer's mind.

Convenient Pumpkins -200 CP

Whenever you need a hiding space an unexpected pile of pumpkins will appear which always seem to act as perfect cover. The pumpkins will not attract any sort of attention and will never seem to be out of place. People will remember them as always having been there and will not think to check around them.

Firebolt -400 CP

The Firebolt was a world-class broomstick. It was the fastest at the time of its production in 1993.

This Firebolt has been modified so that it can act as a wand.

Although more cumbersome to wield than a traditional wand the Firebolt acts to magnify the enhancement properties of any charm spell.

The Marauder's Map -600 CP ❋

This magical parchment will insult anyone who attempts to use it without your permission.

When they have your permission and say "***I solemnly swear that I am up to no good***", the Marauder's Map will be revealed.

The original was a magical document that revealed all of Hogwarts School of Witchcraft and Wizardry, every classroom, every hallway, every corner of the castle, every inch of the grounds, all of the secret passages that are hidden within its walls and the location of every person on the grounds, each portrayed by a set of footprints and their name.

This special variation has another feature by proclaiming "***I doubt where I am, and I deny where I've been.***" The map will show your current location and the area surrounding it to the scale and details that it normally would for Hogwarts.

The map can return to a blank parchment by saying "***Mischief managed.***"

Hufflepuff

A Small Rock -100 CP

Whenever something is occurring nearby that you should be focusing on, one of these Little Rock's will appear sailing through the air in order to smash an object or comically hit you on the head, though without causing any real harm, this acts to direct your attention to what you should be focusing on.

You may also call them to you at will and throw them at others for them to benefit from the focusing effect.

Monstrous Book of Monsters -200 CP

The Monster Book of Monsters is a particularly vicious sentient textbook that can incorporate qualities of various creatures. This version of the book is a bit different then other versions. The book can gain the abilities and mannerisms of various creatures. For example, feeding it demiguise fur and it'll be able to turn invisible, feed it demiguise blood and it'll be able to predict the (near) future as well. This lets you turn the book into a chimeric book-shaped creature.

The book is quite informative, but usually difficult to access due to its aggressive nature. This copy, while quite vicious to others, seems incredibly loving and caring towards you acting almost like a puppy or a kitten.

This book thoroughly enjoys having its spine stroked, and updates each Jump gaining new information.

A Whomping Guardian -400 CP

A potted Whomping Willow that can grow to its full size at will.

This tree has a powerful magic-enhanced strike and a good throwing arm.

It is loyal to you and will protect anything you tell it too but would never intentionally harm you.

Shrieking Shack -600 CP 🏚

This house is a copy of the abandoned house in Hogsmeade; when placed within a Jump (which you can either before or after entering a jump) it will deter anyone living except you from approaching it and protect the inhabitants from any form of tracking.

When active this building can attract ghosts native to that world bringing them comfort while within the building though you may change the settings of this allowing the ghosts to either go into a docile state similar to sleeping or it can be set to help them come to terms with their deaths and pass on into the afterlife.

Ravenclaw

Tea Leaves -100 CP ♨

An unlimited pot of fine quality tea leaves that are both delicious and perfect for Tessomancy, the magical art of reading tea leaves to predict events in the future.

Though the results you get from this method of seeing the future may be vague, they will always be accurate.

Crystal Ball -200 CP

This Crystal ball is perfectly attuned to you; through it you can look anywhere so long as you know where the location you're trying to look at is.

Once looking upon a location you can move the perspective of the ball's sight, viewing the surrounding areas and moving in any direction, you can zoom in and out of an area as needed and change the angle you are looking at things.

Knight Bus -400 CP

This triple-decker, purple Bus can stretch and skew its size at a moment's notice, warping the perspective of those inside without causing any harm.

This bus comes with an invisibility filter and a time dilator allowing it to speed up or slow down time to make precise movements without ever being noticed.

The bus also has an indicator for any stranded individuals of the wizarding community.

Post-Jump this indicator will be able to pick up any friendly supernatural entity who is in need of aid. You can also summon this bus by holding your wand or hand up in the air.

The bus comes with a follower driver and attendant who maintain the bus.

Time-Turner -600 CP ✲

A Time-Turner is a magical device used for time travel normally having a special timepiece which resembles an hourglass on it.

Normally a Time-Turner can only safely return the user to the past for five hours per day requiring a manual turning for each hour. However this version comes with a digital clock and a calendar function that allows the user to move forwards and backwards safely with the calendar and use a return switch to bring you back to the time you came from.

Post-Jump this return switch can be toggled to allow multiple return points in time on the way back to the present. A time stamp is used to determine how long you have been in the Jump and how long you have left. The Time-Turner's digital clock and calendar can go up to nine decades backwards from the current "present", allowing you to arrive at any time during the selected year with one turn. Keep in mind however, that travelling in time like this has built in Anti-Paradox protection preventing you from changing the past; it does however allow you to change the context for what you have already seen.

For example, a dead person not actually being dead but just unconscious, or the person who aided you before actually being you in disguise.

Slytherin:

Omnioculars -100 CP

These binocular-like devices allow you to see at great distance through its lens but it also has additional features of being able to magically slow down and replay action.

A Box of Boggarts -200 CP

No, don't worry these aren't real boggarts, this box contains thirteen small marbles that when activated will take on the form of what the closest person fears most. Should the box be lost, destroyed or taken, it will reappear near you the next day. The box refills with the boggart marbles every day.

Dark Tower -400 CP

A narrow, magical and tall tower that can be summoned or dismissed to and from the warehouse at will. This tower contains a small nest of 4 subservient dementors and acts as a prison, containing several cells that all block every kind of supernatural abilities other than yours. This means that those held within are merely mortal and those that escape regret it.

False Executioner's Axe -600 CP ✻

Whenever you pretend to kill someone with this axe you can replace their body with a fake, storing the real one in suspended animation unharmed and unaging within the axe until you retrieve them from it.

Companions:

Import Companion, **Returning Import** and **Canon Companion** are in the **General Companions** section. Companions cannot purchase Companions.

Dre Head - Free

He's not one for politics but he's a hell of a navigator.

Dre is normally the global positioning navigator warning Ernie of all the little dangers and hazards coming on the road but now he wants to see what else is out there for him.

Thanks to his special senses Dre is able to warn you seconds in advance of any potential hazards either to yourself or to those you may be a hazard to.

The Prisoner of Azkaban -100 CP/-200 CP * 9¾

For **-100 CP** you gain the **Noble Heir Perk** called **Heir of Black** for **Free** as you or one of your ancestors were a member of House Black and will become the House's Head if there is no current Head, if the current Head dies or they relinquish the role.

For **-200 CP** you also gain Sirius Black, the heir of the House of Black, as a companion,

Sirius was sent to Azkaban for twelve years, eventually escaping and becoming the only known person to do so unassisted.

Sirius himself disagrees with his family's belief in blood purity and defied tradition when he was sorted into Gryffindor instead of Slytherin thus giving him the **Gryffindor** Origin and **+400 CP** to be spent on this Mini-Jump, each previous Mini-Jump and each future Mini-Jump when you do them.

Should you not wish to take Sirius as a companion you may instead choose to recruit another In-Jump **Gryffindor** member to become a companion in his place gaining the **CP** and origin bonus.

Buckbeak -200 CP

This male Hippogryph has declared you as worthy and will now follow you anywhere and everywhere being able to fly both through magical and non magical means.

Drawbacks:

You may take as many drawbacks as you wish but the points can only be spent in this Mini-Jump.
After this year of the Jump these drawbacks will be removed but if you continue into the next one whatever was fact will continue to be so.

Recast Again +100 CP
It seems some of the actors for secondary and tertiary characters have been recast so expect some familiar faces to change.
If you have previously taken **Recast** you may choose to retake the drawback in each future Mini-Jump however if you choose not to take it in a future Mini-Jump you will no longer have this option.

The tail I could live with but the fleas were murder +100 CP
Congratulations you have magical Fleas. They are invisible and almost untouchable but they keep biting you and leaving unpleasant marks.

A pig with hair +100 CP
For some reason Crookshanks, Hermione's cat, really has it out for you, he poops in your shoes and claws up your property but you can never seem to find him.

The Grim an omen of death +100 CP
You are constantly finding Ill omens pointing at you, mirrors break in your presence, individual magpies drop dead in front of you and many more. Let's hope these superstitions are just that.

Loss of limb will not excuse you +200 CP
You have unfortunate luck this year as you seem to be constantly injuring yourself and for some reason every time you do Dumbledore will see it as his prerogative to repeatedly tap your injuries.

Kissed by a Dementor +200 CP
You have suffered from the draining of dementors one too many times and cannot externally show your emotions though you can feel emotions like love, joy, and hatred, your body language and face will not show it.

Shut up shut up +300 CP

Your magic and other supernatural abilities, even ones from outside the wizarding world of Harry Potter, are now heavily tied to your emotions, acting out whenever you feel something strongly enough.

Under A Cruel Moon +600 CP

Whenever you see the moon at night no matter how full you will become the worst version of yourself until dawn's light.

This will not make you a werewolf but the sum total of all the worst qualities of yourself that uses all of the power you possess to do whatever they and deep down you want to do.

End of Mini-Jump

This Mini-Jump ends when you return home from Hogwarts at the end of the school year. Any relevant Mini-Jump-only drawbacks end. You now have the summer off and you can either spend your time in jump or optionally go on another jumpchain adventure while this jump is paused.

If/when you return you must select "**Next:**" and continue onwards with the next Mini-Jump in the series.

Next:

You continue into the **Harry Potter and the Goblet of Fire Mini-Jump**.



You have returned for another year at Hogwarts with this jump starting after the summer on the 23rd of June 1994, with no measurable time passing since you were last here or perhaps you never left.

You gain a **+500 CP** stipend to be spent specifically on this **Harry Potter and the Goblet of Fire Mini-Jump**. Although you may not have your previous drawbacks you will continue being who you were previously and retain any scars you may have gained.

Perks:

For each origin, the 100 CP Perk is Free and the others cost 50% of their initial price.

See out the back of his head and hear across classrooms -100 CP

You can choose to use your senses from any and every part of your body; allowing you to see out the back of your head, smell with your fingers, taste with your toes, and far more. This is incredibly intuitive and never disorientating. You also never suffer from sensory overload, and can choose to dial down, or even turn off and on, any of your senses at will.

Gryffindor

Put your best foot forward -100 CP
You possess mastery over the art of dancing, being capable of intuitively understanding the rhythm of sound and flawlessly performing any type of dance.
These methods of dance can include classical dances such as ballet as well as freestyle dance types such as hip-hop.

Accio -200 CP
You have an innate connection to every possession you own allowing you to actively call them to you.
This can function in one of two ways as you choose, you can either activate a pull of force to draw the possession towards you or instantly teleport it to you.

It cannot be done without the boy -400 CP
Should you be aware of any of your enemies' plans to enact rituals or ceremonies, even if you do not know the specifics of it or its goals you can actively prevent them from functioning without your involvement.
Whether the event is supernatural or mundane the intended outcome will fail unless a part of you is being used as an ingredient or you are an active witness to the events, willing or not.

That's why it's so brilliant because it's so pathetically dimwitted -600 CP ⊙
Sometimes your opponent is such a genius that they have considered every intelligent solution to the problems they have put in your path.
When activated this Perk solves that by giving you a plan specifically for that situation, this plan is seemingly so simple and foolishly dim witted that your opponent would never consider it a possibility and best of all it will probably work.

Hufflepuff

About the badges, I've asked them not to wear them -100 CP
Your friends, ally's and supporters tend to go out of their way to show that support by using their own skills and abilities to drum up further support through methods such as creating and displaying badges and paraphernalia.

I bet that cleared your sinuses -200 CP
You always land on your feet; no matter how high up you drop from your descent will slow before you reach the ground and drop you comfortably without any issues.

Don't worry, it's completely harmless -400 CP
Whenever you are responsible for someone or something with a mind of its own, you have control over how dangerous their actions are.

No student under the age of 17 -600 CP ♣
You can control the restrictions for any single location or public event preventing people with specific characteristics from entering and being able to place restrictions on the characteristics that people must have to enter.
This can be done either through psychic protection or through a circle of repelling.

Ravenclaw

A Beautiful Mind -100 CP
You can directly link your beauty to your wisdom and intelligence so that the greater your mind the more beautiful or handsome you appear to be to others.

Something I might have overlooked -200 CP
Whenever you think of a problem you are trying to resolve, this Perk will link together the disconnected pieces of information you already know relating to that issue.
This also highlights any conflicting information you know and emphasises any important gaps in your knowledge.

Stillness of the water -400 CP

You can put anyone willing or too weak to resist into a state of stillness making them unmoving, unconscious and unaging while being immune to the hazards of any environment. You can also reverse this state at will, or set a timer or other condition to reverse it.

Mermish Mouth -600 CP * ⚯

The native language of the Merpeople when spoken out of water, the language is a harsh, screeching sound.

Normally when spoken underwater, it sounds to the listener like a mundane language native to the speaker's homeland, however this version will sound like the language of whoever listens.

When a spell is cast using Mermish the magic is more potent, enhancing the effects of the spell.

Spells cast using this language can extend the range and accuracy of the spell if cast above water or bypass most magical and mental defences when cast underwater.

Slytherin

You should feel right at home then -100 CP

You are an expert at brevity, irony and sarcasm.

You have a mastery over offensive witty comments and back handed compliments and you can easily bring an opponent's confidence down in order to get under their skin.

How do we sort out the liars -200 CP

Through your will alone you can force others into being incapable of lying or withholding the truth from you, guaranteeing that the person is telling the truth to the best of their ability.

I have names -400 CP

Whenever you join or are a member of any organisation you will gain an updating mental list of every member of that organisation as well as a list of their abilities.

You have proven yourself useful -600 CP ⚠

By making physical contact with someone you are able to grant them an artificial body part made of a silver metallic liquid that functions as if it were a natural part of their body growing and changing as the true part would.

This can be used to create up to a pound of material per minute and can bestow extra limbs, functional organs or give someone body parts from another species.

At an extreme level if the time is taken to replace everything you could even bestow a ghost with an entirely new body.

Items:

Consumables restock once a year and Items lost or stolen will return to you once a week.

The first purchase of a discounted Item is half price with **-100 CP** Items being Free.

Further purchases of an Item after the first is full price with Items marked **Free** costing **-50 CP**.

Mom's sent me a dress - Free

You receive an old ugly magical tuxedo that can transform to auto fit and change itself to be any shape or style however this does not come with the command code to control it so until you figure it out this is just an ugly ill fitting suit.

Golden Egg - Free

This Egg has a tab at the top which activates it showing a lava lamp like display.

This Egg has a complete stock of every song from this Jump and updates itself each Jump.

The Egg will play any song you tell it to play or it will play randomly from your favourite list.

It also has a powerful search and filter function allowing you to find music with a wide variety of methods. You can also connect this egg to computers to copy music files off of it or to transfer music, audiobooks or recordings directly to it.

Little Bag of Dragons -200 CP

This little bag contains various types of animate model dragons that function as realistic models of any dragons that exist within the continuity, including the Hungarian Horntails, Chinese Fireballs, Swedish Short-Snouts, and Common Welsh Greens.

These models can be used to roast food such as chestnuts, start fires, stalk and eat bugs/mice/rats near you and the bag gains new models at the start of each jump.

Gryffindor

Dancing Fireworks -100 CP

These fireworks are low explosive magical pyrotechnic illusion devices that are magically programmed for aesthetic and entertainment purposes.

They are programmed so that when they are set off they shoot into the air exploding then displaying a preset 3D image and animation.

The fireworks animation can be used to display anything the user can replicate any illusion the user can make through magic.

By default it will take the form of a giant dancing Leprechaun.

Charmed Wizarding Tent -200 CP

These tents are charmed so that although they appear to be regular tents made from sheets of fabric and metal frames they are larger inside than they look from the outside.

Internally they look somewhat like a small home with beds, chairs, tables, and a kitchen.

Once set up these tents would normally require every occupant to exit and partial disassembly before they can be moved but this version will allow it to be moved without issue and so long as the entrance way is set up it can be exited and entered at will.

Manky old boot -400 CP

This is more than just an old boot, this is a Portkey, a magical object enchanted to instantly bring anyone touching it to a corresponding location.

This Portkey however can do more than that, this port key can take the form of any mundane Item including clothing and will not activate without your intent. What's more you can set up multiple Portkey locations allowing you to choose which one you wish to go to when the Portkey is activated.

This portkey also has unlimited range and can be set up by thinking of the intended destination. It is also reusable and will “recharge” and return to you (if you have given it away for someone to use) after about an hour after usage.

Tibetan turnip -600 CP ◉

This all purpose magic vegetable is able to do many fascinating things and once per Jump or once per 10 years, whichever is first, you can pull it out and use it as the solution to solve any one problem.

These problems can include simple things such as cutting it up to feed an entire starving village for a meal, to grand scale issues such as using it to plug a hole in reality and preventing the universe from collapsing.

Just don’t become too reliant on it as once you've used it, should the same thing or even something worse happen again before it refreshes its power you will have to deal with it on your own.

Hufflepuff

Magical Cutlery Set -100 CP

This magical cutlery set is able to effortlessly cut into any food with the knife effortlessly with incredible accuracy, stab and grasp even the slipperiest of food with the fork, or spoon up even the hottest of soups and instantly cool it down to perfect eating temperature. The cutlery will not damage either the user or the plate the food is on even when they are used to forcefully stab into them. You can summon these utensils to you at will and are also replaced within an hour if damaged or destroyed.

Magical Eye -200 CP

The device is a round, electric-blue eye that can be connected to your mind and can be phased into or out of your eyes. You can also use this to painlessly replace one of your eyes, restoring your sight even if you were cursed to be blind.

Your connection allows you to view through it, rotate it freely around, see through most materials, various forms of magical cloaking like notice-me-not type effects, invisibility, and even your own body.

Pensieve -400 CP

A Pensieve is a very rare magical device that is used to review and store memories.

To use a Pensieve you may plunge your head into the silvery light that shines from its contents. Normally a Pensieve is a full washbasin and difficult to move however this Pensieve is only a dish allowing for easy use and transportation.

The Pensieve comes with a small book containing instructions on its usage, along with the spells necessary to copy memories from yourself or others.

The Goblet of Fire -600 CP 9¾

The Goblet of Fire is normally the impartial judge for the Triwizard Tournament, which chooses the students who would represent their respective schools during the upcoming tasks of the tournament.

To enter a name into the Goblet the name must willingly be written on any type of parchment by the person it corresponds to, that parchment must then be placed into the burning cup.

The Goblet then separates the names into groups and chooses one from each that it finds most worthy and binds the individuals chosen to the contract of the tournament.

The contract ensures that any one who refuses to participate once their name has been pulled will have all their supernatural abilities stripped away.

As the Goblet's master you can control what makes a person worthy, what type of tournament the names are determined for and what the groups for the tournament are.

Ravenclaw

Quick-Quotes Quill -100 CP

A Quick-Quotes Quill is a magical quill that can automatically dictate whatever it hears but has the setting to write an alternative version of events to be in line with what the owner wants to hear.

It can also be put into an honest-reporter mode where it only writes down what actually happened/was said, from a neutral “just-the-facts” unbiased position.

This version can also be connected to you so that you can use it to write your thoughts down from any distance.

It is also able to automatically do minor things like turn the page(s) in a notebook to continue writing and you can set it up to automatically start writing when something specific happens.

You can summon this quill to you along with any notebook it’s writing in at will from any distance.

Magical Water Plants of the Highland Lochs -200 CP

Once per day you will receive a mundane book that exists somewhere within the Jump.

This book will contain information that will be very helpful and useful during that day.

Though the book itself is mundane, the content however can be anything from simple horticultural studies to expansive research into areas of magic and the divine.

The Beauxbatons Carriage -400 CP

This light-blue Carriage comes with a dozen Abraxans, Winged Horses that pull it through the sky. The Abraxans that pull it are a magical species of horse, distinct for possessing wings that enable them to fly, they also come with a toggleable Disillusionment Charm that prevents onlookers from seeing them or the Carriage they pull.

Despite the small size of the Carriage and its erratic movements in flight, the inside is approximately the size and layout of an Airbus A340 with the journey feeling smooth and comfortable.

The Maze -600 CP ❋

This magical maze can be set up anywhere to protect anything within its true centre and due to its magical nature the space within folds upon itself so that any entry from above will always be the outermost layer. Anyone who enters this maze will face their darkest fears which will manifest using the vines and thorns to take form. Those who fail to face the darkness within will slowly become warped and bewitched to guard the maze from outsiders. Anyone who wishes to can leave whenever they want but they would have to begin the maze from the beginning should they want to enter again. You, being the owner of the maze, can skip all of that personal growth by facing your worst fears and you can go directly to the centre of the maze (with guests if you want) when you enter it. The maze prevents anyone with supernatural abilities, supernatural perception, or even mundane cheating methods to skip the arduous maze, things like scrying, seeing through the walls, teleporting to the centre, using some sort of find-path spell, flooding it with mundane minions, marking the path, trying to burn it down, etc all of that doesn't work.

Slytherin

The Minister's Box -100 CP

Better known as the Top Box this is a full room that can be set up at any sporting event taking the optimal viewing location for the event.

The room can either be a full location or set so that cannot be perceived from outside.

The Top Box has twenty purple-and-gold seats and a self refilling buffet table with assorted foods typically eaten at that particular event.

At the end of each event, you can choose to have both teams briefly enter the Top Box for a complimentary handshake.

Veritaserum -200 CP

This is a powerful truth serum that inebriates the drinker and forces them to answer any questions put to them truthfully; due to the inebriation resisting the effects of this potion is far more difficult than normal. This potion's flavour will automatically change to be whatever the drinker would find the most delicious and will function on virtually any entity allowing even a True God to get drunk.

You get one vial of it with enough for one person/being, the vial refills every hour.

The Durmstrang Ship -400 CP

This ship has a strange, skeletal look about it, looking similar to a 16th century Spanish galleon. This ship is self propelled and can travel underwater protecting its inhabitants with a protective bubble, and though magical means it can teleport from one large enough body of water to another almost instantly. Thanks to a few modifications this ship can also fly and its bubble can protect the ship from the void of space but would require further alterations to travel faster than light.

The expanded space inside of the ship is large enough to have about a thousand people aboard it and keep them in luxurious comfort indefinitely, it is set up like a cruise ship but doesn't need any staff, it is self-cleaning, self-repairing and self-steering. Food, drink etc are all provided through self-refilling buffet tables in a massive dining room, each room has its own full bathroom, a desk, chair and a king-sized bed.

A Personal Graveyard -600 CP ❋

This ornate and decorative graveyard is a warehouse attachment that will automatically teleport any dead companions or followers into a grave with all of their parts including ash, souls and essence.

Once per Jump per person you will be allowed to revive anyone brought here from death back to life, this will also function as a **1-UP** for you if you have no more remaining.

Companions:

Import Companion, **Returning Import** and **Canon Companion** are in the **General Companions** section. Companions cannot purchase Companions.

Nagini -100 CP ϟ

Once a beautiful young woman but due to a blood curse Nagini was permanently turned into a snake and from a twist of fate she became a **Horcrux** of Lord Voldemort.

You may choose for **Nagini** to become a **Companion** as a Snake Animagus without her blood curse, have her become a full snake or take this as a **Perk** in order to become a Snake Animagus yourself, in addition to any other animagus abilities you may possess or come to possess.

If taken with **The Chamber of Secrets** you can merge **Nagini** with the Basilisk granting her the ability to transform into a Snake Animagus and the memories of both.

When taken as a **Companion**, this can become an independent copy or it can absorb the original, destroying **Voldemort's Horcrux** and taking her place.

If taken as a **Perk** this option is restricted to snakes even with **Expecto Patronum**, and merely destroys **Voldemort's Horcrux** without requiring you to replace it.

Cedric Diggory -100 CP

Cedric is a prefect and the captain of the Hufflepuff Quidditch team, playing as Seeker and the lucky representative of Hogwarts for the Triwizard Tournament.

He gains the **Hufflepuff** Origin and **+300 CP** to be spent on this Mini-Jump, each previous Mini-Jump and each future Mini-Jump when you do them.

Should you not wish to take Cedric as a companion you may instead choose to recruit another In-Jump **Hufflepuff** member to become a companion in his place gaining the **CP** and origin bonus.

Scenario:

You may take this scenario or leave it be.

The Triwizard Tournament

For the duration of this Mini-Jump you will forget about this tournament both from the story and from this document thinking of it as a background detail that was never explored.

In the Jump itself your name will be drawn from the Goblet of Fire regardless of if you try to enter it or not.

Unless you have already replaced one of the canon characters who became a tournament member you will enter the tournament as a Fifth Champion.

You will then need to participate in each round of the tournament and survive as well as participate in the Yule Ball and possibly face the dark lord in his graveyard.

Reward:

If you survive the tournament you may take one of the other tournament participants as a **Free** companion and gain an Extra **+500 CP** to spend on this or any previous Mini-Jump or keep for a future Mini-Jump.

If you actually win the tournament you gain an additional **+500 CP**, may gain Cedric Diggory, Viktor Krum and Fleur Delacour as **Free** companions or gain a refund if you have already purchased them.

Any companions gained from this scenario gain **+300 CP** to be spent on this Mini-Jump, each previous Mini-Jump and each future Mini-Jump when you do them, Cedric gains the **Hufflepuff** Origin however Viktor Krum and Fleur Delacour do not gain an origin but may take 2 discounts on any Perks or Items each Mini-Jump.

For winning the tournament you gain the **Triwizard Trophy**. This Item allows you to select any one Item from any section in this Jump document.

The **Triwizard Trophy** will function as a full purchase of the selected Item gaining it's appearance and abilities as an **Alt-Form** that it can switch between as you will it to.

If any of the Companion Rewards are unwanted they can each be exchanged for **+100 CP** and if the **Triwizard Trophy** is unwanted it can be exchanged for **+400 CP.**

The Octwizard Tournament

This Hard Mode Scenario **Requires** that you take "**The Triwizard Tournament**" scenario and is **Incompatible** with **"AU OH NO!".**

With this scenario Hogwarts will be hosting the first Octwizard Tournament.

This tournament will be similar to the Triwizard tournament but it won't be limited to "**Hogwarts**", "**Durmstrang**" and "**Beauxbatons**" now including all eight canon schools of magic "**Castelobruxo**", "**Ilvermorny**", "**Koldovstoretz**", "**Mahoutokoro**" and "**Uagadou**".

The tournament will have eight events including larger versions of the original three and you will forget any knowledge of the tournament you have from the story and from this document for the duration of this Mini-Jump.

In the Jump itself your name will be drawn from the Goblet of Fire regardless of if you try to enter it or not and in any event where the order is randomly assigned such as drawing numbered figures from the cannon test of courage task you will always go last.

Unless you have already replaced one of the canon characters who became a tournament member you will enter the tournament as a tenth Champion.

You will then need to participate in each round of the tournament and survive as well as participate in the Yule Ball and possibly face the dark lord in his graveyard.

Reward:

You gain the rewards listed in the Triwizard Tournament and then gain an additional tournament participant as a **Free** companion and an extra **+500 CP** for surviving that you can spend on this or any previous Mini-Jump or keep for a future Mini-Jump.

If you actually win the tournament you gain an additional **+500 CP**, gain all the other participants as **Free** companions or gain a refund if you have already purchased them.

Any companions gained from this scenario gain **+300 CP** to be spent on this Mini-Jump, each previous Mini-Jump and each future Mini-Jump when you do them.

For winning the tournament you gain the **Octwizard Trophy**. This Item allows you to select any two Items from any section in this Jump document.

The **Octwizard Trophy** will function as full purchases of the selected Items gaining their appearance and abilities as **Alt-Forms** that it can switch between as you wish.

If any of the Companion Rewards are unwanted they can each be exchanged for **+100 CP** and if the **Octwizard Trophy** is unwanted it can be exchanged for **+800 CP.**

Drawbacks:

You may take as many drawbacks as you wish but the points can only be spent in this Mini-Jump.
After this year of the Jump these drawbacks will be removed but if you continue into the next one whatever was fact will continue to be so.

The boy is everything +100 CP
People keep trying to get parts of you for their rituals: dark wizards, teachers, even random muggles who can't do real magic.

Oh well now you know +100 CP
People keep forgetting to tell you important things until it's just about to be relevant.

Would you like to go to the ball with me? +100 CP/+200 CP
For **+100 CP** During this year the Yule Ball will take place but no matter what you will not be able to get a date.
For **+200 CP** If you are required to bring a date if you are one of the triwizard champions, one will be provided but this will be the worst possible person for you and will result in an awkward and humiliating situation.

Hermione you're a girl right +200 CP
You are now gender blind and are unable to tell a girl from a boy.

You're a right git +300 CP
Everyone thinks you're an arsehole and a cheat, and nothing you can do will prove this wrong.

Blood of the enemy forcibly taken +600 CP
Voldemort's resurrection has become a scripted event. It will happen this year and nothing you can do will prevent it even if you have already permanently destroyed all the Horcruxes, destroyed his soul and prevented Harry Potter from participating, a ritual will still occur which resurrects him on the 24th of February.
Unlike other drawbacks these points can be saved to be used in any other Harry Potter Mini-Jump from this Jump Document.

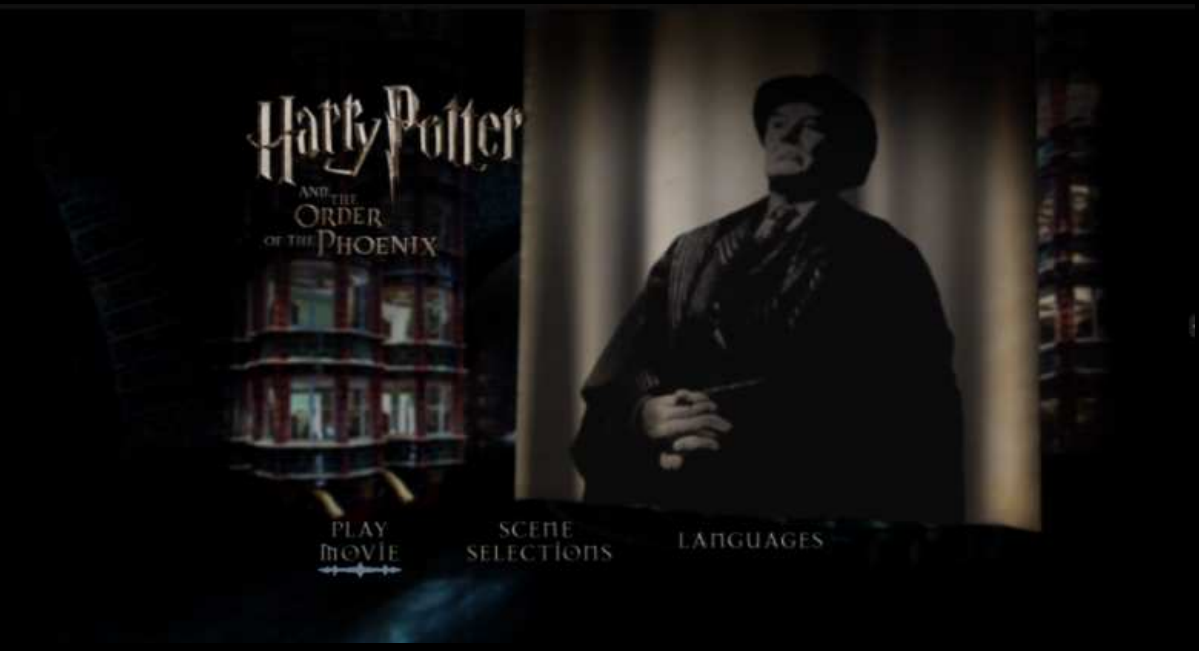
End of Mini-Jump

This Mini-Jump ends when you return home from Hogwarts at the end of the school year. Any relevant Mini-Jump-only drawbacks end. You now have the summer off and you can either spend your time in jump or optionally go on another jumpchain adventure while this jump is paused.

If/when you return you must select "**Next:**" and continue onwards with the next Mini-Jump in the series.

Next:

You continue into the **Harry Potter and the Order of the Phoenix Mini-Jump**.



You have returned for another year at Hogwarts with this jump starting after the summer on the 23rd of June 1995, with no measurable time passing since you were last here or perhaps you never left.

You gain a **+500 CP** stipend to be spent specifically on this **Harry Potter and the Order of the Phoenix Mini-Jump**. Although you may not have your previous drawbacks you will continue being who you were previously and retain any scars you may have gained.

Perks:

For each origin, the 100 CP Perk is Free and the others cost 50% of their initial price.

Stunning is one of the most useful spells in your arsenal -100 CP/-200 CP
With this Perk you gain the comprehensive knowledge of all practical combat spells that have ever been taught at Hogwarts.
For a total of **-200 CP** this Perk updates with equivalent knowledge each Jump.

Prepare yourself - Free/-100 CP

The magic of the mind is a useful tool. For **Free** you may choose between acquiring the knowledge to use **Occlumency** or **Legilimency** to the level of an Auror that has been training in the art for two years, or you may take both for **-100 CP**.

- **Occlumency**
  Through this art you magically close your mind against mental intrusions.
  This can prevent Legilimens and telepaths from accessing your thoughts and feelings, or manipulating them.
- **Legilimency**
  This art aids you in magically navigating through the many layers of a person's mind and correctly interpreting your findings.
  This functions differently from mind-reading as the results tend to be more abstract and biassed to the person's memories.

Gryffindor

Does not mean you have to whip your wands out for everything -100 CP

You have control over your instincts to the degree that you can respond appropriately to any form of potential danger as though you have had hours to deliberate about your movements, knowing when to fight, when to flee, or when to relax.

I'm sure Harry's kissing was more than satisfactory -200 CP

Through this Perk you become an incredible kisser as you have both the knowledge of kissing techniques as well as other types of physical romance. Additionally you can boost the pleasure reactions caused when you touch others in any way.

Can't be any worse than that old toad face -400 CP

The important part of teaching is for your students to understand what you are telling them and with this Perk that becomes far easier. Whenever you explain something to a student they subconsciously receive telepathic knowledge about what they are trying to learn including the supporting information relating to the topic.

Shield forms can be equally as useful -600 CP ♥

You have learned the art of defensive conversion. Through this Perk you can convert any spell into a type of magical shield with different properties depending on the spell used to make it. These shields can block any spell that it would normally cut through or cancel out against.

Hufflepuff

Don't break formation if one of us is killed -100 CP

Whenever you and your allies work together you can hold the same optimal level of coordination that you would be able to perform regardless of the level of stress you are facing.

I must not tell lies -200 CP

Through this Perk you can selectively toggle for selective people to tell when you are lying, allowing you to tell the world whatever story or information and let specific people understand that it isn't true.

This does not prevent people from realising that you are lying, it merely lets some people know you are not telling the truth.

I've never used the visitors' entrance before -400 CP

Whenever you enter a building or physical structure you instinctively learn every entrance and exit, where they are in relation to yourself and impose them onto a subconscious map you will build of the areas you pass through.

The map can present itself as a game-like mini-map complete with a compass that you can overlay a semi-transparent version of it within your vision if you want.

You control how large it is, its location, its transparency etc through your will.

He'll find out soon enough -600 CP ♣

Through this Perk other people will openly discuss secrets with you as they will subconsciously believe that you already know those secrets, are authorised to know them, and might need to know more.

This will not work if other people are around who are not supposed to be told this information.

Ravenclaw

Study hard and you will be rewarded -100 CP
The more you research and study the better you will be able to retain the information gained, and you also are better able to differentiate correct information from mistakes and misinformation.

Keeps away the Nargles -200 CP
You gain the relevant information for all methods of repelling every creature that you know of, gaining a situational understanding of which method is the best for each situation.

What are Nargles -400 CP
At the start of each Jump you will gain all available academic knowledge of any and all supernatural creatures that exist in that setting and what normally mundane creatures are theoretically capable of using unusual or supernatural abilities.

They can only been seen by people who've seen death -600 CP ⊙
Through this power you can induce a selective invisibility on yourself, objects, buildings, and others.
The invisibility will require a general condition to be achieved to see the target; such as the viewer is holding something blue, the viewer has eaten a grape, or the viewer has seen someone die. This condition can only be changed while this Perk is not active.

Slytherin

The law clearly states -100 CP
At the start of each jump you gain the full knowledge of the law and legal structure from every society you interact with, both the supernatural and mundane with it updating when needed.

Is he daft, or is he dangerous -200 CP

Whenever you wish to slander someone you can put forward multiple options of what you want people to believe with anyone who hears the options thinking that one of the options must be true. If someone knows the target personally or has anti-conformist tendencies they will be better able to resist this effect and reject both options.

Pray he remains ignorant -400 CP

Whenever you wish to keep specific information about yourself hidden you can cloud the knowledge so that those who know it and those who learn it passively perceive the knowledge as unimportant and not worth sharing, and if brought to their attention will question its validity.

Not just witches and wizards but all manner of dark creatures -600 CP ♦

Through this Perk you can dominate beasts and magical creatures, forcing them to follow you without question. This domination can be forced onto any non-sapient creature, and some low intelligence beings that would normally count as sapient. You can use this domination as long as you would normally be able to defeat them one on one; but it can be used on multiple beings simultaneously allowing you to dominate an army that could defeat dragons.

Items:

Consumables restock once a year and Items lost or stolen will return to you once a week.
The first purchase of a discounted Item is half price with **-100 CP** Items being Free.
Further purchases of an Item after the first is full price with Items marked **Free** costing **-50 CP**.

Photo of the Original - Free

In each Jump you gain a photograph showing the original version of any group you join.

Interdepartmental Memos -100 CP ✻

These documents will appear to be official paperwork for any official organisation with all signatures and seals matching the official records, once the documentation has been completed it can be set to self deliver and be received in an official manner.

Gryffindor

Box of Convenient Chocolates -100 CP
This lovely looking box of chocolates customises itself so that it always comes with an appropriate label so that it convinces your target to eat them.
Eating these chocolates will result in a non-lethal method of getting your target to run away.

XL Extendable Ears -200 CP
These large novelty ears function as a long distance listening device, by placing the bud in your ear you can hear sounds from the novelty ear as if it were your actual ear regardless of the distance between the ear and the bud.

Dragon Cracker -400 CP
This supernatural Firework creates a luminescent sparkling dragon that you can pilot telepathically in order to control its movements until its explosive reaction has finished.

12 Grimmauld Place -600 CP 🏚
The ancestral home of the Black family, located in the Borough of Islington, in London, within a Muggle neighbourhood, the building is protected by many wards, including a Fidelius Charm of which you are the secret keeper, preventing anyone you haven't informed about the location from finding the building. Should you choose, you may elect to have these protections extended to other properties you own. Ignoring the normal provisions that would prevent a secret keeper from holding the secret of their own residence. As a side note, the Fidelius Charm over this property will remain with you as the sole secret keeper even should you die.

Hufflepuff

Dark Arts Defence – Basics for Beginners -100 CP

This book presents a theoretical examination of defence against the dark arts but lacks the practical information on how to counter Dark Magic such as defensive spells.

By itself the book can only be used for education purposes but when combined with other sources such as practical spell books it will allow the user to dictate tactics and plans for dealing with various creatures and offencive coordinations.

Post-Jump this book gains chapters on theoretical examinations of evil entities from the respective Jump.

Daily Prophet -200 CP

Every day you will receive two copies of the Daily Prophet, a wizarding newspaper based in London, England and the primary source of news for British and Irish wizards, the first copy will be the official copy and the second will have the bias and faulty information corrected.

Post jump you will receive two copies of a similar in universe paper with the same effects.

Family Mural -400 CP

This magical wall will update itself showing your full family tree including your children and significant others updating to show new marriages after the ceremony and new children and grandchildren whenever they are born.

Room of Requirement -600 CP ❋

This magical room transforms itself to become whatever you need it to be, creating a number of objects and Items for the purposes that you need but none of these Items can be taken out of the room, it also can not create food as a safety precaution.

A secondary feature of the room is that any Items lost within a mile of where it has been placed will be attracted to the room and may be called up upon command.

Ravenclaw

O.W.L.s Study Materials -100 CP

This collection of documentation contains all of the books and research required for passing your Ordinary Wizarding Level (O.W.L.) exams including the “Cram It!: How to Soar on Your O.W.L.s” study guide for all the relevant subjects of Potions, Charms, Transfiguration, Herbology, Care of Magical Creatures, History of Magic, Defence Against the Dark Arts, Ancient Runes, Astronomy, Divination, Arithmancy and Muggle Studies for both the Written and Practical Exams. This updates each jump with relevant information.

Magical Missing Posters -200 CP

Whenever you lose something these magical parchments will always be useful simply pin one up describing the Item you have lost and within 24 hrs the Item will be returned to you.

Ministry Confidential Letter -400 CP

This official document comes directly from the ministry of magic and can be used to create falsified and official documentation with any noted appointments being created. If the document is questioned then the ministry will have to either support it or launch an official investigation into the matter. Post-Jump the document can be used for any one official organisation.

Misty Archway -600 CP ⚠ ❋

This stone archway is the physical manifestation of the barrier between life and death.
You can summon and unsummon this archway at will and it will show a map containing every afterlife and living realm within the Jump universe; when one is selected you can travel through the archway to and from that destination.
In Jump this can become an independent copy or it can replace the **Misty Archway**, absorbing it and either appearing in its place or in your possession.

Slytherin

Ministry Propaganda -100 CP
This documentation is an effective way of spreading misinformation allowing you to mass produce and spread banners, pamphlets and newsletters in order to push whatever agenda you are pursuing.

Black Quill -200 CP
This dark magical object is an effective torture device that writes using the blood of the person using it, carving whatever the user writes into their skin, wounding their body, potentially causing permanent scaring and inflicting a minor curse that prevents the user from informing others of their torture.

Proclamation -400 CP
You may write any rule upon these plaques and when they are nailed onto a wall they will become official rules for that location and organisation that should be supported by staff but can be repealed if enough people are morally opposed.

Prophecy Orb -600 CP ◉
At the start of each Jump this orb will light up and grant you a prophecy of your greatest problem that is to occur within the Jump, in the form of a poetic riddle.
The prophecy will give you notes on how best to prepare for the problem and potential solutions.

Companions:

Import Companion, **Returning Import** and **Canon Companion** are in the **General Companions** section. Companions cannot purchase Companions.

Thestral -100 CP
This breed of magical winged horse has a skeletal body, face with reptilian features and wide leathery wings that resemble a bat's.
The most well-known ability of these beasts is their invisibility to those who had not seen death. In other words, they were only visible to people who had seen someone dying and fully accepted, understood and internalised the concept.

Dolores Umbridge -100 CP

You gain Dolores Umbridge, a Ministry of Magic bureaucrat who served as the Senior Undersecretary to the Minister for Magic under a number of Ministers. In 1995 by order of the Ministry, she was installed as the Defence Against the Dark Arts Professor at Hogwarts School of Witchcraft and Wizardry. She gains the **Slytherin** Origin and **+300 CP** to be spent on this Mini-Jump, each previous Mini-Jump and each future Mini-Jump when you do them. Should you not wish to take Dolores as a companion you may instead choose to recruit another In-Jump **Slytherin** member to become a companion in her place gaining her CP and origin bonus.

Nymphadora Tonks -100 CP

You gain Nymphadora Tonks, a Hogwarts graduate who is currently an Auror under the watchful eye of Alastor Moody. Tonks is a Metamorphmagus allowing her to alter her physical appearance at will and a descendant of the Black family despite her mother being disowned. She gains the **Hufflepuff** Origin and **+300 CP** to be spent on this Mini-Jump, each previous Mini-Jump and each future Mini-Jump when you do them. Should you not wish to take Nymphadora as a companion you may instead choose to recruit another In-Jump **Hufflepuff** member to become a companion in her place gaining her CP and origin bonus.

The Order of the Phoenix -300 CP 9¾

Rather than a member of the order itself this option grants you the order's mascot or at least one of its species, your very own Phoenix! This Phoenix has willingly bound itself to you with it considering itself your friend and adopted family member allowing you to access its wonderful abilities. Although not the most prominent of a phoenix's abilities, their song has a magically deep emotional impact striking fear into the hearts of its enemies while providing support, courage and comfort to their friends. The tears of a Phoenix have potent healing capabilities able to bring a person back even from the brink of death though they gradually lose their power the longer they are not used and not contained. A Phoenix also has a number of transport capabilities that allow them to aid their friends including being able to disappear and reappear at will in bursts of flames and take whoever was holding them along, similar to Apparition and effortlessly fly great distances with four people holding onto its tail.

If you already have a bird companion you may choose for them to gain all the powers of this Phoenix and a Phoenix **Alt-Form** that they can switch into and out of at will.

Scenario:

You may take this scenario or leave it be.



Hogwarts Legacy

It seems your attention this year will be a little split as for the duration of this Mini-Jump you will be simultaneously in two places at once.

Both of you will have a copy of all purchased Perks, Items and Drawbacks.

One of you will continue through this Mini-Jump as normal and the other will wake up in an alternate timeline in **1890** on a flying coach from London. This coach contains a specific new student who after the coach gets attacked by a dragon will be port keyed to Gringotts where they will come into their ancient magic. You may choose to **replace this new student or be in a slightly larger carriage beside them** with you being able to determine their wand, appearance, name and house as if using the in-game options from Hogwarts Legacy. After escaping to Hogwarts the students will start attending school for their fifth year. The new student will possess the power to control a mysterious and ancient magic that has recently resurged and caused a goblin rebellion.

To complete this scenario you must defeat Ranrok's goblin rebellion, step foot in the repository, pass your O.W.L.S and finish the school year.

If taken during the **SpeedRun** it will occur in tandem with the **SpeedRun** Year.

By taking this scenario you will gain your **House's** appropriate **Legacy Arsenal for Free** and you may purchase additional **Legacy Arsenal Perks** for **-100 CP** each.

Legacy Arsenal: Gryffindor -100 CP

From your time in Gryffindor you have mastered four Force spells fully understanding the principles and uses of each spell as well as how they can be creatively used.

- The first spell you gain is **Flipendo**, the Knockback Jinx causes a force that flips a target upwards and backwards.
- The second spell you gain is **Descendo**, which slams a target down towards the ground with great force that does not do direct damage but may be damaged from impacts.
- The third spell you gain is **Depulso**, the Banishing Charm it pushes an enemy or object away from the caster with great force, it doesn't cause any direct damage but may cause indirect damage from impacts.
- The final spell you gain is **Accio**, the Summoning Charm it pulls small objects into your hand, and pulls larger objects towards you, it can also be used to summon specific objects to you so long as you know them specifically.

Legacy Arsenal: Hufflepuff -100 CP

From your time in Hufflepuff you have mastered four useful spells fully understanding the principles and uses of each spell as well as how they can be creatively used.

- The first spell you gain is **Glacius**, the Freezing projects an icy-cold air stream from the tip of the wand. This can be used to freeze water, extinguish fires and trap enemies.
- The second spell you gain is **Arresto Momentum**, the Charm is used to slow a target for a short amount of time, the larger the target, the shorter the duration.
- The third spell and arguably fourth spell you gain are **Levioso** and **Wingardium Leviosa** which are both levitation charms from the same root however each has a different application. **Wingardium Leviosa** is able to lift far more weight, moving and rotating it around but cannot be used on self animating objects. **Levioso** is only able to lift its target slightly off the ground though it is able to keep hold of self animate targets such as living beings.
- The final spell you gain is **Transformation**, a spell that allows you to temporarily transform a target into random objects. If cast on an Animagus while in their animal form, they are forced to revert to human form.

Legacy Arsenal: Ravenclaw -100 CP

From your time in Ravenclaw you have mastered four transfiguration spells fully understanding the principles and uses of each spell as well as how they can be creatively used.

- The first spell you gain is a specialised **Conjuring Spell**, that allows you to temporarily materialise an object from a recipe or blueprint that you remember. When used in tandem with **Reparo** it can create any components a target is missing.
- The second spell you gain is a specialised **Altering Spell**, that can be used to change the physical form or colour of objects. If used in combination with the **Conjuring Spell** and the corresponding materials you can make your Conjurations permanent.
- The third spell you gain is **Evanesco**, which can be used to destroy Conjurations. If used in combination with the **Conjuring Spell** it can be used to target objects breaking them down into their base components.
- The final spell you gain is **Reparo**, which is used to repair broken objects and structures, if used in tandem with **Evanesco** it can make damage worse.

Legacy Arsenal: Slytherin -100 CP

From your time in Slytherin you have mastered four dark spells including the three Unforgivable Curses fully understanding the principles and uses of each spell as well as how they can be creatively used.

- The first you gain is **Confringo**, a spell that sends a bolt of flame at a distant target, resulting in an incendiary burst that sets the target on fire and can be used to ignite torches, pyres, and campfires, which is sometimes necessary to solve certain puzzles.
- The first Unforgivable Curse you gain is **Imperio**, the Imperius Curse places the victim completely under the caster's control, making the victim unquestionably obedient to the caster.
- The second Unforgivable Curse you gain is **Crucio**, the Cruciatus Curse when cast successfully on a living creature inflicts intense, excruciating physical pain on the victim.
- The final Unforgivable Curse you gain is **Avada Kedavra**, the Killing Curse that when cast successfully on a living being instantly forces a painless death, without causing any injury or damage to the body.

Reward:

If you complete all the objectives you may take **The Student**, 1 **Thestral** and up to 16 willing followers as companions for **Free**. You gain the Perks **Ancient Magic** and **Goblin Silver-Smith**.

If taken during the **SpeedRun** you may also take the items **Goblin Silver Supply**, **House Chest** and **Dark Arts Battle Arena**.

If there are no active contradictions to the timeline this will be retroactively inserted as the Jump's true past.

The Student

If you choose not to replace the Student then they will become a companion and return to Hogwarts with you in the Half-Blood Prince as a new student.

They will gain the Origin house you picked for them, the **Ancient Magic** perk, the House appropriate **Perk** reward and **+300 CP** to be spent on this Mini-Jump, each previous Mini-Jump and each future Mini-Jump when you do them.

If you take this a second time due to the **SpeedRun** you may import the original granting them a second Origin and an additional **+300 CP** per Mini-Jump.

Ancient Magic ♊

With this **Perk** you have an affinity with Ancient magic, a powerful but lost form that may take a lifetime to master, through this you can see echoes of magic normally invisible to ordinary witches and wizards, and could easily interact with such echoes.

Ancient magic instinctively grants its user spells previously unknown to them to give them an immediate response to dangers.

Goblin Silver-Smith

You gain all the knowledge and practice skill required to forge and enchant any form of Goblin-wrought silver. If you use goblin magic for the enchantments in your work it would be eligible for **Shakash**.

Shakash is the goblin principle that when a masterpiece is no longer needed by the one who paid for its creation it is returned to the smith who made it so their students can study it to make further treasures.

Goblin Silver Supply

With this item you gain a self refinishing stock of 10 Goblin silver Ingots which are prepared for smithing use; they are sized approximately 3 cm x 8 cm x 12 cm .

House Chest

The chest gives anyone who opens it a unique set of personalised robes that take on an appearance related to their personality and preferences, it can also be set to glow every time they cast a spell.

Dark Arts Battle Arena

This wearhouse attachment contains a Battle Arena surrounded by an illusion of the Forbidden Forest. Using this attachment you can summon fully functional replicas of any type of generic enemies you have faced or specific copies of anyone you have met in order to battle them. Should you receive sufficient harm you will be ejected from the warehouse attachment, you will be fully healed and the warehouse attachment will become disabled for 24 hours.

Drawbacks:

You may take as many drawbacks as you wish but the points can only be spent in this Mini-Jump.
After this year of the Jump these drawbacks will be removed but if you continue into the next one whatever was fact will continue to be so.

I've been away for my health +100 CP
You have a poor immune system making you more susceptible to sickness, as a result of this you will get ill at least once a month.

You're a very good person, who bad things have happened to +100 CP
You have terrible luck causing you to be near constantly hit by random, unpleasant, and painful bouts of misfortune.

Ministry Hearing +100 CP
The ministry has set a legal hearing against you on trumped up charges requiring you to attend and defend yourself.

The emotional range of a teaspoon +100 CP
Perhaps you have had an unpleasant run in with a dementor or something else but you have become emotionally numb preventing you from understanding the emotions of others.

You have to report this +100 CP/+200 CP
Whenever you make a mistake you will have to write a 500 word report explaining your actions, how they went wrong and what you could have done differently.
For **+200 CP** total you will have to do this document in triplicate.

What has the Ministry of Magic got against me +200 CP
For some reason the Ministry of Magic has decided to create a smear campaign against you with multiple speculative and simply made up stories plastered all over the Daily Prophet.

Padfoot, are you barking mad +200 CP
Your friends, allies and companions keep taking stupid risks for pointless and emotional reasons that keep putting them in danger.

Nightmares +200 CP - [Mandatory with "A Specific Scar"]
You will suffer terrible nightmares showing you the dark and twisted actions of Voldemort past, present and potentially future.

I tried so hard to help but all it's done is made things worse +300 CP
You have terrible luck in regards to the consequences of your actions, with every good thing you do causing unintentional negative things to happen to people you are or were ever positively inclined to or who are at least indifferent to you.

End of Mini-Jump

This Mini-Jump ends when you return home from Hogwarts at the end of the school year. Any relevant Mini-Jump-only drawbacks end. You now have the summer off and you can either spend your time in jump or optionally go on another jumpchain adventure while this jump is paused.

If/when you return you must select "**Next:**" and continue onwards with the next Mini-Jump in the series.

Next:

You continue into the **Harry Potter and the Half-Blood Prince Mini-Jump**.



You have returned for another year at Hogwarts with this jump starting after the summer on the 23rd of June 1996, with no measurable time passing since you were last here or perhaps you never left.

You gain a **+500 CP** stipend to be spent specifically on this **Harry Potter and the Half-Blood Prince Mini-Jump**. Although you may not have your previous drawbacks you will continue being who you were previously and retain any scars you may have gained.

Perks:

For each origin, the 100 CP Perk is Free and the others cost 50% of their initial price.

Could you allow me to extract a vial -300 CP

You are an expert at extracting samples from creatures both magical and mundane, doing so without causing any discomfort or loss of life in the creature.

After the extraction you are able to completely regenerate the creature though it will require time to recover before you will be able to safely take the same sample again.

I'd rather pitch myself off the Astronomy Tower -100 CP

You have the gift; though you may not know it at times you will be compelled to make off handed comments that will actually be unintentional prophecies of the future.

Swear to it... make the Unbreakable Vow - Free/-100 CP/-300 CP

The Unbreakable Vow is a spell where a witch or wizard makes an oath to another. If the terms of the oath are broken, the person who breaks it will die.

For **Free** you can act as the witness and cast a Regular Unbreakable Vow without tiring yourself or losing magical energy.

For **-100 CP** you are able to Seal an Unbreakable Vow as a participant.

For **-300 CP** you can invalidate any so-called unbreakable vow and similar such magical contracts and agreements without suffering any supernatural consequences.

Take my arm -100 CP/-200 CP

There are various methods of magical travel in the wizarding world of Harry Potter, two shown in the film series that are difficult to distinguish are **Apparition** and **Smoke-like Flight**. You may purchase either for **-100 CP** each and will gain a bonus if you take both for **-200 CP**.

- **Apparition**
  This form of magical transportation lets you move instantly from one location to another, without traversing the space in-between but can be disastrous if botched causing Splinching, a warping or severing of body parts. You can take others with you.
- **Smoke-like Flight**
  This method of flight was supposedly created by Voldemort allowing the user to convert their body into a smoke-like substance to fly without support, defying the assumptions of many that it couldn't be done. The colour of your smoke flight form can be either white, black or your origin house colour.

If both options have been taken you may customise the colour of your smoke-like flight at will and by converting to smoke before Apparition prevent Splinching from being possible as any distortion will be reversed when you revert from the smoke form.

Gryffindor

What about your activities outside the classroom -100 CP
You have gained a certain romantic intuition allowing you to tell when someone is attracted to you as well as how deep and sincere their emotions are. This also passively improves the quality of any dates you plan and gives you a minor luck boost during the date itself.

Wands Out -200 CP
You have mastered the art of the quick draw allowing you to instantly draw out a weapon or tool from on your personage or luggage as quickly and smoothly as possible without actively drawing attention.

I'd know if my best friend was in my room -400 CP
With this Perk you gain an additional sense that allows you to instantly know whenever someone is inside of property you own, what they look like, and what actions they are taking within your property.

But I am the chosen one -600 CP ♥
Through this Perk you have the potential to be every chosen one allowing you to viably fulfil any prophecy, even gaining a form of subconscious guidance when you want it.
You are also able to use any magical devices and Items, even if you would normally be incompatible due to age, gender, soul, worthiness and other similar restrictions.

Hufflepuff

If you should have the need to talk to someone -100 CP
Sometimes all that someone needs is someone to talk to and with this Perk that person can be you. Through this Perk you can induce someone in need to talk to you and are able to listen to their worries and give advice and suggestions that will benefit them personally.

What is it he sees in her? -200 CP
You gain an extra sense allowing you to see the inner beauty of everyone allowing you to see their best aspects. You can at will change this so instead of seeing their inner beauty you see their inner evil and their worst aspects.

You make a very convincing armchair -400 CP
You have learned the magical art of urban camouflage allowing you to take the form of any mundane inanimate object while being able to fulfil an approximation of its main functions.

Get what you want from the cupboard -600 CP ⊙
Whenever you need to have materials for a specific activity you can always scrounge up the bare basics that you need in order to participate and it will often turn out better than if you had purchased custom Items.

Ravenclaw

I think you look a bit more devil-may-care -100 CP
Any cuts, wounds, bruises or scars you possess make you seem more attractive to those who see you and can be healed at will by concentrating on them, allowing you to retain half of the attractiveness boost with anyone who had seen you while injured.

I do love knitting patterns -200 CP
You have gained a talent for various knitting methods, being able to create and style numerous styles of clothing in a fraction of the normally required time with perfect measurements.
This can be used in tandem with any type of materialisation technique to instantly create clothing made of the appropriate materials.

Not only how to use magic but how to control it -400 CP
You have control over your magical flow allowing your spellcasting to be more focused and efficient, allowing you to cast large scale magic far more easily and allowing you to manipulate small aspects of a spell to do exactly what you want it to do.

Have you ever heard of this spell -600 CP ♠
Probably not, as with this Perk you gain the understanding of how to break down every spell you know into its base components and reassemble them to do new things, such as breaking down and combining Lumos with Legilimency to shine memories against a wall like a film projector.

Slytherin

I've been mending it -100 CP
This Perk grants you a form of reactive academic knowledge and experience required to professionally repair any damaged mundane, magical or supernatural artefacts.

You can't do this he can't be trusted -200 CP
You have gained an odd affinity with people that makes it so that if there is any ambiguity about you in their mind they will go out of their way to give you the benefit of the doubt.
This will cause people to trust you even when their personal feelings about you say that they shouldn't.

I can make things move without touching them -400 CP
You have an interesting knack for magical telekinesis allowing you to remotely move objects around with your mind without using a wand; like a muscle the more you use this the stronger it becomes.

It was a ceremony and initiation -600 CP ♦
You have learned the secrets of the Dark Mark and soul brands in general.
Using this knowledge you can create customizable soul brands or destroy pre-existing ones.
When someone is marked by one of your soul brands you can use it to track their location, summon them through another brand, and communicate with them either through a gentle influence on their mind or by creating sensations that are sent through the mark, including emotions such as pleasure and pain.

Items:

Consumables restock once a year and Items lost or stolen will return to you once a week.
The first purchase of a discounted Item is half price with **-100 CP** Items being Free.
Any further purchases of an Item after the first is full price.

Felix Felicis -300 CP ✲
This vial of "Liquid Luck" refills itself once per month with a magical potion that makes you 10,000% more lucky than normal for a period of time, during which virtually everything you attempt will be successful.

Gryffindor

A Valentine's Gift -100 CP
On command you can summon a heart shaped box of chocolate and a fully customised Valentine's card for someone special.

Draught of Living Death -200 CP
This potion is an extremely powerful Sleeping Draught, sending the drinker into a deathlike slumber that cannot be differentiated without professional inspection. It also comes with a smelling salt that can rouse anyone who isn't dead.

A Cabinet of Memories -400 CP
You receive a cabinet containing liquid memories and once per Jump or once per ten years you can designate a single target for these memories to pertain to. These memories each show aspects of that person from their interactions with others.

A Convincing Counterfeit -600 CP ✲
An identical locket to the one owned by Salazar Slytherin that can on your command take the form of anything else and become indistinguishable from the real deal.

Hufflepuff

Sporting Hat -100 CP

This self customising hat will transform itself into a novelty head of the mascot of whatever team you are supporting and can even make thematic noises when needed.

By default this will be a badger but If you're supporting Gryffindor it will become a lion and if you support Slytherin it would be a snake.

The Burrow -200 CP

You can drop this lopsided magical house anywhere you would like in the Jump; it is stacked with bizarre proportions being several stories high and so crooked that it is required to be held up by magic.

Inside of the house are several magical appliances that are in line with mundane muggle technology and a basic camouflage that hides the building from muggle eyes.

Love Potions -400 CP

Anyone who drinks these potions becomes infatuated with whoever you designate the target of the potion to be.

This effect will wear off over time and will prevent them from going “too far”.

Resurrection Stone -600 CP ⚠ ϟ

This glass-like Stone engraved with the Peverell coat of arms is fitted into a golden ring. Unlike the original, this one does not harm you if you wear it.

It has the power to resurrect the spirits of the deceased as summoned shades that are more physically solid than a ghost but less so than a living body. These shades produce a repelling effect against Dementors and other soul-consuming beings; except yourself if you are able to consume souls.

In Jump this can become an independent copy or it can replace the **Resurrection Stone**, absorbing it, destroying **Voldemort's Horcrux** and either appearing in its place or in your possession.

Ravenclaw

Quibbler -100 CP

The Quibbler is the Wizarding World's Alternative Voice, a tabloid publication and contains odd articles about conspiracy theories and creatures considered imaginary by the general public.

For the duration of this Jump you will gain two copies of this newspaper, one that matches the in-universe paper, the second only contains true conspiracies and real cryptids.

Post-Jump you will get the second copy with information about the in-Jump equivalents.

Scroll of Names -200 CP

This magical parchment will contain the names of everyone in-Jump that is a member of any event or organisation you are in charge of and it will contain a list of anyone viable to join.

Spectrespecs -400 CP

These magical 3D glasses known as Spectrespecs tend to make the wearer look like a demented, multicoloured owl. Their true effect however is that they allow the user to see the true outline of normally invisible or shapeshifted beings.

Advanced Potion-Making Textbook -600 CP ◉

This book contains the advanced recipes and various other topics related to potions creation, however this copy has been altered with notations from a superior potions master pointing out all the mistakes and better ways of completing most steps.

Post-Jump at the start of each Jump or once per ten years you may choose to receive an advanced textbook with detailed notations on any selected subject or choose to randomly receive one on a topic you are capable of practising from across the Omniverse.

Slytherin

Dourglass -100 CP
The sand runs in accordance with the quality of the conversation: if stimulating, the sand runs slowly. By holding it you can find a topic that each guest will find interesting.

Cursed Necklace -200 CP
You have a strange control over this necklace causing the first person who touches it to become a sleeper agent in order to complete a single preprogrammed objective.

Pair of Vanishing Cabinets -400 CP
Anything that goes into one of these cabinets will appear in the other as soon as both are closed regardless of distance and any type of barrier that would normally block teleportation. At the most extreme level you could use this as a gateway across the local multiverse if you have a way to transport one of the cabinets to the other location.

Cave of Sorrows -600 CP ♘
This cave is a replica of the one used to hide one of Voldemort's Horcruxes. Entering the cave requires climbing the side of a mountain, then the entrance requires a blood sacrifice to open, leading to a large Inferi-infested underwater lake with an island in the centre.
To cross the lake a person would be required to find and use the invisible boat and once on the island is a basin filled with a potion that could not be touched except with a shell cup with the only way to dispose of it being to drink it causing the drinker to see and experience "terrible things".
Once empty the basin will lead to a vault that anything can be stored within.
If the lake water is touched or any of the rules are broken a near-infinite army of Inferi will rise from the lake and attempt to kill the interloper and make them an Inferi.
You may also call many of the Inferi out of the cave for up to 3 hours with them following your commands before they disintegrate.

Companions:

Import Companion, **Returning Import** and **Canon Companion** are in the **General Companions** section. Companions cannot purchase Companions.

The Half-Blood Prince -100 CP/-200 CP * 9¾

For **-100 CP** you gain the **Noble Heir Perk** called **Heir of Prince** for **Free** as you or one of your ancestors were a member of House Prince. You can become the House's Head unless it somehow gains a new Head, in which case you would be able to get the position if that Head dies or they relinquish the role.

For **-200 CP** you also gain Severus Snape is a half blood descendant of the Prince family who was sorted into Slytherin and for a time was a death eater. He later turned against the death eaters after finding that they planned to kill his childhood love Lily Evans Potter.

He joined the order of the phoenix becoming the potion master of Hogwarts and head of Slytherin house giving him the **Slytherin** Origin and **+400 CP** to be spent on this Mini-Jump, each previous Mini-Jump and each future Mini-Jump when you do them.

Should you not wish to take Snape as a companion you may instead choose to recruit another In-Jump **Slytherin** member to become a companion in his place gaining his **CP** and origin bonus.

Drawbacks:

You may take as many drawbacks as you wish but the points can only be spent in this Mini-Jump.
After this year of the Jump these drawbacks will be removed but if you continue into the next one whatever was fact will continue to be so.

Is that normal for people like me +100 CP
People think you're weird or creepy and no matter what you do people will be unsettled by you.

No hard feelings +100 CP
There is one random person who constantly tries to outdo you and somehow they keep succeeding and then rubbing it in your face.

I think I love her +100 CP
People keep dosing your food and drink with love potions causing you to temporarily fall head over heels in love with random people.

Rather unpleasant to behold isn't it +100
You have a horrible burn or scar that often itches and puts off people who aren't expecting it.

Thought I was going around the twist +100 CP
Things keep happening that make you think you're going crazy and maybe you are.

I don't know what I saw +100 CP
Something has happened to your companions. They all suddenly have a terrible memory and can't confirm a number of things that they should know.

How old is he +100 CP
You look haggard and old as if you aged 100 years overnight.

The instructions specifically state +200 CP
Every book, every document, even every pamphlet you read will have wildly incorrect information.

Killing rips the soul +200 CP
Each time you harm someone you feel the pain of what you have inflicted upon others

Enjoy your ride back to London +200
Once per month you will have to ride a train from Hogwarts to London and nothing you can do will speed up or prevent this from occurring.

The Gift of Poison +300 CP
Any drinks you are given may contain a deadly poison, so you will need to check before you drink.

I can stay hidden up here too if you like +400 CP
For six months half of your companions will vanish and then for the following six months the other half of your companions will vanish. This will not seem strange or notable to anyone else.

End of Mini-Jump

This Mini-Jump ends when you return home from Hogwarts at the end of the school year. Any relevant Mini-Jump-only drawbacks end. You now have the summer off and you can either spend your time in jump or optionally go on another jumpchain adventure while this jump is paused.

If/when you return you must select "**Next:**" and continue onwards with the next Mini-Jump in the series.

Next:

You continue into the **Harry Potter and the Deathly Hallows – Part 1 Mini-Jump.**



You have returned for another year at Hogwarts or have you?
This jump starts after the summer on the 23rd of June 1997, with no measurable time passing since you were last here or perhaps you never left.

You gain a **+500 CP** stipend to be spent specifically on this **Harry Potter and the Deathly Hallows – Part 1 Mini-Jump**. Although you may not have your previous drawbacks you will continue being who you were previously and retain any scars you may have gained.

Perks:

For each origin, the 100 CP Perk is Free and the others cost 50% of their initial price.

I must do it with another's wand -200 CP
Whenever you use the possessions of another such as a wand, a sword or a screwdriver it will act as though you were that person.
You also temporarily gain the skills and knowledge related to the use of the tool that the true owner had.

Are you saying you can apparate in and out of this room? -400 CP
There is something off about your magic, as though it were set to a different frequency. All methods of detecting or blocking your magic or other abilities such as wards and anti-magic will need to be “attuned” to you specifically in order for you or any magic devices you create to be hindered by them.

Gryffindor

Try and act normal -100 CP
You have learned the art of being inconspicuous. You know how to keep your head down and not look suspicious, being able to be ignored unless you are the one specifically being searched for and even then it is easy for you to be overlooked.

I had to make sure you weren’t an imposter -200 CP
You can instantly determine the likelihood of someone being an imposter and what tests either physical or verbal would be the most effective in order to prove it one way or the other.

He wants it desperately -400 CP
You gain an instinctive feeling whenever your enemies are specifically searching for something to use against you. This instinct lets you know roughly what they are after, what it can do, and where it might be.

Only takes in that which makes it stronger -600 CP ♥
Whenever something enters your body and you survive its effect, or after you use a 1-UP, your body and essence will break it down and incorporate it.
How your body adapts depends on the intrusion and your body's needs.
Your body may learn to reproduce the materials the intrusion is made of for offence or defence purposes or it may incorporate the specific sample into one of your biological systems such as corrupting viruses into aiding your immune system.

Hufflepuff

Haven't got anything a bit more sporting, have you? -100 CP
Sometimes things just don't look the way you want them to and using this Perk you can change that.
Though using this Perk you can completely customise the visual design of any object, even being able to change its shape and size but you are unable to alter its functions.
If any change caused by the new form would impact its functions then you will be aware of it and the function may be disabled depending on how and what it is.

Fancy this you're not you so shut it -200 CP
You have gained a special kind of empathetic thought which will allow you to mentally impersonate anyone; using this you would be able to perfectly predict how they would react to a situation and determine what unforeseen events may cause them to take unexpected actions.

Only meant to maim, or seriously injure -400 CP
It's a difficult thing to hold back sometimes but you no longer need that level of restraint; using this Perk you may toggle to make it so that your actions are incapable of killing regardless of what you do. Through this you could drop a chandelier on someone, push them off a mountain, cut their throat and even cast the killing curse on them but your target will still live—though in a great deal of pain.

It will be impractical to attack him -600 CP ♣
With this Perk you gain the knowledge of all location protection spells that have ever been taught at Hogwarts with the skill to quickly set up Anti-Spy, Anti-Apparition, Defensive and Counter-Offensive Wards to an Anti-Siege Level.
This Perk updates with equivalent knowledge each Jump.

Ravenclaw

You know the spell -100 CP
To use a variety of magic requires the memorisation of a lot of different incantations and wand movements with any mistake on either part having an adverse reaction on the result.
With this Perk you gain a perfect memory for all spells you know and their spellcasting components and always know which is the best spell you know for each situation.

The most celebrated magical historian -200 CP
At the start of each jump you will gain academic knowledge about all hidden worlds and secret civilisations that are native to that Jump and interact with those Jump settings more than once per year, to the same level of detail as a masters degree in history.

I can see it growing smaller in your eyes -400 CP
You have a special sight that lets you see the general type of thoughts as well as emotions and intentions behind a person's thoughts. This doesn't let you see what the thoughts actually are but it lets you tell, among other things, if a person is thinking of something deep, depressing, creative, deceptive or critical of you.

It was Death and he felt cheated -600 CP ⚠
There are those who cheat death by surviving a situation when they were supposed to die, leaving Death shaking their fist in annoyance, but now you can give Death a helping hand. You can use this Perk to curse anyone who avoided death over the last day to give Death a second chance and over the next 24hrs they will face the same odds once again.

Slytherin

I'm a buyer of rare and wondrous objects -100 CP
You learn the mercantile skills required to get your hands on any kind of magical or supernatural objects both in legitimate and illegitimate circles; more importantly you know how to prevent people from taking them from you.

Let's see what her last spell was -200 CP
You have gained a strange affinity for sensing magical imprints allowing you to see the echoes of magic that have been cast. Through this you are able to feel what spells have been cast by a person, using a magical focus or in a location over the last 24 hours and can even feel if the signature of a spell from any of them matches anything else.

This is a false trail -400 CP
You always know whenever you are being given falsified information even if the one giving you that information is unaware that it is false.

At first I thought it was an eye -600 CP ⊙
You have learned how to gain eyes everywhere—whenever you draw, paint or carve an eye on a flat surface, you will be able to connect to it in order to see through it.
The more detailed the eye the more accurate what you can see through it.
You will be able to passively see through your created eye(s) until it is erased or damaged enough to no longer look like an eye.

Items:

Consumables restock once a year and Items lost or stolen will return to you once a week.
The first purchase of a discounted Item is half price with **-100 CP** Items being Free.
Any further purchases of an Item after the first is full price.

Dirigible Plum Bush - Free
This small bush contains an orange radish-like magical fruit that grows upside down and will float away if disconnected from the stem. When used for cooking the plums are quite tasty and very healthy for magical beings in small doses.

Gryffindor

Decoy Detonators -100 CP
These magical wind-up toys are designed to create a diversion: after being activated the decoy will run a distance away then produce honks, bangs, bursts of confetti and clouds of foul smelling smoke in order to divert attention away from the user.

Two-Way Mirrors -200 CP
This pair of mirrors are magically connected allowing you to communicate visually and verbally with the holder of the other mirror regardless of the distance between locations.

Flying Motorcycle -400 CP
You may select between a white 1959 Triumph 650 T 120 Bonneville or a light blue Royal Enfield with optional sidecar. This motorcycle is enchanted to fly up to 300 MPH, automatically resize itself to match whoever is riding it and has a protective barrier around it in order to keep an atmospheric shell around you, protecting you from the G-Forces of flight and even in the void of space.

MacGuffin Will -600 CP 9¾
Once per jump you can activate this parchment in order to be bequeathed up to five Items that each act as a plot device to set events into motion for your benefit or solve upcoming problems relevant to you.

Hufflepuff

Limitless Supply of Identical Clothes -100 CP
You gain a sack containing an infinite supply of identical clothing that all fit you exactly, though they are very bland and boring looking.

Party Tent -200 CP
When this tent is set up it expands in order to accommodate everyone within it, expanding as necessary, adding new tables and chairs as appropriate.
Even when at the basic stage it contains a full dance floor and a self refilling buffet which each improve and become more grand in proportion to the people within the tent.

Flushable Entrance -400 CP
This portable toilet can be attached to the side of any building or facility in order to flush yourself into any room you choose within the building.

Deluminator -600 CP ✻

This magical device can be used to extract the core of any nearby light source, deactivating it and storing it for later use.

Once per year this device can extract a light from within itself in order to find the location of the user's most heartfelt desire.

Ravenclaw

Supporting Research -100 CP

Whenever you have found the answer to a problem you are facing you can call upon a book related to the topic proving or disproving your assertion.

The Tales of Beedle the Bard -200 CP

This book of children's stories updates itself each Jump in order to contain new in-Jump fairy tales native to that Jump's universe. It is also guaranteed to contain at least one fairy tale relevant to the plot.

The Life and Lies -400 CP

Once per year you can receive a tell-all book about one in-universe character of your choice that reveals all of their personal and family history as well as all their dark secrets and all the skeletons in their closet.

Magic Bag -600 CP ♖

This wonderful bag seems to have an infinite space within it that can store anything inside. Should you want to retrieve Items you can do so by putting your hand into the bag with intent to pull a specific Item out. No other may retrieve Items from this bag. You can also connect this to your warehouse in order to access the Items stored within as if they were in the bag.

Slytherin

Blood Tests -100 CP
This simple magical swab can instantly determine the blood status of whoever it is swiped across, including their species heritage by percentage, their family lines and bloodline eligibility.

Homing Knife -200 CP
This magical knife has a special enchantment that when it is thrown it will automatically be pulled towards its intended target.

Ministry Reports -400 CP
These top secret documents can be targeted to be about anyone in-universe and contain all official information about the subject held by any government in-Jump and their official policies for dealing with the individual.

Salazar Slytherin's Locket -600 CP ϟ
This golden locket has a serpentine S in glittering green stone inlay coating it. While closed the locket and its contents will be perfectly protected, while open it is able to show the innermost emotions including hopes, fears and secret desires of whoever wears it or had previously worn it.
An additional feature is that the locket contains a recording feature and retains the collective of recording of the Gaunt family, and Salazar Slytherin himself. Though most of it is in Parseltongue it tells secrets about the Chamber of Secrets, as well as Salazar recording his academic and magical knowledge.
In Jump this can become an independent copy or it can replace **Voldemort's Horcrux**, destroying it and either appearing in its place or in your possession.

Companions:

Import Companion, **Returning Import** and **Canon Companion** are in the **General Companions** section. Companions cannot purchase Companions.

⅓ of The Golden Trio-100 CP

You may select one of the members of the main cast of the Harry Potter franchise from Ron, Harry or Hermione. As each one is a member of Gryffindor they gain the Gryffindor Origin and **+300 CP** to be spent on this Mini-Jump, each previous Mini-Jump and each future Mini-Jump when you do them.

Drawbacks:

You may take as many drawbacks as you wish but the points can only be spent in this Mini-Jump.
After this Mini-Jump these drawbacks will be removed but if you continue into the next one whatever was fact will continue to be so.

Least Loved +100 CP

No matter what happens or what you do you seem to be everyone's last choice and least favourite option; this won't cause anyone to hate you but will make it so that most people will pick any other valid choice over you.

What's wrong with his face +100 CP

Your face has been messed up making you grotesquely ugly and near unrecognisable to everyone who knows you.

Don't ever let me give you a haircut again +100 CP

You have an ugly haircut that everyone finds disgusting and will make comments about and nothing you do will change it.

Don't hang about snatch them +100 CP

You keep being clumsy and missing whenever you try to grab something or someone, often resulting in you repeatedly having to pick things up off the ground that should be easy to grab.

Splinched +200 CP

You have had an unfortunate Apparition accident that is extremely painful and grotesque to look at.

I tried to mend it +200 CP

You are a walking disaster, constantly breaking things that are important or fragile, requiring that anyone else handle anything that you want to keep intact.

My wife's all alone downstairs +200 CP

You have an odd mental condition that keeps making you forget who you are in a relationship with.

They wouldn't recognise any of it +200

Everyone who cares for you in this world will forget who you are or that you ever existed, however your enemies will remember you.

Wanted Poster +300 CP

You have become the Ministry's number one undesirable and everyone who sides with them is after you.

Your eyesight really is awful +300 CP

You have become virtually blind requiring thick glasses in order to see anything other than blurry blobs.

You've still got the trace on you +600 CP

Every time you cast a spell you can be tracked by anyone and everyone who uses magic.

End of Mini-Jump

This Mini-Jump ends part way through the 12th of April 1998 the day Dobby canonically died. Any relevant Mini-Jump-only drawbacks end. You now have the summer off and you can either spend your time in jump or optionally you can take another jump and this jump will pause.

If/when you return you must select "**Next:**" and continue onwards with the next Mini-Jump in the series.

Next:

You continue into the **Harry Potter and the Deathly Hallows – Part 2 Mini-Jump.**



You have returned for another year oh perhaps not. Instead you arrive partway through the 12th of April 1998, the day Dobby canonically died, with no measurable time passing since you were last here or perhaps you never left.

You gain a **+500 CP** stipend to be spent specifically on this **Harry Potter and the Deathly Hallows – Part 2 Mini-Jump**. Although you may not have your previous drawbacks you will continue being who you were previously and retain any scars you may have gained.

Perks:

For each origin, the 100 CP Perk is Free and the others cost 50% of their initial price.

She's ordinary, and you're special - Free

You can now grant the Perk "**You're a Wizard**" to others with them gaining the appropriate innate magical talents and skills.

Always -100 CP

The feeling of love that you hold for others and that they hold for you never goes away and never weakens, no matter how long or how far you are from one another.

Geminio Curse -300 CP

You have learned how to imbue objects with the power of self duplication so that when touched a copy will be made, retaining the features and abilities of the original. The duplicated object can either be permanent or dissipate after either 1 year, 1 month, 1 week, 1 day, 1 hour, 1 minute or 1 second but each duplicate of a duplicate will lose the longest duplication option of the parent resulting in the 8th layer descendant only being able to exist for 1 second and being incapable of duplication.

If this **Perk** is used on a living being the copy will be an inactive copy that will function as if it were a fresh corpse.

I have to go back haven't I -500 CP

Once per jump or once every 10 years you gain a **1-UP** which activates when you die preventing a chain fail for that death unless you choose to stay dead.

At this point your soul will appear in a white blurry variation of a place important to you. In this location you will meet a version of Death who will have a short conversation with you, then you will be given the choice to come back to life or stay dead.

Gryffindor

Even amongst goblins, you're famous -100 CP

At the start of each Jump you can choose for all hidden societies to know of you, either specifically any set of your previous accomplishments or as a generically amazing person.

A particular proclivity for pyrotechnics -200 CP

You gain an impressive skill in the use of fire and explosives knowing how powerful you need it to be, where's the most effective place to throw it and how to get the result you want.

I've got something, but it's mad -400 CP

Regardless of if you are stuck for a solution or not you can activate this Perk to come up with a practical way out of your predicament, however the solution you come up with will be loud, dangerous to all involved and very ostentatious.

I feel like I could spit fire -600 CP * ⚯

With this Perk you've somehow become part dragon granting you a resistance to blunt impacts, burns, magic and the power to breathe fire.

Using this you can produce a stream of flames from your nostrils and mouth(s) and you may also spit out an explosive ball of fire. Initially this will only produce a small plume of fire but will improve in power and scope as you train and learn to control it.

Hufflepuff

Be a surprise if we can digest it -100 CP

With this Perk your constitution improves dramatically allowing you to digest anything that you could swallow getting the most nutrition possible from it including metals, poisons and even Aberforth's burned cooking.

You are a very unusual wizard -200 CP

You are now exempt from the bias of others, so much so that even if someone hates all wizards, humans and your gender they would not take that into account when dealing with you.

This works even when others are aware of the bias contradiction and that they should be feeling negatively towards you. This bias will not be taken into account for you on a conscious, subconscious or even primal level unless it is specifically you they have an issue with.

Kill the snake -400 CP

Whenever you target an opponent you can choose to instantly learn what their weaknesses are, what back up plans they have prepared, and the simplest ways to destroy their countermeasures.

Why should that mean that it's not real -600 CP ☯

You have gained the power to express what is within your mind outside of it, allowing you to create illusions out of your imagination with the same level of detail.

With enough focus you could even make these illusions seem solid to the minds of others making it so that the illusions can project a phantom sensation of touch, although they cannot interact with inanimate objects.

Ravenclaw

I realise that's not much to go on -100 CP
Whenever you are looking for something and don't entirely know what it is you're searching for you will find information about the object, including its name, previous owners and use that should aid you in your search.

What is that -200 CP
Whenever you wish to learn about something all you need to do is touch it and you will find anything you already know about it will be pulled to the front of your mind. Should you continue touching it you will gain a mental diagram of the object starting from the place you are touching it which includes its internal components, their composition, and how they interact, which will expand and become more detailed the longer you touch it.

I've always wanted to use that spell -400 CP
Once per jump or once every 10 years, whenever you face an issue or conundrum you can gain a custom spell that will perfectly solve your current problem, though depending on the situation you may never need to use it again.

Words are, in my not-so-humble opinion, our most inexhaustible source of magic -600 CP ♠
You have learned how to use all words as if they are magic allowing you to speak in any language as if it were a mystical Incantation. An example of this would be casting **Fire** or **Feuer** as a spell in order to produce a very similar flame to **Incendio** however in most languages this would come with a higher strain on you than traditional spells.

Slytherin

That is my price -100 CP
You always know the best angle for negotiation, what your counterpoint is really asking for, how far they are willing to go for it and how far you can push them before they refuse.

He will come to me -200 CP

Whenever you target someone you can instantly learn the right leverage in order to manipulate them into coming to you. This also allows you to instantly send them the message in a way that will have the best result for you.

Now is the time to declare yourself -400 CP

Whenever you are facing a number of enemies you always know the best way to pressure your opponents into surrendering and joining you.
Additionally they will become incapable of betraying you regardless of the situation, though this won't force them to do your bidding.

You, my friend, must stay close -600 CP ♦

Using this you can link the life force of yourself and any others you trust allowing all of you to share all of your defences. This also means that none of you will die unless one of you is harmed enough to kill all of you at once.

Items:

Consumables restock once a year and Items lost or stolen will return to you once a week.
The first purchase of a discounted Item is half price with **-100 CP** Items being **Free**.
Any further purchases of an Item after the first is full price.

Sorting Hat - Free 

This singing supernatural hat is the ultimate personality quiz capable of everything the original was including telling everyone his secrets.
If you simply put him on your head and he will tell you which of the Hogwarts houses you are suitable for but he can also tell other “Personality Quiz” answers you would have such as which house of the Ilvermorny houses you are most suitable, he can even tell you out-of-universe quiz answers such as what Lantern Ring you are most suitable for or what kind of Pokemon you would be.
In Jump this can become an independent copy or it can replace the **Sorting Hat**, absorbing it and either appearing in its place or in your possession.

Gryffindor

Unlimited Supply of Tombstones -100 CP
Let's hope that you don't need to use them but you can summon at will any number of tombstones with each containing a name, an epithet and a date range of your choice.
This is intended to be used for respectful burials though you could also use them for a limitless supply of throwing materials.

A Flower Test -200 CP
This magical stem can take the form of any flower and by having someone interact with it you can learn their magical aptitudes by the reaction it has, such as causing it to bloom as a dandelion then open and close its petals. Though to others this may appear to be an odd spectacle you will completely understand what styles and applications of magic they are good and bad at.

I open at the close -400 CP
This special Golden Snitch has a gateway to an expanded sub-space in the centre.
This gate only exists when the snitch is open and it can only be opened by knowing its password and touching it with a specific part of your body which can both be changed while the gate is open.
When it is closed you can set it to hover mode where it will float as commanded and act as best as it can in order to protect you.

An Army of Stone and Steel -600 CP ♘
This army of 100 stone statues and 100 suits of armour will follow your commands taking positions to act as inanimate decorations, only moving when you order them to.
You can also convert any other mundane statues or suits of armour you own into more fiat-backed soldiers for this Item.

Hufflepuff

Limitless Supply of Hot Drinks -100 CP ♨
You can summon a limitless supply of tin cups with each one containing a piping hot tea, coffee or hot chocolate, and also summon appropriate biscuits and marshmallows.

The Thief's Downfall -200 CP

You gain two pipes that can be placed within your warehouse with one producing a water-like substance that naturally flows directly to the other. Whenever this water-like substance comes into contact with any unsustained active magic it will instantly dispel it.

Portrait Entrance -400 CP

This customised portrait can be placed onto any wall in order to create or remove one of several blueprint layouts including a tunnel, a multiple roomed house and a vault like facility that appear in the structure it's placed on.

Although the internal layout of each design is identical regardless of where it is placed, the aesthetics of the structure match the materials of the wall used.

The entrance area behind the portrait will not exist unless the portrait decides it does, making it difficult for someone to break in when not invited.

Hufflepuff's Cup -600 CP ϟ

This small golden badger engraved cup was enchanted by Helga Hufflepuff to be an internally isolated space and perform a permanent transmutation.

This method of transmutation allows you to convert any liquid into any other type of liquid, even those that don't exist in-universe and thereby surpass Gamp's Law of Elemental Transfiguration.

Through this you could convert water into blood, vinegar, wine and even liquid gold with none of it sticking to the inside when poured out.

Once a liquid has left the cup the magic keeping it in liquid state will end and may cause an exothermic or endothermic reaction.

In Jump this can become an independent copy or it can replace **Voldemort's Horcrux**, destroying it and either appearing in its place or in your possession.

Ravenclaw

Identification -100 CP
This full set of official documentation can be dynamically created in order to give the target a full history in every official and unofficial record that the target should be in even if no one remembers them.

Shell Chimes -200 CP
These magical chimes are made from the shells of an unknown creature. When they clang against one another they create a sound that causes great pain to any creature, deterring them from the location the chimes are located.

Basilisk Fang -400 CP
This dagger-like fang can produce a limitless supply of any type of venom; if left unattended it would drip out producing a teaspoon a day but if you want to gain more you can squeeze it to make it come out at a trickle thereby producing the same amount in less than five seconds.

Rowena Ravenclaw's Diadem -600 CP ϟ
This diadem is often said to enhance the wisdom of its wearer, however in truth it does far more than that. While being worn the diadem clears the user's mind of all distractions, allowing them clarity of thought, and increases their perception of events, allowing them longer to think in the same span of time.
The diadem also grants the user a form of photographic memory which allows them to call up anything they have ever known and retain any knowledge they gain whilst wearing the diadem perfectly once it has been removed.
In Jump this can become an independent copy or it can replace **Voldemort's Horcrux**, destroying it and either appearing in its place or in your possession.

Slytherin

Clankers -100 CP
These magical bells make a loud noise when shaken that causes any creature that hears it to expect pain and flinch in a similar way to a reaction to a fake out punch. This will occur regardless of how many times they have heard it.

A Vial of Redeeming Memories -200 CP
Once per day you can fill this vial with a set of memories that will give context on the set of actions taken by any one person.
These memories can either be used within a Pensieve or consumed in order to relive them.

Tentacle Cloak -400 CP
This long black cloak is able to stretch itself and move as if a part of your body, being able to form multiple tentacles that each have the proportional strength and durability of your arms.

Elder Wand -600 CP ⚠ 9¾
This wand is more than just a focus, it is an amplifier allowing any spells cast using it to be ten times stronger than a regular wand.
While holding this wand you also gain the collective magical knowledge of everyone who has ever used this wand or been defeated by it, though in order to retain the information you will need to hold the **Elder Wand** and practice using a regular wand. You have truly earned the loyalty of this wand, and so it will take no other master.
In Jump this can become an independent copy or it can replace the **Elder Wand**, absorbing it and either appearing in its place or in your possession.

Companions:

Import Companion, **Returning Import** and **Canon Companion** are in the **General Companions** section. Companions cannot purchase Companions.

The Grey Lady -100 CP

Helena Ravenclaw was the daughter of Rowena Ravenclaw, sorted into Ravenclaw house.

In an act of jealousy against her mother she stole the diadem of Ravenclaw and fled.

When Rowena Ravenclaw became fatally ill she sent Baron Waldo to retrieve Helena but when Helena refused to return with him the Baron murdered her in a fit of rage and later took his own life in penance.

After the incident, she became a ghost known as The Grey Lady as she haunts the house of Ravenclaw.

She can find new life as your companion as post-Jump she will be able to switch between being alive and a ghost at will.

She gains the **Ravenclaw** Origin and **+300 CP** to be spent on this Mini-Jump, each previous Mini-Jump and in the Post-Potter Mini-Jump when you do it.

Should you not wish to take Helena as a companion you may instead choose to recruit another In-Jump **Ravenclaw** member to become a companion in her place gaining her **CP** and origin bonus.

Drawbacks:

You may take as many drawbacks as you wish but the points can only be spent in this Mini-Jump.

At the end of this Mini-Jump these drawbacks will be removed but if you continue into the next one whatever was fact will continue to be so.

Awkward Hug +100 CP

You are really bad at expressing your affection with every attempt you make being extremely awkward and unpleasant for anyone who observes it.

A flash of light and sound that signifies nothing +100 CP

Whenever you attempt to use something you will believe that it is functioning as intended but you will not be able to find out until you actually need to use it.

Aberforth's Cooking +100 CP
Everything that you eat in this Mini-Jump will taste terrible and be incredibly difficult to chew.

Brilliant +100 CP
You keep going airheaded when trying to work things out but luckily others keep coming up with the solutions you would have.

That's my girlfriend, you numpties! +100 CP
You have a short temper when your loved ones are targeted, flying into a rage in order to get revenge.

He knows +200 CP
The dark lord now sees everything that you intend to do and where you are intending to go though he will not gain the specifics.

He's after you +200 CP
The dark lord now seeks you as his main target, forgoing anyone else in order to kill you.

We plan we get there all hell breaks loose +200 CP
In the Jump you will forget that you took this drawback and everything that you plan out will go wrong regardless of how detailed it is. This will not by itself kill you.

Goyle has set the bloody place on fire! +200 CP
This Slytherin idiot has somehow learned Fiendfyre and at least once a week he ends up in a random location that always seems to be near you and sets it off. Let's just hope he doesn't burn the world down.

You still have a bit of a security problem, Headmaster +200 CP
No matter how detailed or secure your defences are, there's always a hole that at least one of your enemies can find and slip through undetected.

Not some dewy-eyed schoolgirl +300 CP
Your mind has somehow become very innocent and overly-trusting with a childlike mentality.

The Horcrux Voldemort never intended to make +400 CP - [Mandatory with "A Specific Scar"]

A part of lord Voldemort's soul was placed within you when you took the drawback **"A Specific Scar"** and in order to complete this Jump you must make it so that Voldemort can no longer use this part of his soul as a Horcrux assuming you haven't already dealt with it.

The easiest way to destroy this Horcrux is through your own death thereby killing this fragment with you, though this will require you to actually die and then return to life in order to not fail this Jump.

This is not the only method of destroying the Horcrux within you and there are potentially methods to deal with it other than destruction so long as its connection to Voldemort and its use in tethering his soul is disabled.

End of Mini-Jump

This Mini-Jump ends when you return home from Hogwarts at the end of the school year. Any relevant Mini-Jump-only drawbacks end. You now have the summer off and you can either spend your time in jump or optionally you can take another jump and this jump will pause.

If/when you return you must select "**Next:**" and continue onwards with the next Mini-Jump in the series.

Next:

You continue into **Post-Potter**.



SpeedRun Gauntlet: *

Instead of playing this Jump the standard way all of your outside powers, Items, companions and abilities other than your body mod will be disabled.
You will then be allowed to select an Origin and will be able to purchase Perks, companions and Items from all Mini-Jumps in this Document.
You will **not** receive any of the stipends from the Mini-Jumps and will instead be required to take drawbacks in order to gain **CP**. The drawbacks you choose will receive **double** the stated **CP** and can be taken from any section in this Jump document.

You will then start the Jump, however during the first year the inciting events of all the movies will occur simultaneously!

- The **Philosopher's Stone** will be hidden at Hogwarts.
- The **Chamber of Secrets** will open as Tom's Diary finds a new host.
- Every **Prisoner of Azkaban** will escape and the dementors will surround Hogwarts.
- The **Goblet of Fire** will be used to start the triwizard tournament with new capable Students taking the familiar places.
- The **Order of the Phoenix** will be exposed, causing Professor Umbridge to replace Dumbledore as headmaster.
- The **Half-Blood Prince** will aid Draco Malfoy in assassinating an opponent of the dark lord who may or may not be Dumbledore.
- The **Deathly Hallows** will be sought out by the minions of Voldemort to empower their lord.

To complete this Gauntlet you and your allies must be victorious in the **Battle of Hogwarts** at the end of the 1991 school year. Normally this battle will be against Voldemort and his army with it occuring in some fashion regardless of your actions.

Shortly before the **Battle of Hogwarts** a ritual will occur which you will not be able to prevent. This ritual by default will bring Voldermort to the same level of power that he had in the canonical battle of Hogwarts but each event noted above that is not dealt with will empower this ritual strengthening Voldemortand increasing the difficulty when the **Battle of Hogwarts**.

Neither Voldemort or his minions specifically target you until the start of the **Battle of Hogwarts** however they may attack you if you cross paths.

- If Voldemort gains the **Philosopher's Stone** it will be used in the ritual giving Voldemort inhuman regenerative abilities.
- If **Tom Riddle's Diary** is available it will be used in the ritual strengthening Voldemort's magic.
- If the **Basilisk** is under Tom Riddle's control its blood will be used in the ritual giving Voldemort's eyes the power of a Basilisk's.
- If the **Prisoner's** are not stopped from entering Hogwarts at least three times the number of the prisoners still at large will join Voldermort ranks for the final battle.
- If the **Dementors** are not removed from Hogwarts then they will be used in the ritual they will be completely under Voldermort's control and Voldemort will be able to suck souls out to make himself more powerful.
- If you do not prevent Voldermort from gaining a new body using the blood of the **Triwizard Tournament Champion** then when the final ritual takes place he will gain superhuman physiology.
- If **Professor Umbridge** is still the Headmaster then she will give the Hogwarts Ward Stone to be used in the ritual causing him to have direct control over the school, its magic and its defences.
- If **Draco** and **Snape** succeed in the assassination then their blood is used in the ritual. This will make them Soul Vessels so that if Voldermort dies he will instantly possess their bodies and regain his power.
- If all 3 Deathly Hallows are used in the ritual they will become part of Voldemort's body with him gaining instinctive control of their abilities.

Reward:
For completing this not only do you have all of your outside powers, Items, companions and abilities returned but your drawbacks are removed and you gain a new origin.
If you have any previous purchases that would have been discounted by your selected reward origin you will be refunded the difference of the **CP** price.
If you qualify for any of the **Secret Rewards** you may receive them after the Gauntlet is completed but before making the **Gauntlet Ending Choice**.

Gauntlet Ending Choices:

Finish:
If you choose to, you may finish this Jump gaining all of the stipends you would have received if not for the Gauntlet and spend them across the document, you may not take any drawbacks, once you are done you may go directly to the **Ending Choice**.

Continue:
You can choose to continue in this Gauntlet's continuity by receiving the Stipend for the Philosopher's Stone Mini-Jump and completing it without taking Drawbacks. Once finished with that section you will move into the Chamber of Secrets Mini-Jump as if you were playing as normal.

Restart:
You may restart this Jump in a new universe and you may pause this Jump to do other Jumps before you return to this document. When you return the two **Origins** you gained in this gauntlet will be your mandatory Origin and this gauntlet section will be disabled. Any Purchases within this Gauntlet will count towards **Secret Rewards** and if different continuity's both versions of ancestor picked through **True Heir of Jumper** will be gained.

Post Potter:

You have finished at Hogwarts and must move on to new adventures and see what else the wizarding world has to offer.
This Mini-Jump will start on the 23rd of June 1998 and will last for at least three years.
Each year you may take one of the three remaining Mini-Jumps in the order of your choice: **Fantastic Beasts and Where to Find Them**, **Quidditch Through the Age** and the **Tales of Beedle the Bard**.

You gain **+1000 CP** to be spent in this section or any of the 3 remaining Mini-Jumps.

Half-Race Perks:

These Perks will allow you to alter your ancestry in order to gain the racial abilities of the purchased species including an innate understanding of their language.
The in-universe explanation for this will either be that it is a recessive part of your ancestry that was hidden or you were augmented as a child.
With each purchase you may also gain two additional **Alt-Forms** for each race purchase:

1. A Full Blood **Alt-Form** of the purchased race.
2. The advertised Half Human variant shown in the Perk.

Height changes that come from multiple Half-Races will stack with Half-Giants and Half-Trolls being countered by Half-Elves and Half-Goblins.

Half-Elf -100 CP *

As an Elf descendent you are somewhat smaller than ordinary humans, but grants you access to the wandless Elf magic that is capable of wielding magic more powerful than most adult wizards.
You also possess great empathetic instincts that by incorporating the useful aspects of an elvish mind let you see when emotions are artificial or deceptions.

Half-Giant -100 CP *

As a Giant descendent you are much larger than ordinary humans, with your skin containing a considerable spell resistance.
You also possess great strength and durability; even if your size is reduced you would retain the physical capabilities to match an ordinary Giant.

Half-Goblin -100 CP *

As a Goblin descendent you are much shorter than ordinary humans, but are granted access to the wandless Goblin magic that is utilised for goblin silversmithing.

You also possess great cunning and combat instincts as your mental capabilities grow by incorporating the useful aspects of a goblin's mind.

Half-Troll -100 CP *

As a Troll descendent you are somewhat taller than ordinary humans and have a far stronger constitution as your stomach is able to consume poisoned or rotten food without any negative effects.

You also possess prodigious strength comparable to a Mountain troll despite the size difference and are able to use the rudimentary magic used by hags and trolls, considered to be a simpler, much tamer form of dark magic.

Half-Vampire -100 CP *

As a Vampire descendent you need only a third the food and sleep required for mundane witches and wizards plus your lifespan is much longer than theirs.

You gain heightened senses of sight, smell and hearing, as well as strong natural physical strength and quick reflexes with your natural healing capacity increasing so that small cuts heal almost instantly.

Half-Veela -100 CP *

As a Veela descendent you are considerably more beautiful than average humans and possess the innate Veela magic used to entrance others and make beings far more attracted to them.

With this Perk you will be able to replicate a Full-blooded Veela's ability to transform into a harpy-like creature and to throw fireballs.

Noble Heir Perks:

These Perks will allow you to alter your ancestry in order to gain the standing of an heir to, and later head of an ancient and noble household with an in-universe explanation for this such as it being hidden for some unknown reason or the result of some unexpected magic gone wrong. All of these Perks make you eligible to pass the **Gringotts Inheritance Test** if there is not a current Legal Heir or Head of House within the continuity. As such you are able to retrieve anything they consider you eligible for such as the family's vaults, any properties in the family's name, any shares in organisations or corporations that the families own and a passive dominance ownership of any magical Items or properties in the family's name allowing you to use them without issue or rejection. If you reserve the Noble Perks you get the discounts immediately and discounts caused by this section are rounded down to the nearest **-100 CP**.
Anything purchased in **Noble Inheritance** will be retroactively part of the continuity.

True Heir of Jumper - Free/-100 CP/-200 CP/-300 CP * ♚
You are secretly a Jumper but we do not want that knowledge to become public so for **Free** you will gain the Occlumency skill to hide your true self behind a facade of the character you have chosen to be in Jump with the shield generating reasons for your actions that uphold your decisions. **You may only purchase one rank of this Perk but will retain the benefits of the Free version regardless.**
Post Jump you can use this to create similar mental shields to hide your identity as a Jumper from any similar in universe methods such as telepathy or mind reading.
By paying **-100 CP total** you may select one ancestry-altering Perk you posses such as perks that alter the Jumpers race or relatives then select one ancestor the Jumper will gain ¼ of all the targets natural talents and affinities on top of the Jumpers.
By paying a **total** of **-200 CP** you may select up to eight ancestry-altering Perks that you have purchased and one member of each bloodline, you will then gain ½ of all natural talents and affinities from each choice on top of your own.
By paying a **total** of **-300 CP** you may select as many of your **Alt-Forms** and ancestry-altering Perks as you have purchased, gaining the full natural talents, affinities and memories of one member from each bloodline on top of your own.
Using this perk you are also able to pass the Gringotts Inheritance Test or a local equivalent for any bloodline you are connected to through Perks, adoption, soul transfusion or your current and previous in-jump character's parents.

Heir of Andros -200 CP *

You are a descendant of Andros the Invincible and thereby a member of his **Noble House** granting you his secret power to enlarge his Patronus to gigantic proportions while retaining its proportional density, though you can also use this for other physical manifestations of supernatural energies.

You also gain a half price discount on the **Expecto Patronum** Perk.

Heir of Flamel -200 CP *

You are a relative of Nicolas Flamel granting you a considerable talent in alchemy, a position in his **Noble and Ancient Houses.**

You also gain a discount on the **Philosopher's Stone**.

True Heir of Gryffindor -200 CP * ♚

You are secretly a true descendant of Godric Gryffindor and as there are no canon living descendants you are able to pass the Gringotts Inheritance Test for this **Noble and Most Ancient House**.

You have gained a considerable talent in martial magic, and become highly skilled in Muggle sword combat. You also gain a discount on **Sword of Godric Gryffindor**.

Heir of Scamander -200 CP *

You are a relative of Newt Scamander the famous author of Fantastic Beasts and Where to Find Them giving you an innate understanding of the nature of magical creatures and granting you a position in his **Noble House** and a discount on **Could you allow me to extract a vial** Perk.

Heir of Wenlock -200 CP *

You are a descendant of Bridget Wenlock, a famous Arithmancer, who was the first to establish the magical properties of the number seven.

Like her you have a great talent for both muggle mathematics and magical mathematics and are now a member of their **Noble House**.

You also gain a discount on the **MacGuffin Will**.

True Heir of Hufflepuff -200 CP * ♔

You are secretly a true descendant of Helga Hufflepuff and as there are no canon living descendants after the death of Hepzibah Smith you are able to pass the Gringotts Inheritance Test for this **Noble and Most Ancient House**.

You also have a considerable talent for crafting magical Items finding it far easier to shape and inlay magical intent and markings upon anything you craft.

You also gain a discount on **Hufflepuff's Cup**.

Heir of Ollivander -200 CP *

You are a descendant of the Ollivander family, a **Noble House**, allowing you to know the various methods of crafting magical wands and harvesting magical materials.

This also gives you a discount on **Unicorn Blood**, **Norbert**, **Little it Bag of Dragons** and **The Order of the Phoenix** with each granting you a self refilling stock of the corresponding wand materials of **unicorn hair**, **phoenix feather, Norwegian Ridgeback, Hungarian Horntail, Chinese Fireball, Swedish Short-Snout, and Welsh Green dragon heartstring** and for each breed and species**.**

If you have purchased all **Four** these will allow you to automatically gain a self refilling stock of any materials capable of being used as a wand core that are contained within any purchase from all past and future Jumps.

Heir of Knightley -200 CP *

You are a descendant of Montague Knightley, a professional Wizard's Chess player and have joined his **Noble and Venerable House** and inherited his strategic mind giving you an innate understanding of the rules and logic of any game and tactics.

This also grants you a discount on **False Executioner’s Axe**.

True Heir of Ravenclaw -200 CP * ♔

You are secretly a true descendant of Rowena Ravenclaw and as there are no canon living descendants you are able to pass the Gringotts Inheritance Test for this **Noble and Most Ancient House**.

You also gain a great talent in Divination allowing you to see visions of the recent past, present and future but still requires the wisdom to interpret what you see to discover the knowledge and secrets of what you see.

You also gain a discount on **Rowena Ravenclaw's Diadem**.

Heir of le Fay -200 CP *

You are a descendant of the legendary Dark Witch Morgan le Fay and have inherited her immense talent on Potions and performing Dark Arts and a position in her **Noble and Most Ancient House.**

This also grants you a discount on the **He transferred some of his powers to you** Perk.

Heir of Emrys -200 CP *

You are a descendant of the legendary wizard Merlin and have inherited an immense talent for Curse breaking, dark magic unravelling and a position in his **Noble and Most Ancient House.**

This also grants you a discount on the **Mirror of Erised**.

True Heir of Slytherin -200 CP * ♚

You are secretly a true descendant of Salazar Slytherin and as there are no canon living descendants other than Tom Riddle who may not strictly be alive you are able to pass the Gringotts Inheritance Test for this **Noble and Most Ancient House**.

You also gain a natural talent in Legilimency being able to comfortably navigate through the many layers of a person's mind and correctly interpret your findings.

You also gain a discount on **Salazar Slytherin's Locket**.

True Heir of Pendragon -400 CP * ♚

You are secretly a true descendant of Arthur Pendragon granting you an innate understanding of magical duelling practices, the optimal combative position, firing techniques and duelling stances when only magical means are being used. You will also pass the Gringotts Inheritance Test for this **Noble and Most Ancient House**.

This also grants you the full price **Stunning is one of the most useful spells in your arsenal** and **See out the back of his head and hear across classrooms** Perks for Free.

True Heir of Peverell -600 CP * ♚

You are a true descendant of one of the Three Brothers who created a bridge to cheat death and each possessed one of the Deathly Hallows: Antioch, the Elder Wand; Cadmus, the Resurrection Stone; and Ignotus, the Cloak of Invisibility.

As a result of this you gain a discount on the **Cloak of Invisibility**, the **Misty Archway**, the **Resurrection Stone** and the **Elder Wand**. You are also able to pass the Gringotts Inheritance Test for this **Noble and Most Ancient House**.

Heir of Black - Restricted *

One of the Sacred Twenty-Eight, this **Noble and Most Ancient House** is one of the wealthiest pure-blooded families with most wizarding families distantly related to them. To unlock this Heir Perk you must have **The Prisoner of Azkaban** perk or companion.

Heir of Prince - Restricted *

This lesser **Noble House** has gone into near extinction during the last wizarding war. The house was targeted due to it being openly opposed to the Dark Lord. The last known member of this family was disowned, preventing him or his descendants from ever claiming the position of Head of House. To unlock this Heir Perk you must have **The Half-Blood Prince** perk or companion.

True Heir of Ambratorix - Restricted * ♔

You are the Heir of this **Noble and Ancient Houses** last held by Albriech Cadoc Ambratorix the grandfather of the Peverell brothers as well as the craftsman and architect of Hogwarts school of witchcraft and wizardry. He also worked alongside the founders of the school on their private rooms such as the Chamber of Secrets and room of requirements. To unlock this Heir Perk you must have the **True Heir of Peverell** and one or more "**True Heir of**" a Hogwarts house.

Noble Inheritance:

As the heir of wizarding nobility you are entitled to certain claims, for each Noble Heir Perk you purchased you will gain **+1 NP** Noble Point to be spent in this section.
Any of these purchases are retroactively imported into this **Harry Potter Jump** and a copy can be in any future **Harry Potter Jump** as part of your background with only you being able to claim these purchases. Any purchased Noble Inheritance may be able to merge with more expensive options to have additional in universe benefits such as the **Noble Library** being able to contain multiple **Family Magic's** when purchased together or the **Ancestral Castle** gaining the benefits of the **Lord's Manor** and if purchased with the **Independent Magical Island** then a similar **Manor** and **Castle** will be on the **Island**.

Nobile Race +1 NP (Requires True Heir of Pendragon)

This can be taken once for each of your **Half-Race** Perks you may choose to be the descendant of what the race considers nobility. You won't gain authority but this will help your standing with the race.

Order of Merlin: Third Class -100 CP *
This can only be taken once and due to in universe actions you gain an Order of Merlin Third Class and **+1 NP**.

Order of Merlin: Second Class -100 CP * (Requires Order of Merlin: Third Class)
Your Order of Merlin is upgraded to Second Class and you gain an extra **+2 NP**.

Order of Merlin: First Class -100 CP * (Requires Order of Merlin: Second Class)
Your Order of Merlin is upgraded to First Class and you gain an extra **+2 NP**.

Lesser Seat of Nobility +1 NP (Restricted)
You may take this once **Free** for each **True Heir Perk**. You may select either the house of the character you are replacing, a former Noble House or a **Noble House** that does not have a main or secondary character named as its named heir which is not in the perk list above to be the Legal Heir of and gaining their seats at Wizengamot. An example of this would be to select **House Gaunt** for the **True Heir of Slytherin**, or **House Smith** for the **True Heir of Hufflepuff**.

Family Storage Vault - Free
You gain one Gringotts Storage Vault for each house you are the Head of. Each contains a number of trinkets and items of importance to the family, including will's, deeds of ownership, family jewellery, old family books, diaries, furniture, tapestries and portraits of various family members both magical and mundane.

Standing Family Alliances - Free
For each of your houses you may choose for that house to have a long standing alliance with any other noble house. The main terms of this alliance is that each house is intended to be on good terms with one another and assist one another in times of need. Not fulfilling the Alliance can cause the family to be considered oath breakers.

Seat of Jumper - Variable NP (Requires - True Heir of Jumper)

You may take this for the **True Heir of Jumper,** instead of gaining a **Lesser Seat of Nobility** you may insert a Noble House in a name of your choice retroactively inserting it into the Jump's history.

- For the **Free** version this house will be a **Noble House** often referred to as lesser Noble houses. These are those Houses officially registered after the Statute of Secrecy resulting in the house lacking any political power.
- For the **-100 CP** version this will be a **Noble and Venerable House** registered as noble before the Statute of Secrecy giving you political power and **+1 NP**.
- For the **-200 CP** version this house will be a **Noble and Ancient House** instated by the Norman kings giving additional NP totaling **+2 NP**.
- For the **-300 CP** version this house will be a **Noble and Most Ancient** founded and officiated before the Norman Conquest giving additional NP totaling **+4 NP**.

You may also choose to swap the level of Nobility to any house gained from **Lesser Seat of Nobility**.

Wizengamot Seat - Free

Wizengamot is wizarding Britain's governing body, responsible for carrying out legislative and judicial functions.

The current system for the active seating allocation in the Wizengamot is as follows:

- 7 Department Heads and 4 Ministry employees gain **1 seat** whilst in office.
- 35 Holders of the Order of Merlin: Third Class gain **1 seat** each.
- 24 Holders of the Order of Merlin: Second Class gain **2 seats** each.
- 13 Holders of the Order of Merlin: First Class gain **3 seats** each.
- 29 Noble Houses have **2 seats** each.
- 23 Noble and Venerable Houses have **5 seats** each.
- 8 Noble and Ancient Houses have **10 seats** each.
- 3 Noble and Most Ancient Houses have **20 seats** each.

A number of rules may alter the number of seats one House may control requiring multiple representatives to use all seats but they cannot be taken away.

Unless a Vote is specifically important, most seats don't attend voting sessions, reducing the total number of seats voting to about two hundred seats split between three main factions with a total of four hundred and forty six potential seats being active in **1990**.

If the Lord of one House is the acting Proxy for another House, they may use all of that House's seats as though they were their own.

Lords Ring - Free
This magical ring is connected to the Head of a Noble House as it holds the coat of arms and mantra of the house. You gain one ring per house that you are the Legal Heir of and you are able to wield the magic within the ring when you are of legal age or have been Emancipated.
The magic within the Ring indicates that you are the Head of the Noble House and have ownership of all of the Houses Lands, Vaults and Properties, its magic cannot be faked by any method within the continuity. This Ring can also be used to list any Family owned properties including relics, properties, biological samples taken and take control of any protections that are a part of the property, recall them to a family vault or show their current location. If you have multiple Lords Rings you may merge them allowing you to show any and all house crests at will or separate them into separate rings.

Emancipation -1 NP
I'm the eyes of the law, you are legally an adult. You are no longer bound by the trace on your magic and are allowed to cast spells as any other head of a Noble house would. You may even take your seat on the Wizengamot council should you wish for it.

Loyal Retainers -1 NP
Your estate includes a number of lifelong servants who have unwavering loyalty to you and you alone, by default these are just house elf's but can be more with other purchases.

Family Relic -1 NP
Your house contains a rare and powerful magical item created by an ancestor that is engraved with your Houses Crest and Motto. This Relic is far more powerful than the modern equivalent and could be anything including a Goblin Steel Weapon, a Pensieve Projector or a Dragon Golem.

Betrothal Contract -1 NP
You may purchase this once for each **Heir Perk** you have purchased in order to set up a Betrovel Contract between your selected house and a canonical Noble House.
This can be set to a specific member of the house or generally for the house itself.

Gringotts Holdings -1 NP
Your estate has a sizable fortune intended for the maintenance and upkeep of your properties and employees should you choose to employ them. For all intents and purposes this money will never run out but cannot be spent on anything other than the estate or pre-existing family depts.

Etiquette Training -1 NP
You gained all of the training required of the Heir of an ancient and noble house including tutoring to understand the mechanics behind any policy, political systems and power dynamics, all forms of etiquette expected of your position and all knowledge required for running the lands that they own. This will also apply to **Nobile Races**.

Family Alliances -1 NP
Your house has a number of long standing alliances that force the other house to treat you as a friend or ally. If they break this alliance or attempt to use it against you they will be branded as blood traitors.

Muggle Titles -1 NP
With each purchase of this option you gain a Muggle Title of nobility and you may roll a **D100** and gain a corresponding title based on your results: **1-50** Baron, **51-75** Viscount, **76-88** Earl, **89-96** Marquess, **97-100** Duke. Each time you purchase a new Muggle Title of Nobility you may re-roll any of the ranks you already own.

Magical Family Portraits -1 NP
You gain a complete set of magical paintings of every magical member of each of your Houses. They are able to recall all the memories of the original and mimic sentients in order to learn new information and act accordingly in order to give dynamic advice, opinions and conversation but they are not able to change from who they were.

Research Notes -1 NP
These documentations contain the full research and development details of the bloodlines crowning achievement as well as instructions on how to replicate it.
The **Research Notes** including blueprint documentation on all the secret rooms and casting instructions on all the spells used to make Hogwarts Magical architecture are **Free** with **Heir of Ambratorix**.

Ancestral Foci -1 NP/-2 NP/-12 NP

There are many types of Foci used around the world with various cultures using specific types due to either a national sense of identity or compatibility to their style of magic usage.

- **Wands** are often considered the traditional form of magic foci due to the relative ease for beginners to learn how to use or craft them.
- **Staffs** are a form of foci that predates the wand with staffs being far more durable and less likely to have spells fail. Ancient casters including most Druidic cults would gain specialised staffs by growing a seed with the crafters magic over years to form into a thin trunk which grows and folds over time into a true staff. Modern staffs use specialised magic to speed up this process but often loses quality.
- **Gauntlets** are a form of clothing foci that uses the hand movements of the caster to replicate wand movements and cast a spell from the magical gemstone in the gauntlet's knuckles.
- **Rings**, **Bracelets**, **Collars** and other metallic Bands are a simplified variant of the Gauntlet foci that have less finesse requiring more practice for greater control with the spell coming out of a magical gemstone on the ring.
- **Slippers** are a rare form of foci that most forget exist as they have a high difficulty of use. slippers tend to function in a similar way to Gauntlet foci utilising magical gemstones but require far more dexterity in the foot, the most famous example of these are a set of **Ruby Slippers**.
- **Sceptres** are a type of foci that uses a metal base to channel magic into an assortment of interlocking gems which are each specialised in order to greatly strengthen specific types of spells. This requires greater magical focus and control as well as for the user to have spell knowledge that matches their sceptre.
- **Rods** are a form of hybrid foci that utilise a wand like base to channel into a magic gem at the tip resulting in the control of a wand but the specialisation of a magic gem however it is harder to use than a wand and less powerful than a Sceptre.
- **Martial Foci** occasionally appear in historic war times with them simply being another type of foci such as a staff, sceptre or rod with alterations to make them also function as muggle weapons. Examples include adding a blade attachment to make a **Spear Staff** or a hammerhead addition to make a **Hammer Rod**.

- **Knife** and **Sword** foci are rare as they tend to only be crafted by goblins who are no longer legally allowed to craft foci. The core of these blades tend to be a form of magical gemstone with the metal of the blade being a form of magical metal such as goblin silver to act as an amplifier. There are other forms of metal tools formed in a similar way such as **tridents** and even **keys** but they are even rarer.
- **Magicarms** were an imitation of Muggle firearms as an old attempt to bypass the statue of secrecy. These specialised wands channel magic into the hollowed out chamber of the wand so that when the spell is cast it appears to be a Muggle flintlock pistol.
- **Orbs** are a type of gem foci that are able to cast spells in all directions and act as an all seeing eye for the caster however this heavily relies on divination with most casters having difficulty using it, due to this they are often used as simple crystal balls.
- **Ioun stones** are a type of magical gem foci that have been etched with runes to rotate around the user then automatically move into the path of a spell and active shielding spells against dangers. These features make it a good foci for personal protection but for more difficult to use as it is difficult to aim spells due to its movements and thanks to runes it will cut off any spell the user casts in favour of protection spells.
- **Amulets** utilise a magic gem to act as a magical foci which allow for spells to be cast as though it as though they were using wandless casting. Using an amulet is slightly more difficult than wand casting but far less than wandless casting and the spell will not lose any accuracy or potency.
- **Talisman** are a form of foci that are pre-engraved with magic runes and spell components allowing the caster to channel magic into it in a specific order to cast spells without them needing to know any movements or chants.
- **Hand Fans** are almost a hybrid form of a wand and a talisman. While folded the fan acts almost like a normal wand requiring a little more focus when aiming and when unfolded each flat surface acts as a small talisman allowing for multiple talisman schemes but less complexity in each scheme resulting in simpler spells. While unfolded the Hand Fan can still be used as though it were a wand but with far less control.
- **Grimoires** are a form of magic book that contain spells and formulas pre-written in them so that all a caster needs to do is channel magic into a page to cast the spell without needing to know anything about the spell itself.

- **Totems** are partway between a Talisman and a Grimoire as they are covered with multiple magical formations that when magic is channelled through in the right order produce a wide variety of spells.
- **Tattoos** can be implementations of Talisman, Grimoire and Totems etched into the casters body giving them constant access to the spells.
- **Coders** are a newer form of foci which are less popular due to their similarities to certain Muggle devices called brick phones despite coders predating the Muggle rotary phone. By channelling magic into the button like gemstones of the face of the foci you can key spell codes which will cast a spell from an internal Grimoire through the wand like protrusion.
- **Implants** are an invasive form of foci that and down into the body so that the caster will have constant access to it these can include prosthetic body parts such as eyes and legs or may just be magic gemstones under the skin.
- **Flesh Grafts** are a far less pleasant form of magical foci derived from alchemy where either a customised homunculi tissue or parts of magical beasts are attached to the caster to act as a living wand. This is incredibly dangerous as the body rejecting the part is very common.

For **-1 NP** you may select and customise a single type of magical Foci listed above and it will be in your vault as a Ancestral Magical Foci that has half magical amplification allowing any spells cast using it to be five times stronger than a regular wand.
For **-2 NP** you not only gain your customised magical foci but also all the wandlore about the type of foci that a professional Wandmaker for that type of foci would have.
For **-12 NP** you gain 1 of each form of Foci and the wandlore about each type of foci that a professional Wandmaker for each type of foci would have.

Personal Funds -2 NP

Your estate has a safe that is for your personal use, it will refill itself with 1 Bronze Knut per second that it's closed automatically converting the money to the smallest amount of coins whenever it is opened. The safe will stop producing money after reaching its maximum capacity of **175 Golden Galleons**, **4 Silver Sickles** and **9 Bronze Knuts** which would take exactly 24 hrs if the safe were completely emptied and closed.

Lord's Manor -2 NP
This ornate and elegant estate is surrounded by elaborate gardens, including a fountain. It has a pair of wrought-iron gates that permit select individuals to pass through them as if the gates were smoke. Though the outside of the Manor is quite large it's internal dimensions are far larger with many rooms dedicated to entertaining visitors and an overabundance of servants quarters.

Family Magic -2 NP/-10 NP
For **-2 NP** one of your Houses has an Ancient Grimoire focusing on a specific magical subject, passed down from family each Head of the House to the next, adding to or improving upon the book. For **-10 NP** all of the Houses you have purchased have their own **Family Magic**. Using one of these books you are able to learn its powerful spells the family has monopolised. If you want this Grimoire to be more powerful, you will have to update it as you go.

Family Businesses -3 NP
Your household owns a number of magical shops that could include potion sellers, clothes makes and book shops.

Magical Plantation -3 NP
You own a farm that includes a number of fields and greenhouses which grow a number of magical plants.

Supernatural Ranch -3 NP
You have a farm that raises a number of magical beasts and animals from a range of habitats.

Magical Mines -3 NP
Your household owns a mountain on a magical spot which contains magical materials such as Gold, Silver, Bismuth and Magical Gemstones, the mountain also has a mineshaft already.

Noble Library -4 NP
This large and fully stocked Library contains every book that has ever been publicly available in any magical country.
All dangerous books are placed within customised seals with a warning that explains what the book is about, why the book is dangerous and the optimal method of reading it. The Library also contains many family journals which contain the personal wisdom and knowledge learnt by Family members throughout the Families history.

Worldwide Embassies -4 NP
Your family holds fully warded buildings in every state and country around the world that can be used for personal and professional use.

Magical Village -6 NP
You are the landowner of an area that is hidden by magical protections which contains a number of magical shops and magical families who call it home.

Ancestral Castle -6 NP
Your family holds a large Magical Castle built upon a magical nexus out of enchanted self reassembling stone. The castle contains several towers and is surrounded by thick walls made of a durable magical stone that acts as magic repelling and anti-muggle wards and other wards of your choice that may also exist. The castle is also surrounded by a moat that projects an illusion of the castle being in a flooded lake.

Independent Magical Island -15 NP
Your family is the head of state for a magically hidden and protected island nation off the coast of the British Isles. In muggle law this island is a British Overseas Territory making it self-governing and is not under the jurisdiction of the Ministry of Magic as it is considered a sovereign state under magical law with it even having its own branch of Gringotts. The exact nature of this nation is up to you to determine, you could if you wish, be the sole resident.



You gain a **+500 CP** stipend to be spent specifically on this **Fantastic Beasts and Where to Find Them Mini-Jump** though to use it you must stay within the wizarding world for one more year. Although you may not have your previous drawbacks you will continue being who you were previously and retain any scars you may have gained.

Perks:

For each origin, the **100 CP** Perk is Free and the others cost **50%** of their initial price.

Are You Magizoologist Material -100 CP

You gain the knowledge of how best to look after any creature that comes under your care.

Clause 73 -200 CP

In line with the details of Clause 73 of the International Statute of Wizarding Secrecy you have learned how to respond to any large-scale breaches of the Statute of Secrecy by knowing how to selectively remove memories from a large group of people and replacing them with what they would consider normal memories that should not seem out of place.

If it walks on two legs -400 CP

As Chief Burdock Muldon of the wizard's council found out, the definition of 'being' is not as clear as the legs they walk on.

Using this Perk you are able to set the legal guidelines for what is and is not considered a sentient and sapient being, and should you find a race that lacks it you may grant their entire species sentience and/or sapience.

A Ferret of Monstrous Size -200 CP

You are able to enchant any creature with a memetic field so that anyone who sees it will both continuously and subconsciously believe that it is an odd variation of a mundane animal, not a supernatural creature.

Controlled Selling and Breeding -200 CP

You have learned the courting and breeding methods of all the creatures under your care as well as how best to protect and incubate their offspring.

M.O.M. Classification -200 CP

You are now able to instantly grade any creature including beasts, beings and spirits you meet against the classification used by the British Ministry of Magic scaling up as appropriate.

This offers a guide to the perceived danger level of a creature at-a-glance, both for yourself and others.

The Office of Misinformation -200 CP

Some magical catastrophes or accidents are simply too glaringly obvious to be explained away, however with this Perk you can always produce perfect falsified evidence with a plausible non-magical explanation in order to salvage the situation.

Half Beasts -??? CP *

You use this option to purchase a retroactive bloodline connection to any creature from the book "**Fantastic Beasts and Where to Find Them**".

The price being their **M.O.M. classification** multiplied by **-100 CP.**

In this example Dementors despite not being in the book will have a threat level of XXXXXX so gaining the bloodline abilities of a dementor would cost **-600 CP** and a **Unicorn** with a threat level of XXXX would cost **-400 CP.**

Items:

Items lost or stolen will return to you once a week.
The first purchase of a discounted Item is half price with **-100 CP** Items being Free.
Any further purchases of an Item after the first is full price.

Fantastic Beast Feed -100 CP
This feed trough produces a limitless supply of the perfect food for any creature that attempts to eat from it.

Beast Balls -100 CP
You gain one of these odd red and white spheres for each of your purchased Magical Beasts, each one is connected to a pocket dimension that is the perfect habitat for its respective creature.

Zoo in a Suitcase -100 CP
This suitcase has been bewitched with an Undetectable Extension Charm, inside which you can house a vast number of magical beasts who each gain their own habitat to comfortably house them and inform viewers about them.
You may also choose for this Suitcase to take the appearance of a Trunk.

Companions:

For each origin, the **-100 CP** Companion is Free and the others cost 50% of their initial price.

Fantastic Beasts -??? CP
You may purchase any creatures from the book "**Fantastic Beasts and Where to Find Them**" with their price being their **M.O.M. classification** multiplied by **-100 CP.**
The first purchase of a specific race of magical beast will get a **+100 CP** refund meaning that your first **Flobberworm** and **Horklump** are **Free**.

Variant -100 CP
This can be taken with any other purchase and will allow you to alter your chosen Magical Beast so long as it is still clearly a member of that species.

Puffskein -100 CP

Puffskein are found worldwide, they are spherical in shape and covered in soft, custard-coloured fur. A docile creature that has no objection to being cuddled or thrown about. Easy to care for, it emits a low humming noise when content. From time to time a very long, thin, pink tongue will emerge from the depths of the Puffskein and can snake through a house searching for food. The Puffskein is a scavenger that will eat anything from leftovers to spiders.

Wampus Cat -400 CP

The Wampus is a magical cat native to the United States, somewhat resembling the mundane mountain lion or cougar in size and appearance, however its yellow eyes have the power of both hypnosis and Legilimency.

Hungarian Horntail -400 CP

Supposedly the most dangerous of all dragon breeds, the Hungarian Horntail has black scales and is lizard-like in appearance. It has yellow eyes, bronze horns, and similarly-coloured spikes that protrude from its long tail. The Horntail has one of the longest fire-breathing ranges (up to fifty feet).

Bowtruckle -100 CP

The Bowtruckle is a small tree-guardian apparently made of bark and twigs with two small brown eyes. It is found mainly in the west of England, southern Germany, and certain Scandinavian forests.

The Bowtruckle, which eats insects, is a peaceable and intensely shy creature but if the tree in which it lives is threatened, it has been known to attack; however an offering of woodlice will placate the Bowtruckle long enough to let a witch or wizard remove wand-wood from its tree.

Chimaera -400 CP

This rare Greek monster has a lion’s head, a goat’s body, and a dragon’s tail. There was only one recorded instance of a wizard killing a Chimaera, although the victor died from exhaustion after killing it.

Swedish Short-Snout -400 CP

This attractive silvery-blue dragon's skin is sought after for the manufacture of protective gloves and shields. The flame that issues from its nostrils is a brilliant blue and can reduce timber and bone to ash in a matter of seconds.

Diricawl -100 CP

This flightless magical bird is known to Muggles as the Dodo. It is plump, fluffy-feathered and native to the island of Mauritius in the Indian Ocean.
While Muggles believed this bird to be extinct, in reality, it has the ability to disappear and reappear elsewhere as a means of escaping danger, similar to apparition.

Manticore -400 CP

The Manticore is a highly dangerous beast with the head of a man, the body of a lion and the tail of a scorpion. Manticore skin repels almost all known charms and the sting causes instant death.

Common Welsh Green -400 CP

The Common Welsh Green, or just Welsh Green, is a dragon native to Wales that has a distinctive, musical roar. It nests in the higher mountain regions, where a reservation has been set up for it.

Augurey -100 CP

Known as the Irish Phoenix, it is a thin and mournful looking magical bird, somewhat like a small underfed vulture. The cry of the Augurey signals approaching rainfall, however it was long believed that the mournful cry of the Augurey foretold death.

Horned Serpent -400 CP

The Horned Serpent is a magical snake found in several regions of the world, they have a jewel in their forehead that is thought to be used as a focus for their magical invisibility and flight.

Chinese Fireball -400 CP

Also known as the Liondragon, it is scarlet in colour and smooth scaled, with a fringe of golden spikes around its snub-snouted face and extremely protuberant eyes.

This dragon is native to China and was named for the rounded balls of flame that shot from its nostrils.

Scenario:

Fantastic Beasts The Movie:

During this year a magical accident will occur that will send you to a version of New York City, in an alternate timeline in **1926** at the same time and place that a British wizard and "magizoologist" Newton "Newt" Scamander arrives.

The sad difference between the world you know and the one you find yourself in is that Jacob Kowalski was never born and his small but very important contribution is missing and this in turn will prevent the downfall of Grindelwald.

You will lose all memories relating to this Scenario, the events of this film and the people involved but retain your knowledge of hogwarts.

In order to complete this Scenario you will need to take a prominent role in either ending or preventing the wizarding war. This may take multiple movies.

Reward:

You gain **+1000 CP** that can only be used in this **Fantastic Beasts and Where to Find Them Mini-Jump**.

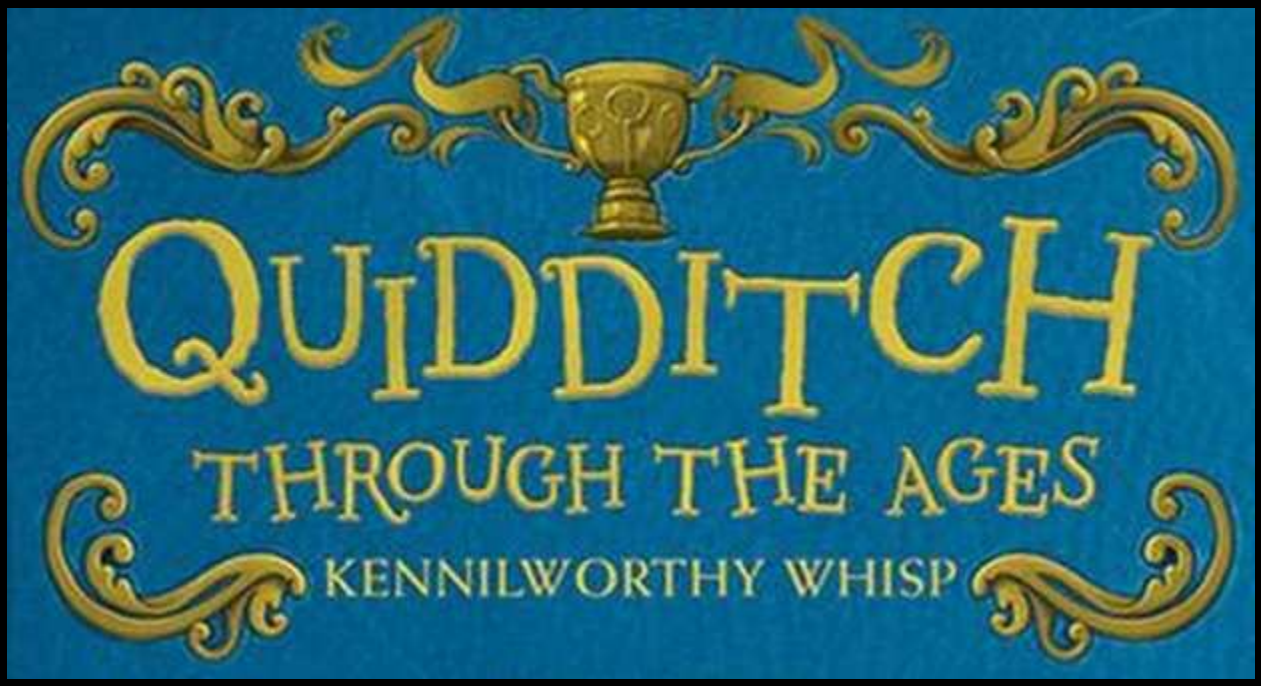
End of Mini-Jump

This Mini-Jump ends after one year and you can either continue onto the next Mini-Jump or optionally go on another jumpchain adventure while this jump is paused.

If/when you return you must select "**Next:**" and continue onwards with the next Mini-Jump in the series.

Next:

You can continue one of the other Post Potter Mini-Jumps or if all have been finished go to the **Ending Choice**.



You gain a **+500 CP** and **+500 QP** (Quidditch Points) stipend to be spent specifically on this **Quidditch Through the Ages Mini-Jump** though to use it you must stay within the wizarding world for one more year. Although you may not have your previous drawbacks you will continue being who you were previously and retain any scars you may have gained.

You can convert **CP** to **QP** at a ratio of 1:2.

Perks:

For each origin, the 100 CP Perk is Free and the others cost 50% of their initial price.

Muggle Be Gone - Free

You now know a number of non-lethal anti-muggle magics that deflect and deter non-magical folk from entering a specific area.

These spells include "**The Muggle-Repelling Charm**" (**Repello Muggletum**) a charm that prevents Muggles from seeing or entering an area.

Any non-magic person that comes close to the vicinity of the enchantment would remember something urgent to do and leave.

Born With a Broom -100 CP *

You have an incredible talent for flying and for Quidditch being able to take full command of a broomstick to such a degree that you could comfortably outrace a dragon in a highly impressive display that would gain the appreciation of all observers.

Cushioning Charm -200 CP

You have learned the art of comfort optimisation allowing you to implement the best options to make anything that you rest on as comfortable as possible.

The Evolution of the Flying Broomstick -300 CP

You understand the historic enchantments that have been applied to racing brooms and how to craft a broom from scratch that would be able to compete with the **Cleansweep Six**, the **Nimbus 1700** and the **Comet 260**; with time and development you may even be able to make brooms that can compete with the **Nimbus 2001** or the **Firebolt Supreme**.

Changes in Quidditch -400 CP

You are now able to implement sweeping reforms to any sporting event or tournament so long as it does not invalidate the game.

For example, you could change the game of Quidditch so the snitch is removed or worth less points when caught and the match length is instead timed against a clock.

Seeker -100 CP/-200 CP

For **-100 CP** while you are searching for a specific object your senses are all heightened, widening your perception of the area around you.

If you perceive what you are looking for you can use this to focus on your target to give you full awareness of its movements and actions until it is out of your sight.

For **-200 CP** this Perk grants you an additional sense which lets you feel any changes in the air allowing you to sense any variations in its composition and movements around you as if you were using sonar.

Keeper -100 CP/-200 CP

For **-100 CP** when you are actively protecting something or someone you can heighten your manoeuvring ability in order to get any part of your body in the way of the attack in order to act as a defence.

When you are attempting to act as a defender you are normally able to position the least durable and most vulnerable parts of yourself out of the path of danger.

For **-200 CP** you are able to designate areas within half a mile of you and gain full awareness of everything that occurs there.

This also heightens your body's natural defences so that it's like you're constantly wearing a helmet, shoulder/chest pads and knee pads.

Chaser -100 CP/-200 CP

For **-100 CP** you are skilled at working with your allies in order to quickly coordinate your three-dimensional positioning and perform potentially dangerous combat manoeuvres that interweave with and showcase your ally's skills.

This also heightens your throwing skills to increase your maximum distance and heighten your accuracy.

For **-200 CP** you are now able to create a subconscious link with your teammates so that each of you is able to trade instinctive messages that allow you to share information.

Beater -100 CP/-200 CP

For **-100 CP** you can heighten the physical strength in your arms to increase the power behind any deflections you make and you can instinctively calculate the power and angle required to deflect a strike at any other targets within range.

For **-200 CP** if you are holding a suitable weapon you may use it to instinctively deflect any projectiles about to hit so long as you are aware of the attack.

So long as the weapon is capable of deflecting without breaking you would be able to deflect massive ranged attacks such as boulders or ballista bolts but will need a magical weapon to deflect spells.



Quidditch Fan:

For each **Origin**, you can become a supporter of their house team for **Free** and you may select one other team to be a supporter of for **Free**.

Team Gryffindor -50 QP

By purchasing this option you gain a spell to summon an illusory **Lion** that is surrounded by crimson flames that morph into the **Gryffindor Crest**.

Team Hufflepuff -50 QP

By purchasing this option you gain a spell to summon an illusory **Badger** that is surrounded by golden sparks that morph into the **Hufflepuff Crest**.

Team Ravenclaw -50 QP

By purchasing this option you gain a spell to summon an illusory **Eagle** that is surrounded by sapphire streamers that morph into the **Ravenclaw Crest**.

Team Slytherin -50 QP

By purchasing this option you gain a spell to summon an illusory **Snake** that is surrounded by emerald mist that morphs into the **Slytherin Crest**.

Appleby Arrows -50 QP

By purchasing this option you gain a spell to summon an illusory volley of arrows that form into the **Appleby Arrows** logo.

Ballycast Batts -50 QP

By purchasing this option you gain a spell to summon an illusory flock of scarlet bats that form into the **Ballycast Batts** logo.

Caerphilly Catapults -50 QP

By purchasing this option you gain a spell to summon an illusory catapult that launches a ball that forms into the **Caerphilly Catapults** logo.

Chudley Cannons -50 QP

By purchasing this option you gain a spell to summon an illusory cannon that fires a cannon ball that forms into the **Chudley Cannons** logo.

Falmouth Falcons -50 QP

By purchasing this option you gain a spell to summon an illusory grey and white falcon that floats into the sky and forms into the **Falmouth Falcons** logo.

Holyhead Harpies -50 QP

By purchasing this option you gain a spell to summon an illusory flock of Golden Harpies that form into the **Holyhead Harpies** logo.

Kenmare Kestrels -50 QP

By purchasing this option you gain a spell to summon an illusory crowd of green and yellow leprechauns that form into the **Kenmare Kestrels** logo.

Montrose Magpies -50 QP
By purchasing this option you gain a spell to summon an illusory flock of magpies that form into the **Montrose Magpies** logo.

Pride of Portree -50 QP
By purchasing this option you gain a spell to summon purple and gold illusory shooting stars that form into the **Pride of Portree** logo.

Puddlemere United -50 QP
By purchasing this option you gain a spell to grow a field of illusory navy-blue and golden bulrushes that form into the **Puddlemere United** logo.

Tutshill Tornados -50 QP
By purchasing this option you gain a spell to summon an illusory Tornado that forms into the **Tutshill Tornados** logo.

Wigtown Wanderers -50 QP
By purchasing this option you gain a spell to summon illusory bloody silver meat cleavers that fly through the air and form into the **Wigtown Wanderers** logo.

Wimbourne Wasps -50 QP
By purchasing this option you gain a spell to summon an illusory swarm of wasps that form into the **Wimbourne Wasps** logo.

Another Team -75 QP
By purchasing this option you show that you are a fan of a team not in the list above and gain a spell to summon an appropriate illusory display that forms into the team's logo.

Customisable Quidditch Pitch:

In order to play the game you need a place to do it and in this section you can build your very own Quidditch Pitch that acts as a pocket dimension and warehouse attachment.
You may purchase multiple options from the same section and swap the active option between matches.

Quidditch Field:

Open Field - Free

You may place the **Quidditch Field** within a large open grassland with quidditch lines on the Ground.

Queerditch Marsh - Free

You may place the **Quidditch Field** within a replica of the site where the sport that eventually evolved into Quidditch was first played.

Hogwarts Field -25 QP

You may place the **Quidditch Field** within a replica of Hogwarts School of Witchcraft and Wizardry that cannot be interacted with beyond the quidditch match.

Castle Field -25 QP

You may place the **Quidditch Field** within an ivy-covered mediaeval-looking castle surrounded by a moat.

Farm Field -25 QP

You may place the **Quidditch Field** within a New England farm, with a barn behind one goal and a road leading to a hilltop Victorian mansion behind the other.

Forest Field -25 QP

You may place the **Quidditch Field** within a secluded forest that has illusory creatures who occasionally appear and pass through the trees.

Outback Field -25 QP

You may place the **Quidditch Field** within the Australian Outback, where a formation of red rocks makes up the boundaries. The pitch is a mostly flat, sun-baked plain scattered with several red boulders.

Cathedral Field -25 QP

You may place the **Quidditch Field** within the inside of an old Cathedral with stained glass windows and contained entirely indoors.

Gothic Field -50 QP

You may place the **Quidditch Field** within an area surrounded by a dark Gothic castle that is itself surrounded by a sinister forest that occasionally shows illusions of dangerous magical beasts moving throughout the trees.

Mansion Field -50 QP

You may place the **Quidditch Field** within an elaborate, symmetrical hedge maze with goalposts rising from pools of water. Its viewing stands resemble the façade of the Château de Versailles, with opulent gardens covering the field.

Sengoku-era Castle Field -50 QP

You may place the **Quidditch Field** within a Sengoku-era castle surrounded by pink cherry blossom sakura trees, magically kept blooming year-round.
Instead of a normal Quidditch Pitch, the matches are held over a massive koi pond.

Seating Area:

What is a Quidditch Pitch without a place for observers?

Lawn Seats - Free

Your Quidditch Field is surrounded by ground-level Lawn Chairs for viewers to sit on making it difficult for them to see the match.

Tower Seats -25 QP

The Quidditch Field has several stands surrounding the pitch.

Half are decorated with the colours and logos of one team, and the other stands with the colours and logos of the opposing team.

Spectators sit in open sections of these stands.

Arena Seats -50 QP

The Quidditch Field is surrounded by a full ring of multiple seating areas that completely surround the pitch.

Multiple rings can be put down at multiple levels with the structure to support them being added.

Banners for both teams are all over the arena.

Goal:

Without a goal how could you score?

Basket Goals - Free

The Goal Area has three poles that rise out of the ground with each having a wicker basket at the top.

Golden Goals -25 QP

The Goal Area has three poles that rise out of the ground with each having a golden hoop on the end.

Ring Goals -25 QP

The Goal Area has three floating rings that stay at the correct height without a pole.

Quaffles:

The Quaffle is twelve inches in diameter. It is a red, leather-covered ball used as the main object of play.

Leather Ball - Free

The pitch comes with a patched leather ball with a strap to grip.

Hollow Ball - Free
The pitch comes with a hollow leather ball with finger holes to grip.

Gripping Ball -25 QP
This red, leather-covered ball has a Gripping Charm attached to it so that the players can hold onto the Quaffle without using a strap or finger holes.

Pennifold Quaffle -25 QP
This red, leather-covered ball has an enchantment that activates when it is dropped so that it falls to the ground slower than normal.

Gripping Pennifold Ball - Free [Requires "Gripping Ball" and "Pennifold Quaffle"]
This ball has the effects of both the **"Gripping Ball"** and **"Pennifold Quaffle"**.

Bludgers:
Bludgers are a two set of balls ten inches in diameter used in every match, that are bewitched to fly around and try to knock the players off of their broomsticks.

Beater's Bat - Free
This Quidditch equipment is a magically reinforced wooden and steel bat that is enchanted to give it greater strength.

Flying Rock - Free
Rocks carved into the shape of balls that are bewitched to chase players around the field.
These rocks are fragile enough that they could be shattered and result in floating gravel that chases the players for the rest of the game.

Lead Bludgers -25 QP
These Bludgers are made out of lead but are also soft enough for the magically reinforced Beater's bats to dent them and impair their ability to fly straight.

Iron Bludgers -50 QP
These Bludgers are durable enough to withstand the full strength of a beater's bat.

The Golden Snitch:
Often simply called the Snitch, this is the smallest ball used in Quidditch.
The Snitch flies around the Quidditch field at high speeds, sometimes pausing and hovering in place.
The Seeker's goal is to catch the Snitch before the other team's Seeker, which is worth one-hundred and fifty points and ends the game.

Snidget - Free
The Golden Snitch was originally not a ball, but a little magical bird called a Golden Snidget.
It has a very long, thin beak and glistening, jewel-like red eyes, and is an extremely fast flyer that can change direction with uncanny speed and skill, owing to the rotational joints of its wings.

School Snitch - Free
A walnut-sized gold-coloured sphere with silver wings.
The Snitch weighs exactly the same as a Snidget, and its rotational wings imitate the bird's, allowing it to change direction and speed like its living counterpart.

Professional Snitch -25 QP
This Professional level Snitch goes out of its way to avoid the players often hiding in areas that the players won't see.
It is possible for this Snitch to avoid capture, escape the field and stay in the wild areas nearby for years.

Team Uniform:
You gain two full sets of uniforms for a full Quidditch team consisting of seven players: three Chasers, two Beaters, one Keeper, and one Seeker that self restock once per week changing in size and name to match whoever puts it on.

Quidditch Team Uniform - Free/-25 QP
For **Free** you gain a full uniform set for each team you purchased in the **Quidditch Fan** section otherwise you may purchase a team’s uniforms for **-25 QP**.

Custom Uniform -25 QP
You gain a fully customisable set of Quidditch uniforms.

Brooms:
You gain a self refilling stock of up to 14 brooms per purchase.

Broom Construction Kit - Free/-100 QP
With this purchase you gain a full set of broom crafting tools and the basic books on how to craft your own broom.
These tools can also be used to create wands should you know how to craft them.
This is **Free** with **The Evolution of the Flying Broomstick**. This also comes with a permit allowing you to craft and carry multiple wands and brooms.

Broom and Wand Wood - Free/-100 QP
Once per week you will gain seven brooms' worth of a random type of magical wood which is usable to craft magical wands and brooms.
This is **Free** with **The Evolution of the Flying Broomstick**.

Air Wave Gold -100 QP
The Air Wave Gold is a racing broom, apparently manufactured in the 1990s.

Australian Flyabout -150 QP
The Australian Flyabout 50 is a world-class racing broom, produced in Australia.

Bluebottle -25 QP
The Bluebottle was a broomstick designed for family use. It was described as being 'safe' and 'reliable'.

Cleansweep One - Free
It was created in 1926 as the first racing broom designed for sporting use, the Cleansweep One cornered like no other broom in existence at the time.

Cleansweep Two -25 QP
Produced by the Cleansweep Broom Company in 1934. It was the follow-up to the successful Cleansweep One.

Cleansweep Three -50 QP

A broomstick produced by the Cleansweep Broom Company in 1937. It was the follow-up to the Cleansweep Two.

Cleansweep Five -75 QP

The Cleansweep Five was a broomstick produced by the Cleansweep Broom Company in the 1940s.

Cleansweep Six -100 QP

The Cleansweep Six was a broomstick produced by the Cleansweep Broom Company some time between 1937 and 1991. It was the follow-up to the Cleansweep Five.

Cleansweep Seven -125 QP

The Cleansweep Seven was a broomstick produced by the Cleansweep Broom Company in or before 1991. It was the follow-up to the Cleansweep Six. Its standard was close to that of a Nimbus 2000.

Cleansweep Eleven -150 QP

The Cleansweep Eleven was a broomstick produced by the Cleansweep Broom Company in or before 1995. Made from Spanish oak, the broom came equipped with an anti-jinx varnish and a built-in vibration control feature. It could accelerate from nought to seventy miles per hour in ten seconds.

Comet 140 -25 QP

The Comet 140 was a broomstick produced by the Comet Trading Company, in 1929. It was the first broom to incorporate the Horton-Keitch Braking Charm, which would mean Quidditch players would be less likely to stray offside or overshoot the goals.

Comet 180 -50 QP

The Comet 180 was a broomstick released by the Comet Trading Company in 1938.

Comet 220 -75 QP

The Comet 220 was a broomstick manufactured by the Comet Trading Company before 1985.

Comet 260 -100 QP

The Comet 260 was a broomstick manufactured by the Comet Trading Company before 1985.

Comet 290 -150 QP

The Comet 290 is a broomstick manufactured by the Comet Trading Company.
It was relatively new around the summer of 1995, and can do nought to sixty miles per hour (in ten seconds, from context) with a decent tailwind according to Which Broomstick.

Firebolt -175 QP

The Firebolt was a world-class broomstick. It was the fastest at the time of its production, and was released in 1993.

Firebolt Supreme -200 QP

The Firebolt Supreme was a world-class broomstick made after the original Firebolt.

Moontrimmer - Free

The Moontrimmer was a broomstick created by Gladys Boothby in 1901 that was designed with a slim ash handle and the ability to fly higher than other brooms (and remain controllable). At the time, the brooms were a revolution in broomstick design, and were in great demand by Quidditch players. However, working on her own, Gladys was never able to keep up with the demand for them.

Nimbus 1000 -75 QP

The Nimbus 1000 was the Nimbus Racing Broom Company's first product, released in 1967. The Nimbus 1000 was a revolutionary design, capable of speeds up to a hundred miles an hour, and the ability to turn 360 degrees in mid-air on a fixed spot. It combined the reliability of the Oakshaft 79 with the agility of the best Cleansweeps, and immediately became the broom of choice for professional Quidditch teams.

Nimbus 1001 -75 QP

The Nimbus 1001 was produced by the Nimbus Racing Broom Company as part of their successful line of racing brooms. It helped ensure that the Nimbus company would stay as leaders in the field of broomstick manufacturers.

Nimbus 1500 -100 QP

The Nimbus 1500 was produced by the Nimbus Racing Broom Company as part of their successful line of racing brooms. It helped ensure that the Nimbus company would stay as leaders in the field of broomstick manufacturers.

Nimbus 1700 -100 QP

The Nimbus 1700 was produced by the Nimbus Racing Broom Company as part of their successful line of racing brooms. It helped ensure that the Nimbus company would stay as leaders in the field of broomstick manufacturers.

Nimbus 2000 -125 QP

The Nimbus 2000 was a broomstick produced by the Nimbus Racing Broom Company as part of their successful line of racing brooms. At the time of its release in 1991, it was the fastest broomstick in production.

The Nimbus 2000 easily outperformed its competitors on the Quidditch pitch until it was replaced as the top broomstick by the Nimbus 2001.

Nimbus 2001 -150 QP

The Nimbus 2001 was a broom produced by the Nimbus Racing Broom Company as part of their successful line of racing brooms. At the time of its release in 1992, it was the fastest broomstick in production.

Oakshaft 79 -75 QP

The Oakshaft 79 was a broomstick created by the broom-maker Elias Grimstone of Portsmouth in 1879. These were the days of the cottage industry, with each broomstick handmade by the inventor, and Elias's broom was the first model to make a name for itself. Designated the number 79 because of the year of its construction, the broom had a thick oak handle which was designed for endurance flying. Designed to withstand high wind conditions, the Oakshaft 79 never gained popularity as a Quidditch broom because of its lack of agility. The Oakshaft 79 is a highly prized vintage broom.

Shooting Star -25 QP

The Shooting Star was a broomstick produced by Universal Brooms Ltd in 1955. At the time of its release, it was the cheapest racing broom on the market. However, after initial good sales and popularity, the broom was found to lose height and speed as it aged.

Siberian Arrow -125 QP

The Siberian Arrow was a world-class racing broom, produced in Siberia.

Silver Arrow -100 QP

The Silver Arrow was a broomstick produced by broom-maker Leonard Jewkes, and was the true forerunner of the racing broom. It was capable of speeds greater than the Oakshaft 79 or the Moontrimmer, and could go up to seventy miles an hour with a tailwind, so it was very fine for that time, but Leonard worked alone and demand outstripped supply. It was eventually replaced by the Cleansweep series.

Starsweeper XXI -200 QP

The Starsweeper XXI was a world-class broomstick used by the American National Quidditch team who played with Starsweeper XXIs in the 2014 Quidditch World Cup.

Swiftstick -50 QP

The Swiftstick was a broomstick produced by Ellerby and Spudmore in 1952. The new broom was faster than the company's previous effort, the Tinderblast, but it was found that the broom lost power during an ascent. Because of this, the Swiftstick was never used by any professional Quidditch teams.

Thunderbolt VII -200 QP

The Thunderbolt VII is a broomstick produced in Manchester, England, as a competitor to the Firebolt Supreme. Many experts feel that the Thunderbolt VII has sacrificed safety for speed.

Tinderblast -25 QP

The Tinderblast was a model of broomstick produced by Ellerby and Spudmore in 1940. Although not as fast as the Cleansweeps or the Comets, it was remarked that they were highly resilient.

Transylvanian Barb -100 QP

The Transylvanian Barb is a world-class racing broom, produced in Transylvania. The Transylvanian National Quidditch team rode on Transylvanian Barbs during the 422nd Quidditch World Cup matches in 1994.

Turbo XXX -100 QP

The Turbo XXX was a racing broom, apparently manufactured in the 1990s. In 1996, the Seeker Weekly magazine compared the Turbo XXX to the Air Wave Gold to see which one was better.

Twigger 90 -100 QP

The Twigger 90 was a broomstick released in 1990 by Flyte and Barker. Intended to replace the Nimbus as the market leader, the Twigger 90 was found to warp at high speeds. It also included several new gimmicks, including an inbuilt Warning Whistle and Self-Straightening Brush, and gained a reputation as a broom flown by those with more money than sense.

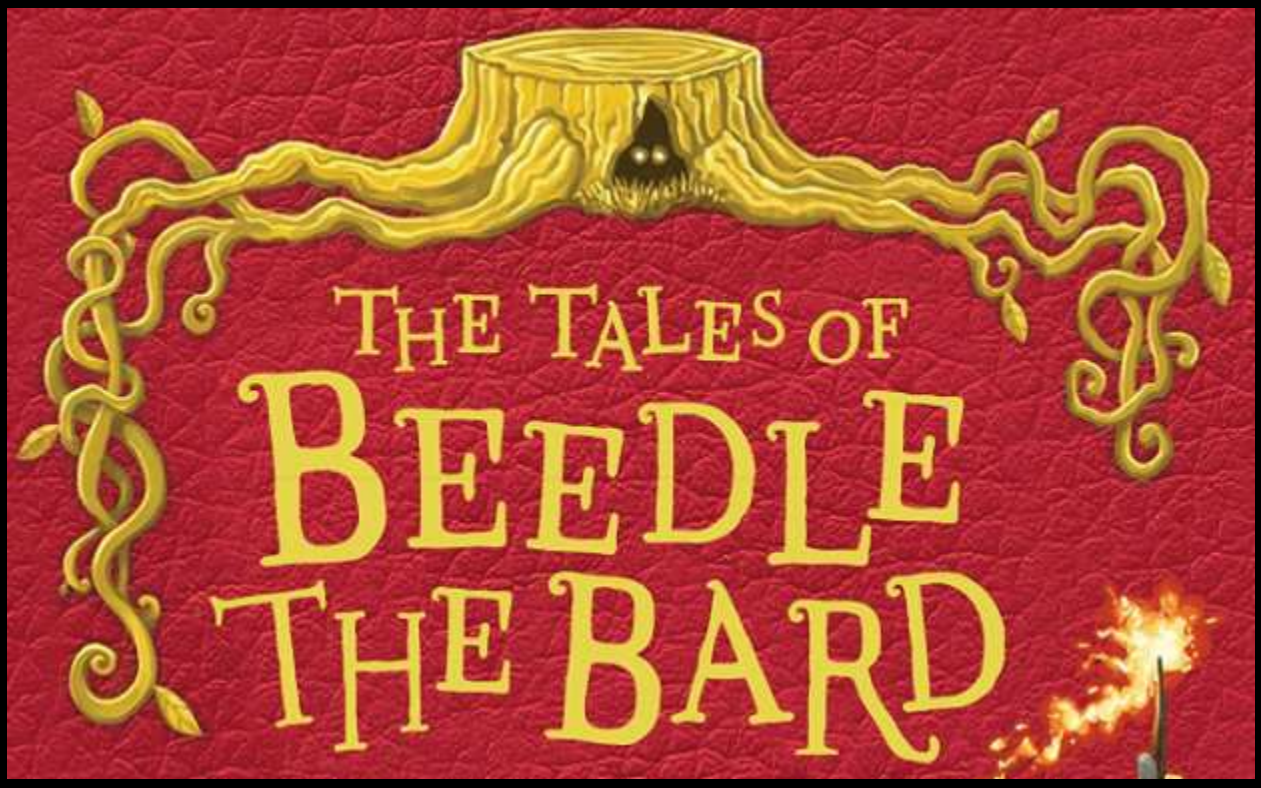
End of Mini-Jump

This Mini-Jump ends after 1 year and you can either continue onto the next Mini-Jump or optionally go on another jumpchain adventure while this jump is paused.

If/when you return you must select "**Next:**" and continue onwards with the next Mini-Jump in the series.

Next:

You can continue one of the other Post Potter Mini-Jumps or if all have been finished go to the **Ending Choice**.



You gain a **+500 CP** stipend to be spent specifically on this **Tales of Beedle the Bard Mini-Jump** though to use it you must stay within the wizarding world for one more year. Although you may not have your previous drawbacks you will continue being who you were previously and retain any scars you may have gained.

Perks:

A few simple tricks -100 CP *

You are a master of muggle magic being able to use the performing arts for sleight of hand, card tricks, misdirection and use mundane traps in order to produce the illusion of wielding magic.

It would take years yet happened the day after -200 CP

If you ever decide to find a romantic partner you will find an option within 24 hours. Whether this option works out or not is down to you. If you do hit it off you can give them the option to become a follower for free with the option of them becoming an importable companion in the future.

Death picked up a stone from the riverbank -300 CP

With this Perk guiding you, you are able to imbue any mundane materials with your magic, making them a viable material for crafting magical objects with.

Items:

Pink Slipper -100 CP

This tiny pink slipper can be placed onto any object regardless of shape and size and completely mute any noise it makes.

Crystal Casket -200 CP

Through this magical chest you are able to seal away any selected emotions protecting them from any supernatural effects that may target them.
Any emotions sealed this way for any period of time can be released at will without any negative effects on them or you when unsealed.

Improved Hopping Pot -200 CP

Just like the original Hopping Pot this brass pot can produce sympathetic symptoms in order to show that those nearby are sick.
The pot can grow a foot in order to hop after its owner.
Unlike the original this Hopping Pot fills itself with a cure for whatever ailments the people around it are showing.

Garden of Fair Fortune -400 CP

This magical garden changes its structure and appearance to match whoever enters it and bestows upon them a goal that they believe will fulfil their desire.
However it is not the goal but the journey and if they take the trail with seriousness and sincerity they will find the reward they seek along the way.

End of Mini-Jump

This Mini-Jump ends after 1 year and you can either continue onto the next Mini-Jump or optionally go on another jumpchain adventure while this jump is paused.

If/when you return you must select "**Next:**" and continue onwards with the next Mini-Jump in the series.

Next:

You can continue one of the other Post Potter Mini-Jumps or if all have been finished go to the **Ending Choice**.



This scenario can be taken at any time * and by taking this scenario you will gain the **Lego Pensieve** that will allow you to enter into the **Lego Harry Potter Collection Video Game** and become Player 1. As Player 1 you will be able to possess and switch between Lego Minifigs of Harry Potter Characters and play through the canon **Lego Harry Potter Collection Video Game**.

Unlike the game, casting any spell in the game requires that you actually cast the spell which by unlocking a character who knows that spell will give you a Mini-Game to learn the spell.

To complete this Scenario you must **100%** complete the **Lego Harry Potter Collection Video Game** within the **Lego Pensieve**.

Lego Pensieve - Free ♊

Using this item will stop time outside of the Pensieve and will allow you to enter into a **Lego Harry Potter Collection Video Game** variant of the original canon of the Jump you are in or have previously been in. Each **Lego Harry Potter Collection Video Game** will allow you to learn any character skills within the game so long as you are capable of using it through MiniGames that actually teach you the skills. You will be allowed to complete any of the Imported **Lego Harry Potter Collection Video Game** at your leisure but you will not gain any **CP** for completing them.

Rewards:

For completing the **Lego Harry Potter Collection Video Game** you will gain **+500 CP** that you can save for any section and you may purchase any perks from this section.

Carrot Wands -50 CP

Using this perk you can use your magic to reinforce any organic stick like object in order to use it as a temporary wand.

Christmas Disguises -50 CP

By targeting someone with this perk you can switch what they are wearing into any type of christmas themed clothing you select.

Fall Rescue -100 CP

Any time you fall from any height you can use this perk to either slow your descent or return you to the place you were standing before you fell.

Fast Magic -200 CP

By toggling this perk any spell you cast is performed almost instantly regardless of how long it would normally take to cast allowing you to rapid fire spells.

Gold Brick Detector -100 CP

This perk will actively highlight anything of value. If you look at a highlighted object or activate this perk on a specific object you will know what materials it is made from and how much it is worth.

House Crest Detector -100 CP

By targeting someone with this perk you will instantly know their genealogy. This will show you if and how they are related to any noble houses that houses Crest, montra and what they are best known for.

Secret Rewards:

This section can normally only be used after the Jump is completed but before the end choice has been made. By collecting specific resources from across this jump the Jumper can be rewarded by extra Perks and **Capstone Boosters**. The reward **CP** can be spent anywhere within this jump but Companions are not eligible for this section.

Suffering:

You have been through a lot in this jump and that stress can cause an unfortunate problem, your magic turning inwards becoming parasitic as it eats at you until it causes an emotionally induced explosion.

You must **reserve** this reward in advance if you wish to have it, for the duration of the jump up until this section you will be an Obsururs but will be able to retain your form so long as you retain control over your emotions

Requires:

- **Abusive family**
- **Hearing voices**
- **The Grim an omen of death**
- **The Boy is everything**
- **The emotional range of a teaspoon**
- **Is that normal for people like me**
- **Least loved**
- **Awkward Hug**

Reward:

You are rewarded with **+500 CP** and the **Obscurus** Perk.

Obscurus *

Your body is now a stable, controllable force of energy similar to an Obscurus with any parts of your body including blood, skin and hair turning into magical ash shortly after separation. Any harm to your body will quickly repair itself with the magical force you are made of filling in the gaps.

You are able to shift between your normal visible form and an energy cloud that you will retain complete control.

Sweet Tooth: ♨

You have quite the taste for delicious treats and with this tool you can share it with others.

Requires:

- **Chocolate Frogs**
- **It's alright it's chocolate**
- **Bertie Bott's Every Flavour Beans**
- **Limitless Supply of Hot Drinks**
- **Liquorice Wand**
- **Tea Leaves**
- **Cauldron Cakes**
- **Floating Cake**

Reward:

You are rewarded with **+100 CP** and the **Secret Recipe Snoop** Perk.

Secret Recipe Snoop

Using this Perk you are able to learn the recipes and enchantments required to recreate any magical or otherwise supernatural food and drink items that you consume. With time you can replicate the effects for other foods or alter them to produce new results such as creating "Every Flavour Shots" or altering the "Fire Whiskey" recipe to produce steam or lightning instead of fire.

Stories Untold: ♊

You have enjoyed visiting settings beyond the main plot.

Requires:

- **Extra Body**
- **A Twin Thing**
- **Ancient Magic**
- **Lego Pensieve**

Reward:

You are rewarded with **+500 CP** and the **Back to the Plot** Perk.

Back to the Plot

After using the Jump Doc to build your jumper but before starting the jump proper you can use this Narrative Perk in order to spend a period of time within the history of the story. You can also toggle this to control how flexible time becomes so that your actions cause a large butterfly effect or the setting is almost unchanged by your actions.

Guardian: ♥

A defender, a hero, a saviour you could be called this and much more.

Requires:

- **Help will always be given to those that ask for it**
- **Shield forms can be equally as useful**
- **But I am the chosen one**
- **Only takes in that which makes it stronger**

Reward:

You are rewarded with **+300 CP** and the **Protector** Perk.

Protector

Using this Perk anyone you have officially put under your protection will be able to teleport you to their location or banish themselves to your location. They will also gain a form of plot protection that grants them a dynamic protection and resistance to danger.

Security: ♣

You seek to bestow protection, security and safety to all your allies and friends.

Requires:

- **I should not have told you that**
- **No student under the age of 17**
- **He'll find out soon enough**
- **It will be impractical to attack him**

Reward:

You are rewarded with **+300 CP** and the **Secure** Perk.

Secure

Through this Perk you have mastered a variant of the Fidelius Charm which allows you to target any location or knowledge and hide it from others while preventing anyone from learning it. Similar to doing a group obliviation the more people who already know about it the harder it is to conceal. As the Secret Keeper, you are the only person who is capable of revealing the protected information to others, regardless of who knows about it. You are also not under the restrictions normally required for a Secret Keeper. This can also be used to passively break any Fidelius Charm you come into contact with.

Root of Knowledge: ♠

As a seeker of knowledge sometimes finding the answer is only the beginning.

Requires:

- **Standard book of spells chapter seven**
- **I know exactly the counter curse**
- **Have you ever heard of this spell**
- **Words are, in my not-so-humble opinion, our most inexhaustible source of magic**

Reward:

You are rewarded with **+300 CP** and the **Words of Power** Perk.

Words of Power

At the start of each Jump you will learn the fundamental building blocks of the magic native to that Jump's continuity. These blocks are technically the most basic and primitive spells in that field of magic with some producing minor effects such as flame while others seemingly do nothing. Using these building blocks you are able to construct any spell possible within that continuity by using the correct combination of blocks.

Submission: ♦

You are a master, a lord, the one who must control any and all others.

Requires:

- **He who shall not be named**
- **Not just witches and wizards but all manner of dark creatures**
- **It was a ceremony and initiation**
- **You, my friend, must stay close**

Reward:

You are rewarded with **+300 CP** and the **Domination** Perk.

Domination

By telling someone your name you can choose to tie their lifeforce to your own and should they fail to resist you will have the option of making them unquestionably obedient to you. Through this lifeforce connection you are able to temporarily drain their magic in order to strengthen your own and use them as an amplifier for the range of any of your Perks.

Spoken like a Dragon: * ⚯

You have learned the secrets of dragons, the arts of other tongues and how to become a beast yourself and learn their words so let us put that all together.

Requires:

- **I feel like I could spit fire**
- **The difference between an Animagus and a werewolf**
- **Mermish Mouth**
- **Parseltongue**

Reward:

You are rewarded with **+500 CP** and the **Dragon Tongue** Perk.

Dragon Tongue *

You can now speak the language of dragons being as fluent with it as your own native tongue.

Any spells that are cast in this tongue have the power of the spell greatly increased and any defensives that would normally hinder the spell are greatly weakened when the spell comes into contact with them.

If the user knows any words from any other dragon languages they can gain complete comprehension of it becoming as fluent if not more so with the language than a member of the corresponding dragon race.

Spirit: ☯

You have delved into the aspects of the soul that many can never understand, allowing you to see where the heart, mind and soul overlap.

Requires:

- **This heart is where you truly live**
- **Why should that mean that it's not real**
- **In dreams we enter a world that's entirely our own**
- **Dementor's Kiss**

Reward:

You are rewarded with **+500 CP** and the **Solid Soul** Perk.

Solid Soul

You are able to make the energy of your heart, mind and soul into physical manifestations allowing you to construct spiritual armour and complex solid illusion from your spiritual energies but are restricted to only using your own energies for this. You can manipulate these manifestations to improve them when they are reabsorbed which you can do almost instantly. The easier of the two ways to improve the energy's is to inflate the manifestations increasing the mass of the projection and growing the amount of the energy your body contains when it is reabsorbed. The harder of the two ways is to refine the manifestation into a denser amount of energy which becomes stronger and more durable when reabsorbed. A beneficial side effect of manifesting these energies in this way is that they cannot be consumed or manipulated by most of the entities who would normally be capable of doing so.

Rag Tag Team Leader: ⊙

You have a habit of solving problems in ways people don't normally expect and helping those who follow you to do the same.

Requires:

- **That's why it's so brilliant because it's so pathetically dimwitted**
- **Get what you want from the cupboard**
- **They can only been seen by people who've seen death**
- **At first I thought it was an eye**

Reward:

You are rewarded with **+500 CP** and the **A plan comes together,** Perk.

A plan comes together

Whenever your allies are following a plan you make they will always find that they have a form of plot armour as they are able to effectively improvise should something goes wrong. Whenever an unexpected obstacle appears they will find that whatever they need to pass it, is nearby. They are always able to get into positions where they are out of the enemy's line of sight and will always be able to get a live feed of all locations relevant to the plan.

Fulfilment: ◉

You have put in the effort to reach your goals and gain the tools to aid you on that path wherever it may lead.

Requires:

- **Tibetan turnip**
- **Mirror of Erised**
- **Advanced Potion-Making Textbook**
- **Prophecy Orb**

Reward:

You are rewarded with **+500 CP** and the **Seek the Need** Perk.

Seek the Need

When you activate this Perk you will gain a mental list of everything you want or need the most, even if you didn't know you wanted it. You can toggle any point on the list to gain instructions on how to get the subject and all of the tools required to get it.

Army of the Damned: ♘

Why stay with mere mortals when you can command an undead army.

Requires:

- **An Army of Stone and Steel**
- **Shrieking Shack**
- **Impossible Restorative Draught**
- **Cave of Sorrows**

Reward:

You are rewarded with **+500 CP** and the **Necromancer** Perk.

Necromancer

Using this Perk you are able to manipulate the phenomenon of death by creating a dozen Whisps per week. Whisps are weak soul like entities without any form of life or consciousness, they are however able to follow logic formulas in order to follow your commands. Whisps are able to possess any spiritually empty form including but not limited to statues, armour, corpses, skeletons and even soulless but otherwise living bodies. Any possessed form will gain a regenerative property that passively restores the form to the state it was in when it was initially possessed. Should a Whisp be ejected from its form or that form be destroyed the Whisps will return to you and await further instructions.

Normal Family: 🏚

It seems that you are fond of muggles and would rather hide in plain sight then disappear.

Requires:

- 12 Grimmauld Place
- **Flying Car**
- **Magic Bag**
- **Vault Key to Gringotts**

Reward:

You are rewarded with **+500 CP** and the **No such thing as magic** Perk.

No such thing as magic

You are able to use this Perk to Toggle any of the Perks powers of other abilities you can use in order to make it seem that the use of these abilities is not supernatural in any way and instead some kind of trick such as sleight of hand. You are also able to alter this effect so that instead of being believed to be a trick it is the effect of one of the power types local to the Jump or one of the power types you are capable of performing. While this perk is active any expert will be unable to distinguish it from the true power type and may even believe they understand how to replicate its effects.

True Heir: 👑

You are a True lord descended from the most Noble of all Houses.

Requires:

- **Sorting Hat**
- **True Heir of Jumper**
- **True Heir of Gryffindor**
- **True Heir of Hufflepuff**
- **True Heir of Ravenclaw**
- **True Heir of Slytherin**
- **True Heir of Pendragon**
- **True Heir of Peverell**
- **True Heir of Ambratorix**

Reward:

You are rewarded with **+400 CP** and the **True Lord** Perk, **Divinity: Nobility** and the **Sorting Hat** will gain a **Capstone Booster**:

True Lord

As the highest magical lord within all history you are able to bestow Titles of Nobility to anyone capable of magic who is not in the direct line of succession for any pre-existing Nobility. If the last name conflicts with pre-existing Nobility the target will need to change to one that can be used as the House's name in order to gain the position as the Head of a lesser Noble House. Once bestowed a title the Head of House is entrusted with a custom **Lords Ring** as appropriate to their position.

Sorting Hat

This hat can now act as a second head for the wearer. By allowing it to connect to the user's mind it will give them a second pair of eyes and an additional mouth which can parallel process their thoughts and vision. When the hat is given control over a second magic foci the hat is able to cast spells essentially making you a dual caster.

Divinity: Nobility

Though this Perk does not give you any way to wield divinity, if you do achieve godhood or a method of divine control, you gain an innate divine connection to the domain of Nobility.

Deception: ✻

You have gained the tools to make people fools bending events to your advantage and showing what is obviously happening but clearly isn't.

Requires:

- **Cloak of Invisibility**
- **Time-Turner**
- **False Executioner's Axe**
- **Felix Felicis**
- **A Convincing Counterfeit**
- **Deluminator**
- **Interdepartmental Memos**
- **Auto-Answer Quills**

Reward:

You are rewarded with **+800 CP**, the **Confirmation Bias** Perk and the Items listed below will gain a **Capstone Booster**:

Confirmation Bias

Using this perk you instantly understand what the other person wants to believe and how to confirm their opinion in a way that they will not question and will benefit you.

Cloak of Invisibility

The **Cloak of Invisibility** now grants you far more than mere invisibility. While wearing it for all intents and purposes you cease to exist for anyone other than yourself allowing you to pass through everything, move without regards to gravity and whilst being worn you can even choose people to forget that you exist.

Time-Turner

Using the **Time-Turner** you are now able to switch off the Anti-Paradox protection in order to create and travel between alternate timelines, optionally erasing pre-existing timelines if you believe it is necessary.

The **Time-Turner** also gains a rewind and playback which allow you to travel backwards or forwards at a speed of your choice.

False Executioner's Axe

You are now able to produce an obedient but mindless copy of anyone who has ever been stored within this Axe and are able to retain them within it even between Jumps.

Felix Felicis

Once per week you can pick a one word attribute such as strength, beauty or wit and instead refill the vial with a golden liquid. When drunk it makes the selected attribute 10,000% more powerful for up to an hour but possibly less if you overexert it.

A Convincing Counterfeit

This locket is no longer limited to taking on the form of another object and can now produce an identical copy of whatever object is being targeted. When created the fake takes the original's place stealing any protection or tracking the original had.

Deluminator

You can now use the **Deluminator** to completely control what a target is able to see, allowing you to show them exact and perfect facsimiles of events or completely remove something from their field of view. Through this you could make locations appear completely different, make day appear to be night or see at night as though it were day.

Interdepartmental Memos

These documents are now upgraded so that they can dynamically take on the appearance of any documentation whether physical, magical, spiritual or digital. Appearing to be completely genuine as far as the target can tell even if it is supposed to be a handwritten letter that they had written and they know for a fact that they did not.

Auto-Answer Quills

The Quills is now connected to every form of documented information within the local continuity when you ask or intend to answer a question you will gain every valid answer to it and can have any of the answers auto fill the question.

Divinity: Trickery

Though this Perk does not give you any way to wield divinity, if you do achieve godhood or a method of divine control, you gain an innate divine connection to the domain of Trickery.

Collector of a Shattered Soul: ϟ

By gathering all of Voldemort's canonical Horcruxes you have discovered his secrets and improved upon them.

Requires:

- **A Specific Scar**
- **Tom's Journal**
- **Nagini**
- **Resurrection Stone**
- **Salazar Slytherin's Locket**
- **Hufflepuff's Cup**
- **Rowena Ravenclaw's Diadem**
- **Sword of Godric Gryffindor**

Reward:

You are rewarded with **+1000 CP**, the Perk **The Horcrux King** and the Items listed below will gain a **Capstone Booster**:

The Horcrux King

You can now sever part of your soul at will and embed it into something else enhancing the pre-existing abilities of any supernatural objects or creatures and becoming more resistant to harm. Through this connection you can project your mind into any of your Horcruxes to gain finer control over them and can even destroy them from afar.

Should your body die, each Horcrux can function as a limited **1-UP** allowing your soul to possess the Horcrux and regrow your body, using the fragment in the process.

Be warned that to craft a Horcrux without suffering the canon complications you should strengthen or grow your own soul so that less of it is required or more of it is excess to your body meaning that you do not need it to sustain your heart or mind.

A Specific Scar

This drawback is converted into a **Perk**, the Scar becomes toggleable and grants you all of Voldemort's skill and knowledge at the Start and End of any Jump he is in.

Tom's Journal

This book is no longer limited to only copying Dark Lords and now allows you to add any famous figure from any point in their life to this book as a new page.

Nagini

Nagini is no longer limited to a snake Animagus and both the perk and the companion can take on the form of any kind of snake both mundane and magical.

Resurrection Stone

This stone is no longer limited to summoning the souls of the dead but can now create new souls that can take any shape or form as you wish but as a fresh soul they will only have the knowledge, intelligence or experience you give them. If you have previously examined other souls you can use this to create approximations of them.

Salazar Slytherin's Locket

Through using this locket you are able to view the innermost emotions of others regardless of distance, and you may also force the target to experience them as realistic hallucinations.

Hufflepuff's Cup

The powers of this cup are no longer as limited, allowing you to permanently change any form of matter into any other form of matter, both within the cup and by using it as a magical amplifier to affect anything you can affect with your magic.

Rowena Ravenclaw's Diadem

Ravenclaw's Diadem is now upgraded so that whilst it is being worn you will be able to passively use divination to discern knowledge about any subject from the collective knowledge of the universe allowing you to find any secrets lost to time.

Sword of Godric Gryffindor

The sword of Godric Gryffindor can now strengthen itself with more than just what substances it touches, allowing you to merge it with any other weapons and wands gaining their combined capabilities. You can also separate them back out at will.

Divinity: Soul

Though this Perk does not give you any way to wield divinity, if you do achieve godhood or a method of divine control, you gain an innate divine connection to the domain of the Soul.

Movie Master: 9¾

Each movie is named to focus on an aspect or tool within them and by making the corresponding purchases for each Mini-Jump you will be rewarded with the whole of Hogwarts.

Requires:

- **Philosopher's Stone**
- **The Chamber of Secrets**
- **The Prisoner of Azkaban**
- **The Goblet of Fire**
- **The Order of the Phoenix**
- **The Half-Blood Prince**
- **MacGuffin Will**
- **Elder Wand**

Reward:

You are rewarded with **+1000 CP**, the Item **Hogwarts School of Witchcraft and Wizardry** and the Items listed below will gain a **Capstone Booster**:

Hogwarts School of Witchcraft and Wizardry:

You have gained a pocket dimension copy of Hogwarts Castle that can be imported in any jump. It is a Scottish wizarding school established around the 10th century and considered to be one of the finest magical institutions in the wizarding world.

Though this building may have a number of rooms and Items that can be purchased in-jump, the ones in this magical building cannot be separated from it.

The scope of the land you are rewarded with includes everything within the boundaries of the extensive school grounds surrounding it, which included sloping lawns, flowerbeds, vegetable patches, as well as a loch called the Black Lake, a large dense forest called the Forbidden Forest, several greenhouses and other outbuildings, and a full-size Quidditch Pitch.

One of the castle's towers holds an owlery, which houses all the owls owned by the school and by students.

The land you own outside of the school grounds includes Hogsmeade station to the south, Hogsmeade Village to the north and the Forbidden Forest to the east.

Philosopher's Stone

The Philosopher's Stone can now act as an infinite supply of magical energy allowing you to use it as a magical source and allowing even a muggle to cast powerful spells; as well it can be used to make any spell you cast permanent.

The Goblet of Fire

You may write any names and place them within the Goblet of Fire and hold the individuals chosen to the contract of the tournament.
Instead of just stripping the supernatural abilities from those who refuse to participate it will now do so for anyone who loses and allows you to drink from the Goblet to gain that power.

MacGuffin Will

This Item can now be used whenever you want, allowing you to pull the Items directly out of the page that can aid you in solving any problem and push you towards discovering any potential threat. Naturally, you must still make sense of how to use this yourself.

Elder Wand

Just by touching this wand you permanently remember the collective magical knowledge stored within it and any spell that is cast using this wand is far more controllable with you being able to empower a spell to reach up to 100 times the strength in comparison to a regular wand.

Divinity: Magic

Though this Perk does not give you any way to wield divinity, if you do achieve godhood or a method of divine control, you gain an innate divine connection to the domain of Magic.

Lost or Found: ❋

Should a solution or the problem be what you are after finding it is always the goal.

Requires:

- **Floo Powder**
- **The Marauder's Map**
- **The Maze**
- **A Personal Graveyard**
- **Room of Requirement**
- **Misty Archway**
- **Seer**
- **The Quill of Acceptance/Book of Admittance**

Reward:

You are rewarded with **+800 CP**, the **Delivery Service** Perk and the Items listed below will gain a **Capstone Booster**:

Delivery Service

Whenever you are looking for a specific object you can use this perk to instantly gain knowledge of its current location both in name and coordinates. This also allows you to teleport it to you so long as if you were at its current location you would be able to remove it from its restraints, take it elsewhere and lift it above your head with one hand.

Floo Powder

By spreading the Floo Powder into a circle you can create an active portal between your current location and any other location you know the name or coordinates of. The portal will have a film-like barrier that prevents anything from moving through it without a conscious awareness causing it to move.

The Marauder's Map

This magical map is no longer limited in scope or range and you can dynamically set where the map is looking at by proclaiming "***I'm bored where I am and should see where I'm not***" and thinking of a specific location. This will cause the map to show the location and the area surrounding it to the scale and details that it normally would for Hogwarts.

The Maze

You can now set up a second version of this Maze which is dynamically shifting at the entrance to your warehouse.

Anyone who tries to enter your warehouse without your active permission will need to make their way through the maze to enter.

Should someone enter the maze you will be awakened and informed.

A Personal Graveyard

You may select anyone to teleport to this location automatically restoring them mentally, physically, spiritually and any other measure to their prime.

You may also tag anyone you know so that if they die or are destroyed they will automatically be teleported to this location and restored but they cannot leave the Warehouse if they have already used the Graveyard to come back to life in that Jump.

Misty Archway

The Misty Archway is no longer limited to only visiting other realms of existence and can now be used to create new ones. Through this you can create alternative afterlife's and control the restrictions with. This can also create pocket dimensions that can contain a singular world however unless you have a way to claim the new realms they will be restricted to the Jumps you create them in preventing you from visiting them without a way to travel between Jump Settings. You start out only able to control the broad strokes of such dimensions, but in time will be able to learn how to control what emerges down to the smallest grain of sand, within reason. Strangely, the ability to create thinking life through this item yet eludes you-perhaps due to its innate link to death?

Room of Requirement

This room is now upgraded so that anything that has been lost within the continuity and is not likely to be found by its owner will be brought to this room and held in stasis. You can set the room to auto return any type of property to its owner or set it to alert you to anything of interest that you may want to see.

Seer

Using your sight you can perceive the magic, heart, mind and soul of others even when unable to use your eyes allowing you to see anything normally undetectable like spirits or psychic manifestations. You can also use this to dynamically look into the past, present and future though this may require a medium to focus on a specific event.

The Quill of Acceptance/Book of Admittance

The Quill can now do far more than detect if a child is magical, by writing the name of a person within the Book of Admittance that person will gain the magical capabilities of a wizard, however this will not take effect unless the writer has the person's face in their mind when writing their name.

Any similar power type that can be gained by writing their name and putting the common title in brackets such as (Mutant), (Quirk User) or (Jedi), this will not affect the target's philosophy, only their abilities so someone marked as a Jedi could still become a Sith. One final note is that you can only enter power types from settings you have visited.

If a power type is granted that would normally be inheritable by the target's descendants the granted power can be transferred to descendants in the same way.

Divinity: Discovery

Though this Perk does not give you any way to wield divinity, if you do achieve godhood or a method of divine control, you gain an innate divine connection to the domain of Discovery.

Friend of Death: ⚠

You have gathered the Deathly Hallows and a bridge that cheats death, through these tools you have gained death's attention and appreciation.

Requires:

- **Cloak of Invisibility**
- **Misty Archway**
- **Elder Wand**
- **Resurrection Stone**

Reward:

You are rewarded with **+500 CP** and the Perk **At a Friend's Request**.

At a Friend's Request

You can summon a physical embodiment of death. This entity will be different in most jumps and you will start each jump having a pleasant relationship with them. When you summon Death you may speak with them, get their permission for actions, and ask them for favours such as telling you when someone has died, to hasten their end, or to resurrect them, though Death may choose to refuse.

Beyond Death: ⚠

You have found a way to stay beyond the clutches of death to avoid a true end and become a life Beyond Death.

Requires:

- **The Boy-Who-Lived**
- **It was death and he felt cheated**
- **You have proven yourself useful**
- **Be thankful it's not your neck**

Reward:

You are rewarded with **+500 CP** and the **Unliving** Perk

Unliving

You can at will convert yourself and others into any type of undead from any Jump you have visited or visit and restore anyone back to true life from an undead state.

Master of Death: ⚠
You have truly done it, you have gained Death's affection and surpassed them becoming the true Master of Death.

Requires:

- Friend of Death
- Beyond Death

Reward:
You are rewarded with the Perks **Death's Command**, **A True Master**, the perks and Items listed below will gain a **Capstone Booster**:

Death's Command
Now you are the master of the Hallows you are the master of death, you can see how and when someone is fated to die then change it as you see fit, to cause them a specific death or grant them life unending; though be warned erasing a person's end may lead to a fate worse than death.

A True Master
Any Items you own will refuse to allow anyone else to use them unless they have been given specific temporary permission by you.
Additionally any Item you own will teleport to you whenever you call it. If another version of any specific Item you own exists in-Jump it will respond to your will as if it was your own, though by itself this Perk will not fiat-back them.

The Boy-Who-Lived
This Perk no longer leaves marks of physical harm from surviving instant death and each time you die this Perk grants you immunity to that specific method of death.

Be thankful it's not your neck
This Perk is no longer limited to being used only 10 times a day allowing you to use it without limit on any intact objects you have direct contact with.

You have proven yourself useful

You are no longer limited by how much artificial material you can make and can have the material take on whatever colours you find appropriate.

It was Death and he felt cheated

You no longer need to limit death to a single chance within a single day and may let them run wild until the target has met their final destination.

Cloak of Invisibility

This clock now does more than simply hiding its wielder as it removes them from the awareness of reality itself allowing them to be hidden from all senses and methods of detection including fate itself with any outside divination and prophecy showing how events would go without you.

Misty Archway

This gateway is no longer limited to the afterlife and will now grant you passage to anywhere and everywhere within the local multiverse or any pocket dimensions that were created in other settings using this Archway. Post-spark it can even be used to map and visit every multiverse without restriction.

Resurrection Stone

You are no longer limited to only summoning shades, you can now use this stone to truly resurrect the dead, recreating their body from any point in their life, though it is advisable that you summon their shade first as they may prefer their afterlife.

Elder Wand

The pride of this wand resents the notion of being a weaker choice than others and to that end so long as it has your permission, it can merge with any other magical focuses gaining an Alt-Form of the foci and the combined power and skill of both.

Divinity: Death

Though this Perk does not give you any way to wield divinity, if you do achieve godhood or a method of divine control, you gain an innate divine connection to the domain of Death.

Wand Builder:

Through wandlore, a future wandmaker could learn the ancient secrets of creating a wand, each having four components: wood, core, length, and flexibility. However, no single aspect of wand composition should be considered in isolation of all the others.

Rolling is not mandatory for any wand. However, if you roll for all options on the first wand you will receive **+100 CP.** You may not take this stipend a second time even if you completed the **SpeedRun Gauntlet**.

Wand Handle:

You may also choose to add a customisable Wand Handle and decorate it as you see fit having a comfortable grip, a blade attachment, an animal head such as the one of your Hogwarts house and many other options.
Keep in mind this will not alter how your wand works and this is purely for comfort or vanity.

Wand Length:

Winds are usually between 9 and 14 inches with some custom wands being shorter wands or longer wands.
Roll 1D6 + 8

Longer wands might suit taller wizards, but they tend to be drawn to bigger personalities, with a more spacious and dramatic style of magic.

Shorter wands tend to favour elegant and refined spell-casting with particularly short wands choosing wizards whose character lacks something.

There might also be some correlation between a person's size and the lengths of their wands but judging solely by height is a crude measure.

Flexibility:

The firmness of the wand wood is a factor not often considered separately from the other components of the wand but it tends to denote the degree of adaptability and willingness to change possessed by the wand.

These are the grades of flexibility from most flex to least flexible.

Roll 1D20	Flexibility
1.	Quite Bendy
2.	Fairly Bendy
3.	Very Flexible
4.	Quite Flexible
5.	Surprisingly Swishy
6.	Swishy
7.	Slightly Springy
8.	Supple
9.	Reasonably Supple
10.	Whippy
11.	Pliant
12.	Brittle
13.	Hard
14.	Solid
15.	Stiff
16.	Rigid
17.	Unbending
18.	Slightly Yielding
19.	Unyielding
20.	Roll Again

Wand Style:

The style of a wand can vary dramatically even within the categories stated below.

Roll 1D8	Name of Style	Description of Style
1	Notched	Unlike other wands this style is asymmetrical containing multiple segments where it is jagged and arched.
2	Classic	This style of wand is the most cylindrical having been smoothed down to remove any protrusions or divots.
3	Soft spiral	This style of wand is mostly cylindrical but contains a uniform curve that follows the wand around the edge to the tip of the wand.
4	Spiral	This style of wand is made of multiple interlocking pieces of wood that all twist around one another into a singular spiral.
5	Stalk	This style of wand is mostly cylindrical however it has nodules on its shaft.
6	Ringed	This style of wand is mostly cylindrical however it contains multiple outcroppings of rings running down its length.
7	Crooked spiral	Unlike most other styles of wand this one curves off slightly from the grip following the spiral inlay of the wood.
8	Natural	This style of wand is similar in appearance to a branch as if freshly fallen from a tree.

Magical Cores:

Every wand contains a magical core, these cores are created from magical creatures and act as the will and intent behind a wand, making it responsible for shaping and guiding the spell that is being cast.

Three Supreme Cores:

Due to Mr. Ollivander having opted to only use phoenix feathers, unicorn hairs, and dragon heartstrings, those types of wand are the most commonly used by witches and wizards from around the world.

Roll 1D60	Name of Core	Description of Core
1-6	Dragon Heartstring	Considered to produce the most powerful and flamboyant magic and helps in learning spells faster and easier, however they are more prone to accidents.
7-12	Phoenix feather	These are capable of the greatest range of magic, though may take longer to reveal this but tend to show the most initiative, sometimes acting on their own.
13	Thestral Tail Hair	Thestral tail hair is regarded as an unstable, if not the most difficult, substance to use in wand-making. It is the most potent, but incredibly tricky to master.
14-19	Unicorn tail hair	Not very powerful, but the least prone to accidents and the least likely to change loyalties.
20-22	Veela hair	Veela hair cores made for "temperamental" wands that will only let a select few wield them.
23-26	Troll whisker	Blunt and easy to wield but inferior to most other cores.
27-28	Thunderbird tail feather	Extremely powerful, though difficult to master as they tend to cast curses on their own pre-emptively, they are also particularly good for Transfiguration.
29-33	White River Monster spine	Produces spells of force and elegance.

34-35	Rougarou hair	Believed to have an affinity for the Dark Arts.
36-37	Horned Serpent horn	Exceptionally powerful and sensitive to Parseltongue, vibrating when it is being spoken.
38	Basilisk horn	Powerful and unruly having a strong affinity for the Dark arts and Healing magic.
39-42	Curupira hair wands	Unstable and known to choose talented, but also unpredictable owners.
43	African mermaid hair	If anyone other than the rightful owner attempts to pick it up, it would shock them.
44-47	Snallygaster heartstring	These wands are capable of learning a wide range of magic quickly but often lack the power of most cores.
48-50	Wampus cat hair	An extremely stable wand that has an affinity for curses but is lacking in most other areas.
51-54	Jackalope antler	A consistent wand that lacks any speciality or power but is more malleable than most being able to adapt to any specialisation.
55	Fairy Wing	A good wand for someone free-spirited and less practical or is able to cast powerful Charms and Magic involving Air, and is sometimes beneficial for Divination.
56-58	Koralle	A consistent and stable wand but lacks the power of most others.
59-60	Acromantula Fang	Aggressive and unruly often resulting in backfiring spells for any one other than its rightful owner.

Wand Wood:

The trees used for wands tend to be specially grown within magical areas in order to produce wood able to channel magic.

The wood tends to act as body and nerves for the wand allowing the magic to be channelled and directed in a specific direction.

Roll 1D50	Name of Wood	Description of Wood
1	Acacia	Tricky wands that often refused to produce magic for anyone other than their rightful owner.
2	Alder	Best suited to non-verbal spell work, whence came its reputation for being suitable only for the most advanced witches and wizards.
3	Apple	Powerful and best suited to an owner of high aims and ideals, as this wood mixes poorly with Dark Arts.
4	Ash	Ash wands aid the mental support of their one true master but lose power for anyone other than its original owner. If paired with unicorn hair these traits are greatly heightened.
5	Aspen	The aspen wand is one of those particularly suited to martial magic, it usually displays outstanding charmwork as well.
6	Beech	When properly matched, the beech wand is capable of a subtlety and artistry not seen in any other wood, hence its lustrous reputation.
7	Birch	Its properties as wand wood are unknown.

8	Blackthorn	A very unusual wand wood, best suited to a warrior with the wand quickly becoming as loyal and faithful a servant.
9	Black Walnut	It is abnormally attuned to inner conflict, and loses power dramatically if its possessor practises any form of self-deception. Paired with a sincere, self-aware owner, however, it becomes one of the most loyal and impressive wands of all, with a particular flair in all kinds of charmwork.
10	Brazilwood	Its properties as wand wood are unknown.
11	Cedar	A wand with cedar has the potential to be frighteningly powerful, if harm is done to those they were fond of.
12	Cherry	A rarely used wood that makes a wand possessing lethal power; if paired with dragon heartstring, the wand user needs exceptional self-control and strength of mind.
13	Chestnut	A multi-faceted wood, which varies greatly in its character depending on the wand core, that picks witches and wizards who were skilled in taming magical beasts and in Herbology. When paired with a dragon heartstring core, it might find its best match among those who are overfond of luxury and material things, and less scrupulous than they should be about how they were obtained. Conversely, when paired with unicorn hair, this wand shows a predilection for those concerned with all manner of justice.

14	Cypress	Associated with nobility and said to be well-matched to wizards who were willing to die a heroic death.
15	Dogwood	Quirky and mischievous; but capable of serious magic when called upon to do so; these wands have been known to perform outstanding spells under difficult conditions, and when paired with a suitably clever and ingenious witch or wizard, can produce dazzling enchantments.
16	Ebony	Happiest in the hand of non-conformists and highly suited to all manner of combative magic and Transfiguration.
17	Elder	The rarest wand wood of all and reputed to make a wand that is deeply unlucky, though it contains powerful magic, but is unfaithful to its owner.
18	Elm	Produces the fewest accidents, the least foolish errors, and the most elegant charms and spells.
19	English oak	A loyal wand that has a powerful intuition, and an affinity with the magic of the natural world.
20	Fir	Often called 'the survivor's wand' with its owners known to come out of mortal peril unscathed. Fir wands are particularly suited to Transfiguration.
21	Hawthorn	A strange, contradictory wand that is most at home with a conflicted nature, they are particularly suited to healing magic, but they are also adept at curses.
22	Hazel	Often reactive to its owner’s emotional state with it discharging unpredictably for the distraught and producing outstanding magic in the hands of the calm. They also have the unique ability to detect

		water underground by emitting silvery, tear-shaped puffs of smoke if passing over concealed springs and wells.
23	Holly	Traditionally considered protective, often choosing owners who were engaged in some dangerous and often spiritual quest. They vary dramatically in performance depending on the wand core.
24	Hornbeam	A particularly fine-tuned and sentient wand, that selects its owner for life with a single, pure passion adapted more quickly than almost any other to its owner's style of magic and becomes so personalised, so quickly, that other people would find them extremely difficult to use even for the most simple of spells.
25	Ivy	Its properties as wand wood are unknown.
26	Larch	They have a reputation for instilling confidence and courage in the user, however, they are hard to please in the matter of ideal owners, and trickier to handle than many imagine.
27	Laurel	Known to perform powerful and sometimes lethal magic they have the unusual and engaging attribute of issuing a spontaneous lightning strike if another witch or wizard attempts to steal them.
28	Mahogany	Its properties as wand wood are unknown.
29	Maple	Often choosing owners who were travellers and explorers with a regular change of scene causing this wand to literally shine, burnishing itself as it grew, with its partner, in ability and status.
30	Olive	Its properties as wand wood are unknown.

31	Pear	Producing wands of splendid magical powers, which give their best in the hands of the warm-hearted, the generous and the wise.
32	Pine	Always choosing an independent master who might be perceived as a loner, it adapts instantly to new methods and spells.
33	Poplar	A wood of consistency, strength and uniform power.
34	Prickly ash	Its properties as wand wood are unknown.
35	Red oak	A good match for those with fast reactions, making it a perfect duelling wand.
36	Redwood	Has a reputation for bringing good fortune to its owner, creating high demand.
37	Reed	A wand best suited to those who are bold and eloquent speakers, best coupled with a dragon heartstring core.
38	Rosewood	An uncommon wand wood. It has a strong sweet and calming smell, which persists over the years.
39	Rowan	Generally producing powerful, hard-to-break defensive charms, also noted for its believed disassociation with the Dark Arts and frequently out-performing the wands of others in duels.
40	Silver lime	An incredibly unusual and attractive wood that works best for Seers and those skilled at Legilimency.
41	Snakewood	Its properties as wand wood are unknown.
42	Spruce	Often appearing to have its own ideas about what magic it ought to produce, however for a bold spell-caster with a good sense of humour it will

		become a superb and loyal helper producing particularly flamboyant and dramatic effects.
43	Sugar Maple	Its properties as a wand wood are unknown.
44	Swamp Mayhaw	Its properties as a wand wood are unknown.
45	Sycamore	Its ideal owner is curious, vital and adventurous; with such an owner, it demonstrates a capacity to learn and adapt that has earned it a rightful place among the world's most highly-prized wand woods.
46	Tamarack	Its properties as a wand wood are unknown.
47	Vine	Noted to be more sensitive than any other wood, making spell casting far easier and detecting a prospective match by emitting magical effects when their perfect owner merely enters the room.
48	Walnut	Highly intelligent witches and wizards ought to be offered a walnut wand for trial first, because in nine cases out of ten, the two will find in each other their ideal mate. These wands, once subjugated, perform any task its owner desires.
49	Willow	An uncommon wand with healing power, and a well-founded reputation for enabling advanced, non-verbal magic.
50	Yew	Among the rarer kinds, with their ideal matches likewise unusual and occasionally notorious. Yew retains a particularly dark and fearsome reputation in the spheres of duelling and all curses.

Ending Choice:

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

Go Home

Return to your original world and end your adventure.

Stay Here

You want to stay in this wizarding world and see what the future holds.

Continue

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

Harry Potter Movie Series Jump:

By DeverosSphere

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