Harry Potter and the Deathly Weapons

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Version 2.0



The Setting

Welcome to the United States of America, Jumper!

The year is 1991, and today is July 4th (of course it is), giving you ample time to situate yourself and gather your bearings in this new world.

In this world exist a particular kind of people, a people capable of wondrous things. They could heal, they could hurt, all with but a thought and a wave of a hand. In this world, Jumper, exist witches, wizards, and magical creatures.

Magic birthed wonders daily, impossibilities made real in an endless stream of creativity. This fantastical world thrived, fueled by the boundless potential of the magical arts. But everything shifted around 500 B.C., when the very first "wand" was crafted.

*The sleek frame, the **power** coursing through, drove more than a few mad in their quest of further **greatness**, as better and more powerful "wands", now known as "guns", were created. The most legendary of all are known as the personal weapons of Dark Lords for a good reason.*

But the Light triumphed again and again across the world, putting to a stop the chase for power of the Dark. Still, the magical side of the world was forced into hiding in the 1600s, when the muggles (non-magicals) finally had enough of them, and started to discover the power of their own, mundane guns.

The last two Dark Lords to have graced this world were undoubtedly the worst of the lot.

Gellert Grindelwald had a hand in starting and continuing World War Two, culminating in a legendary duel against his former friend Albus Dumbledore, which ended in the Dark Lord's defeat. His constant attacks on the muggles with his preferred spell have led to him inadvertently inspiring muggle scientists to reproduce their own, mundane version of the dreaded Nuclearfyre, leading to the end of the muggle side of the war.

As for Tom Marvolo Riddle, the self-titled Lord Voldemort, he attempted, and almost succeeded, in taking over all of the United States with his army of Death Eaters. He was eventually brought low during Halloween 1981 after attempting to cast the Killing Curse on a child fated to one day defeat him, Harry Potter, in a complete accident. This caused the child to be celebrated as a hero.

This year, Harry Potter, the Boy-Who-Lived, scarred with the image of a gun on his forehead, is beginning his schooling at Hogwarts School of Witchcraft and Wizardry, premier school of magic in the US.

And you will go along with him, in this world of ***Deathly Weapons****.*

You have +1000 Cartridge Points to spend in this document.

Background

< Origin >

There isn't really an Origin in this Jump. Everything here is directed by your Focus. You may choose, however, to either be a drop-in or be part of an existing family (magical or not) of your choice, although your parentage may not give you any direct advantages and will be representative of the "average".

< Focus >

Your Focus grants you a discount of 50% on your Perks and Items lines. Discounted 100CP Perks and Items are free.

⚡ Scholar

*Your focus is on the vast field of magical knowledge; or really **all** knowledge, so long as it interests you. Your interests lie more on the theoretical and directly magical side of Magic, such as charms and arithmancy. You are a scholar at heart, Jumper, and there is so much to **learn**.*

⚡ Artisan

*Your focus is on magical crafts of all kinds. Your interests lie more on the practical applications and indirectly magical side of Magic, such as the creation of magical items and potions. You are an artisan at heart, Jumper, and there is so much to **do**.*

< Age and Sex >

You are 11 years old, Jumper, and that is non-negotiable. Your sex is yours to decide. You'll receive a special letter later in the day, by owl, about your enrollment in your new magical school. Good luck with puberty.

< Location >

★ New York

The Big Apple. One of the most well-known cities in the US, and where you may find the entrance to a magical train station where the Hogwarts Express passes through.

As for you, you live somewhere near the Grand Central Terminal, where said magical train station is located (in one of the walls, somewhere), and close to the only magical shopping district in the eastern part of the states.

★ Texas

The origin of "wands", better known as magical guns. A lot of history to see around here. Don't worry, you will find your way to the train when needed. Until then, enjoy your time in the state of Texas, young cow...wizard?

★ North of Michigan

You stand at the junction between Lake Superior and Ontario, Canada. You can see Hogwarts clearly in the distance, for you are currently living in Hogsmeade, one of the few fully magical villages in the world.

★ A Big, Big World

On the other side of the pond, huh? Why you would choose this, I have no idea, but you are anywhere in the world that isn't the United States of America. If you so wish, your letter may be coming from another magical school instead. And if not... Well, Apparition and Portkeys are a thing. I'm sure your Professors will figure out a way to kidnap you.

Perks

< General >

⚡ Faster Than Jumper's Shadow (100)

*Sometimes, Jumper, you need to grab something, and **fast**. This Perks is for these situations. From now on, whatever you have on your person, be it in a pocket, a bag, or in your asscrack, will instantly appear in your hands whenever you want to hold it, somehow without causing damage to whatever was storing it.*

*This is not teleportation, you are just **that** quick, and smooth, on the draw. However, this only works for what you have on your person and nothing else.*

⚡ The Jumper-Who-Jumped (100)

*You may now choose yourself a title, Jumper, something for everyone else to know you by. No one else will be able to use your title without seemingly copying you in the eyes of everyone else. Yes, even if they held that title first. And everyone you meet will somehow already know to call you by it, though they won't wonder **why** that is.*

Do try to choose something at least slightly serious, otherwise you will risk being hounded by nosy people wanting to know the story behind that name.

Fortunately, if you were to use this title both in your civilian identity and as an alter ego... somehow, no one will succeed in linking the fact that you both share the same title.

You may choose a different title for every Jump.

⚡ A Magical Movie (Free / 200)

You are capable of utilizing the magic system of the Potterverse, Jumper. However, this very versatile ability has been altered for this setting.

*You gain, like all wizards, the innate ability to create **magical bullets** in firearms of all kinds that you are carrying, essentially giving you infinite ammunition which do not produce recoil, so long as you have the power to spare.*

*Basic magical bullets will act as normal bullets to muggles and other non-magical beings, but will only cause intense pain to supernatural beings, if anything at all. In this case, "supernatural beings" includes all beings capable of manipulating, or containing, supernatural energies of any kind. Magical bullets can be imbued with spells, which alters their function. So you could shoot bullets to repair glasses, which wouldn't hurt anyone no matter what, or a bullet made to attack the soul, which would **definitely** kill the target, muggle or not.*

*Unless the spell is **meant** to kill, supernatural beings **will** recover from any and all wounds caused by them in time. You may still choose to have them cause entirely cosmetic wounds, for the fun factor. However, this isn't immunity to bullets. Actual, mundane bullets will still work as normal on you.*

Additionally, this power naturally grants you an extended lifespan, about twice as long as a normal human's, as well as a supernaturally healthy body.

Finally, your magic will sometimes answer your moments of emotional distress via the phenomenon of "Accidental Magic". This will cause your magic to naturally create a temporary gun in your hands, loaded with a special magical

bullet that you will aim at your target and fire on reflex, the effects of which being dependent on your desires at the time. The gun will disappear after a single shot. Accidental magic cannot be forced by any means, although wandless magic can be learned by trying to do so.

***Should you pay 200CP**, you may grant the potential to use this magic system to **anyone** you want by shooting them with a magic bullet and wanting to share this power. You may also cause magical creatures to start appearing across all worlds you go to, either from the moment you arrive or retroactively.*

⚡ Firearmouth (200)

You have a strange power, Jumper. You can instinctively speak to, and understand, guns and firearms. This could be really useful. It is very disconcerting to hear, however, what with all the rapid-fire explosions.

At the start, you might absentmindedly start using this language whenever looking at a gun. After a while and with some experimentation, you could even order a gun to shoot itself at your enemies... or cease all fire. Given how much wizards around here rely on their guns, a trained Firearmouth is nearly undefeatable in magical combat.

⚡ The Power of Love (400) (capstone booster)

Through the Power of Love™, you gain complete immunity to magic bullets and other supernatural attacks of any kind and any level of power.

*Unfortunately, this has a few hard limits. Firstly, it will only block the magic of a **single person** of your choice in the entire Jump, your "**Fated Enemy**", which you can switch every 10 years.*

*Secondly, this shield only works against supernatural **attacks**, powers which were used with the intent of killing you, or had the potential to do so. It will not counter mind-reading, a tickling spell, or even a torture spell.*

*Finally, this Perk will not help you against the laws of physics. Try to avoid getting targeted by Nuclearfyre as you will feel the full brunt of the **heat**, the caster being your "Fated Enemy" or not.*

*Aside from this targeted and limited anti-magic effect, your touch will cause your Fated Enemy to **rather slowly** burn to ashes and melt on touch, to the point that only a pile of ash will be left of them should you keep direct contact for over two minutes.*

*And as an additional gift, this Perk guarantees you a single resurrection from any kind of death every 10 years (or once per Jump, whatever comes first), **so long as you were killed by your Fated Enemy**, should you wish to be resurrected. Your corpse will be fixed to a pristine state when you do, and you may choose to wait until the surroundings of where you would resurrect are safe before using this opportunity. However, you may only "hold" the resurrection for one hour, at most.*

All of this is selectively toggleable as you wish.

< Scholar >

⚡ The Brightest Discharge of a Generation (100)

*You have learned how to **learn**, Jumper.*

You will understand any new knowledge taught to you over the course of a single class for basics and medium level knowledge, and barely a week's worth for more complex subjects. Similarly, you get practical things down after a single hour of demonstration unless it is extremely difficult, at which point it will take a week of focused lessons to achieve.

This doesn't help you with the requirements to use what you learn, such as finding a good memory for the patronus, or having a strong body to use martial skills.

⚡ Steel Trap (100)

You don't forget, Jumper. Well, this is rather selective in that it only works for knowledge that you read in books, but so long as it is written down on paper and you read it, you may recall the pages in your mind at any time, forever.

It might take a while to browse through all of that knowledge, though.

Boom, Headshot (200)

*You have pinpoint accuracy with and control of whatever you hold in your hands, Jumper, especially in the case of guns. You will **never** miss a shot on a stationary target, so long as you could possibly make it.*

⚡ The Road To Hell... (200)

*...Is probably somewhere down in the Ministry of Magic's Department of Mysteries. That is almost certain. What is more certain than even **that**, is that people are very forgiving towards you, Jumper.*

Your mistakes will seem all the lesser so long as you claim, and can somewhat reliably prove, that you did it "for the greater good".

*Do keep in mind that those people have to at least **care** to absolve you of your mistakes. Some will definitely remember that "for the greater good" was the Dark Lord Grindlewald's catchphrase before it was yours.*

⚡ Bombardier (400)

*You are good, **really** good with the "bombarda" spell. You know how to explode **anything** at any visible level. You know how to make destructive explosions, flashes of light, shockwaves and sounds of many different frequencies, shaped charges, and even heat waves, all separately, all without fail.*

Bigger and more controlled explosions take more magic to create, but you can achieve them all, if you care to try.

*Additionally, you are capable of replacing your initial magic bullets with magic **grenades**, giving your spells a slight area of effect, a few feet wide at most.*

In your hands, explosions are a true form of art.

⚡ High Caliber Ritualist (400)

You have a good hand for rituals of all kinds, Jumper. If a ritual that you are conducting fails, you can expect highly diminished effects at best, and nothing at worst, but never negative backlashes.

You are capable of adapting all spells you know as rituals that give something, or someone, their properties permanently, as some kind of strangely sourced enchantment. However, these rituals tend to be very complex and costly to perform, and even more difficult to undo.

*Finally, the more guns you add to any ritual, the higher the chances of success. You won't **ensure** your success each and every time through this effect, but it will give you a distinct and very visible advantage.*

⚡ Walking Arsenal (600)

Your mind holds the knowledge of many spells, and the skills to use them. Your knowledge and sheer skill on that subject is equal to Albus Dumbledore himself.

*You are **not** his equal in magical power, yet. You are, however, capable of wandless, or gunless, magic. You can shoot spells with finger-guns at half the power, or really from any part of your body.*

- [Boosted] – Head(master)hunter

You are now equal in magical power to Albus Dumbledore. You can shoot basic spells all day long without needing rest. You also possess the knowledge of all magic, rituals, and spells known to all named characters in the original Harry Potter series, but gun-adapted. Yes, this includes the creation of horcruxes, so you can shoot at your own soul, ya sicko.

Additionally, your wandless magic is as powerful as if you were holding a common, well-matched wand, and completely instinctive to use.

It is a lot of power to have, Jumper.

⚡ Tonguesplitter (600)

You are gifted with languages, Jump, in a way no one else is. You can speak to and understand all living sentient creatures, from dragons to spiders, and they all tend to naturally like you. All non-sapient beings will follow your orders more often than not, and be willing to negotiate in the latter case. They also gain

enough intelligence to be equivalent to a normal human when interacting with you, or acting directly for your benefit.

- **[Boosted] – Swiss Army Wizard**

*Your mastery of transfiguration is nothing short of **shocking**, Jumper. It has fused with your natural gift for understanding creatures to become something **greater**.*

You can now transform into any creature, object, or mix thereof, entirely or selectively as you wish, by sheer will alone. By observing your target for long enough and understanding it, you may even replicate their magical powers and properties.

Additionally, the intelligence gain for creatures that interact with you can now be made permanent, should you so wish.

Finally, you are capable of fusing things together and separating them with your magic, perfectly safely. You may now create chimeras of meat and metal as wild as your imagination can go, among many other things.

Have you ever wanted a sapient, living tank engine, Jumper?

< Artisan >

⚡ Loremaster (100)

You know your gun, Jumper. You can take a single look at any magical focus, and instantly know what it is made of. Your memory for magical foci is perfect, never forgetting them once seen, as well as their users, and you can recognize them on sight.

⚡ Point and Shoot (100)

You are capable of great focus whenever you need, Jumper, allowing you to utterly ignore most distractions in your environment and do your work to the best of your abilities.

Be careful, however. Tunnel vision can be a very dangerous thing in the wrong situation.

First Step In Solving Any Problem (200)

*Take this **enormous** creativity boost, Jumper. You will never lack new ideas, all you need now is the ability to make them reality.*

*Also, you have a knack for understanding what kind of trinkets people could **really** use in their lives, just by observing them for a short time.*

⚡ Minute Man (200)

*You are **very** quick, Jumper, when it comes to performing maintenance on your works.*

*You are so fast, in fact, that you could entirely disassemble a mortar cannon the height of a castle in its component parts, clean them all until they shine, reassemble everything perfectly, and do your last testing reps in ten. Minutes. **Flat**.*

The bigger they get, the longer it takes. But if you know how it works inside and out, you can apply this Perk's effect to it, irrespective of the thing's size or of what it is.

*Keep in mind that this only helps you if the thing **can** be disassembled with what you have. You won't be taking a potion apart into its component ingredients without some **wild** magic to assist you.*

And yes, not only may you skip the "reassemble" part if you just want to field strip your gun for some reason, you can also skip the start and just "assemble" things you have the components for extremely fast, although that last part will only be affected by this Perk if you've already made one of it before.

*Lastly, be careful. This may allow you to skip a lot of building and tearing down time, but this **will** consume your stamina and other energy resources at an accelerated pace, too. So make sure to have the energy to do whatever it is you're trying to do at the normal pace, first.*

⚡ Bob the Wizard (400)

*You are really, **really** good with the "reparo" spell. In fact, you have mastered it to the point that you can achieve two things with it. Using this spell, you may reverse the flow of time, and rearrange matter, within an area about the size of a small house.*

*You know how to repair **anything** at any visible level. You can fix cracks, stick back separated pieces of matter, age old materials backwards, unwarp and unmelt metal, make disintegrated matter reappear, heal injuries, cure sickness, un-cook food, un-mix potions into base ingredients, and even repair failing magical wards, all without fail.*

This won't really help you fix old age in people on its own, however. You could do it on their entire body, but then you'd be resetting their memory too. You could target only specific organs one by one, but then you'd have young people

with some old and degrading parts. Someone's brain has a time limit too, you know? On the positive side, you can fix bullet wounds and reattach limbs with no problem.

Bigger and more controlled repairs take more magic, and this only helps with objects that were entirely removed from existence if you can use the spell where they disappeared, but ***you don't need to know what you're doing*** *or what the end result is supposed to be.*

Just let the magic flow, Jumper, and everything will work out, like hitting Ctrl+Z on the world.

⚡ I Roll To Shoot My Gun (400)

And you don't need to do anything else, Jumper.

A quirk of your magic is that it was... infected with your accidental magic, in some way. Because of that, it is capable of answering to your desires that relate to crafting, in a ***very*** *specific manner.*

From now on, should you ever touch and use a tool of any kind, used for any kind of craft, your magic may replicate that tool's effects whenever you need it. You can, as such, fake the operation of all tools you could possibly need by using your magic gun instead.

Lacking a cauldron? Shoot the potions ingredients. Lacking a needle? Shoot the fabric and threads. Lacking a warding kit? Shoot your house. Lacking a saw? Shoot that tree, then the planks... You get the idea.

It doesn't make things go faster, however. It just removes the need for specialized facilities and tools, without a loss in the quality of your work. And it still counts as doing the work manually with the same tools and skills for the purpose of your Perks.

*Keep in mind that yes, your magic may replicate the unique effects of legendary tools or similar, but this will cause you a drain so **enormous** that it might not be worth even trying.*

⚡ Jumpers. Makers of Fine Guns (600)

You, Jumper, possess deep and instinctive knowledge of how to make magical "wands" (read "guns"), and how to match them to specific people.

This applies to other types of supernatural energies and foci, granting you knowledge of how to craft them on first contact, and allowing you to personalize them to specific users and bring the most out of their potential.

- [Boosted] – Merchant of Death

*Forget wands. You, Jumper, possess deep and instinctive knowledge of how to produce **any kind** of magical item, but with a greater focus on things that have to do with death and killing.*

*You can produce true **wonders** of magical crafting, like the legendary three Deathly Weapons, or the Hogwarts Founders' artifacts, given enough time and resources.*

*Speaking of which, you will **never** lack resources for your craft. Even in worlds devoid of magic, you can always make do with what you have at your disposal and locally sourced materials to create magical items.*

⚡ I Didn't Pass A Mastery To Be Called "Professor" (600)

You, Jumper, are as good as a potions master, if not better. You possess a great talent at making all kinds of potions, regardless of their complexity level. If you have the ingredients and the recipe, you can make it without fail ***every single time****.*

Additionally, it appears that you do not suffer from the toxicity levels of whatever you put in your mouth. A poison will never poison you, nor will a potion, nor will the heavy metals you might decide to, no matter what quantity you take of them... so long as you are eating them. Not even Basilisk venom can hurt you so long as you ingest it. Digestion might still be a problem. However, if you are affected via a bite wound or similar, you are only very resistant to the toxicity. This won't help you against radiation or venom.

- [Boosted] – It's My New Product. I Call It "Gunpowder"

You, Jumper, possess deep and instinctive knowledge of Alchemy, equal to the legendary Nicolas Flamel. You do not have skills equal to his yet, but you may easily get there in a decade or less.

Additionally, you also have a great talent at modifying all kinds of potions. In fact, not only could you easily make small alterations to all potions you know, and discover entirely new ones by extrapolating on your work, you could ***always*** *find a way to make any and all potions and alchemical products you have the recipe for with your currently accessible environment and ingredients, even without any magic around.*

Items

< General >

⚡ A "Wand" (Free)

A magical gun unique and matched to you. It amplifies the power of magical bullets used through it, as well as other supernatural powers, slightly. It also makes them easier to control.

This was made by Ollivanders, Makers of Fine Guns Since 382 B.C.

The Answer (100)

An actual muggle revolver. It will never need maintenance. You get 12 bullets for its use, daily. No one will ask you for a permit for this one.

They say violence isn't an answer. Well, in this world, it certainly is ***the*** *answer.*

⚡ Shield Hat (200)

This, Jumper, is a Weasley's special Shield Hat. It is a cowboy hat that constantly protects its wearer with magic. You may choose its color.

It is far stronger than the commonly sold models, and all magic of medium power and under will be utterly ineffective against it. It will be like casting spells at a house. Keep in mind that, as a standard protective charm, there are spells that bypass it entirely, including the dreaded Killing Curse.

Should the shield be broken, it will spring back up at full power after 5 minutes, so long as the hat is in one piece. If it isn't, don't you worry, it will come back all fixed after a day.

⚡ The Greatest Mistake You Can Make (400)

...Is bringing a knife to a gun fight. And that is exactly what you just did, Jumper.

This is a blade of goblin make. It is actually a shotsword, but for a human like you it may as well be a long dagger.

It has all of the usual advantages of a goblin-made blade, however, such as the ability to absorb substances to make itself stronger. You are in luck, as this one comes already coated in Basilisk venom, one of the deadliest substances in the world.

Don't cut yourself, Jumper. You'll have about a minute left to find phoenix tears to save yourself if you do.

⚡ Time Revolver (600)

This is a gun cast in fairy dust and solid gold. This beauty of magical engineering is an old six-rounds revolver, with a mysterious power. Should you shoot someone with it, including yourself, it will take the victim one hour backwards in time.

This will start a closed time-loop. If you are ignorant of the concept, Jumper, simply know that you will not replace your past self, and events you have observed may not be changed through this form of time travel. Bad things will happen if you try, like removal from reality.

All rounds are replaced every day on the turn of midnight (universal time), giving you six extra hours every day.

Just keep in mind, Jumper, that this is a Time Revolver and not a Time Turner. Where the Time Turner can bring multiple people along for the ride and cannot work within a time-loop, the Time Revolver will only affect a single target at once and may be used during a time-loop. So, there could be as many as seven of you running around at once, Jumper. What a lucky number indeed.

And yes, as is heavily implied, you may send someone else back in time without warning for your amusement. Be warned that they might use the extra time to prepare to get back at you before you even make the decision to prank them.

⚡ One of Three Deathly Weapons (600) (Can Be Taken Once Each)

I – The Elder "Wand"

Also known as "The Death Stick", for good reason. This is a magical rocket launcher half the height of a grown adult. It amplifies the power of all spells used through it by nearly a hundred times, and can give them a wide area of effect as well, up to a castle-sized area.

Δ – The Glock of Invisibility

A magical Glock. All magical bullets shot with it will go right through magical barriers and opposing spells, or anything magical really, without resistance. All magic done through it can only be detected by magical senses, and is otherwise invisible. However, this comes at the cost of making all magic used through this gun twice as weak against all forms of magical resistance.

*Though Glocks have no hammer, this one bears a **spectral, arcane hammer** that may be cocked manually. Doing so renders the wielder invisible to all senses... until they fire their next shot, or are otherwise separated from the Glock.*

○ – The Wesson of Resurrection

A magical Smith & Wesson Model pistol. All magical bullets shot with it will reanimate the cadavers they hit, to fight for the holder as zombies (or Inferi, as they're known around these parts). All bullets fired may affect immaterial and non-beings such as ghosts, wraiths, and dementors, as if hitting a normal living being.

The gun may be shot blank while calling a dead person's name, which causes a shade of their once-living self to appear. Shades hold all of their memories up to the point of their death and must obey the gun's holder. However, shades are immaterial and may not stay indefinitely in the living world.

< Scholar >

⚡ Holdout (100)

It's always good to have a holdout on you, should your main weapon fail you at an inopportune time. In this case, the weapon is your focused mind, and the holdout is a very neat quill to take notes with.

This quill will always be there when you need it, never cause ink splotches, and never run out of ink. What a wondrous thing.

*In fact, should you really **hate** someone (or should you have really weird kinks I suppose), you could set the quill to write using the writer's blood as ink, with the optional side effect of carving words in the back of their hand. Just... keep*

*in mind that **that** ink source will run out at some point. Try to stop a **long** while before then.*

⚡ Report Files (100)

Or they could be, in the future. This, Jumper, is an infinitely refilling stack of very high quality magical parchment. You may write on it, fold it into paper planes, or set it on fire, your choice.

Each page has the particularity of correcting spelling mistakes automatically when they are not meant, and you may erase previously written things by willing it while touching it. Useful, ain't it?

Ammunition and Magazine (200)

Ammunition for a scholar, that is. These, Jumper, are your school books in a really neat pocket library. Said pocket library can fit any number of hardcover books and never gain a pound in weight, and it can also shrink down to pocket size. Lucky you.

⚡ Secret Chamber (200)

*Not to be mistaken with "The Chamber of Secrets". This, Jumper, is a guarantee that any projectile-based weapon with a chamber-based mechanism that you use will **always** have another shot, but only once every minute.*

When you run out of ammos, just wait for a minute and you will have a new bullet in there. When your bullets are taken from you, this one will remain.

Though the secret chamber is completely undetectable, and only exists when you need it to, it cannot hold more than a single, common shot. So make it count, Jumper.

Yes, this also works for things like bows, or even slingshots.

⚡ Marauder's Map (400)

You are in possession of your own copy of the Marauder's Map.

Once opened, it will show you a multi-layered map of the surroundings, complete with the position and names of people, and the secret passages and their passwords.

However, beings which are not at least in part human won't show up on it, and it will only ever show your immediate surroundings within an area the size of a castle, so you won't be using this from a distance. It won't show traps and protections either.

Still, a great tool to track the movements of most people within your domain. And to plan your trip to that forbidden section of the library.

⚡ Brains In Jars (400)

This is a rather disgusting set of brains in jars, Jumper. They remain stuck in there forever.

These aren't just normal brains, to be clear. They are the brains of a multitude of seers, their talents still present somewhere in there. The jars are connected to a set of guns in a weirdly complex system, serving the brains as a... writing machine?

*Who knows what whoever made **that** was thinking, but should you ask the brains a question about the future, they will carve their answer on the nearest*

surface using bullet impacts. It will always be a riddle, some clearer than others, but it will always be accurate.

Take heed, Jumper. They may only answer three of your questions per day. The cost of doing that much is a terrible head(brain?)ache that will leave them debilitated until the morrow.

⚡ Room of Armaments (600)

A room containing all the guns and shooting ranges you could ever want or think of. None of the harm caused inside this room is ever permanent.

The room can simulate any terrain and attack scenarios according to the wishes of the people inside. However, you can't take any of the guns outside of it. Although, you ***could*** *use this as a research room, disassembling and studying this weaponry straight out of your wildest dreams.*

This is accessible from your Warehouse, and all of your properties. If you wish, you may also sacrifice any common firearm to the Great Gatling Buddha in a complex, though short, ritual in order to create a temporary entrance to this room in the real world. Feel free to teach this ritual to others, though no one will be able to learn it without your permission.

⚡ Mirror of Erised (600)

This is a large mirror, showing whoever is in front the things they most desire. It may also seal items inside of itself, to be released only for someone who knows that they are in there, but do not wish to use them... or for whoever sealed those things in there.

For you, however, it also has another function. This mirror will, if you let it, show you a vague way to achieve your current desire using what you have. It won't give you the answers, but may reveal to you some pieces of knowledge otherwise left untouched.

For some reason, most of its answers have to do with guns, in some way or another. Perhaps you are simply fated, Jumper?

< Artisan >

⚡ Deluminator (100)

A very interesting piece of magical engineering. This, Jumper, is a Deluminator. It looks and feels like a gun, but it can't shoot to kill, or even hurt.

When fired at a lightsource of any kind smaller than a human head, the "bullet" will produce a shattering sound on impact and turn it off instantly, keeping it dark for a few hours.

You may also keep the trigger pressed to produce continuous shaped muzzle flashes leading you towards your objective, so long as you know what it looks like, you have seen it in person before, and you can hold its image in your mind.

⚡ Golden Snitch (100)

Another result of inspired magical engineering. This golden snitch is an extremely fast, flying golden ball half the size of a palm, with an empty center.

You may order it to follow you around, to bug someone you don't like, to wait at a specific place, or even to deliver very small, ring-sized items for you. Regardless, it will always come when you call for it

⚡ Peruvian Instant Darkness Powder (200)

*A self-refilling cache of magical smoke bombs that create a deep, encroaching darkness on impact. It takes a while to fade, no one can see through it, and looks like a common rock until thrown. **Very** useful in a fight. You get five of them daily.*

"Wand" Holster (200)

You know the drill by now, Jumper.

This is a magical gun holster. It will carry guns of any shape and any height in a small space, without feeling their weight. On top of that, the holster prevents the summoning of whatever is inside, unless it is done by its wearer, and it may summon back any gun attuned to it regardless of distance. You may attune a new gun by leaving it inside of the holster for a day.

⚡ Sorcerer's Stone (400)

Nope, not Philosopher's Stone. This is the American version of the story, after all.

This shiny red rock can create the elixir of life, which can freeze your aging process for an entire year, but can only be produced in sufficient quantity for a single person to use once every six months. It can also permanently turn any matter into gold, but very slowly. Finally, it can instantly transmute any kind of matter in an equal mass of powerful, magically-enhanced bullets that spells can stick to, and that will fit the shape of any gun chamber.

*It can only affect matter present within a foot of itself though, so don't go thinking you can turn the planet into bullets or gold with this. Well, you **could**, but very slowly.*

⚡ A World In The Palm Of Your Hand (400)

Or, well, an indestructible high quality trunk. It could easily be considered your own personal world though, in a manner of speaking.

This high quality magical trunk is as big as an entire manor on the inside, acres of land included, with plenty of rooms for your perusal. It is always fully stocked in essentials, cleans itself, and can be shrunk down to pocket size. Once shrunk, it weighs only as much as a feather.

The most interesting part, however, is this: The trunk has its own floo system, a set of hearths that can be used as portals to each other via a pinch of a special powder, of which count as an essential. This floo system of your may access any portal network or equivalent in your current Jump, and deny entry to others as per the conditions you wish, but good luck figuring out the names and passwords for each entry point in the network.

*Additionally, the trunk has a security system. It is bound to you, and should someone who isn't you try to open it without your permission, the trunk will eat them and keep them locked up in a special, **very** cramped compartment, until you choose to release them. It won't stop them from Apparating out, however, but it is very fun to watch a trunk trying to eat people.*

Finally, you may reorganize the insides of the trunk at will, so long as you are touching it.

⚡ Fresh Cuts (600)

This, Jumper, is one metric ton worth of materials to craft with. It appears in a pile in your Warehouse, and replenishes monthly.

*But the really interesting part about this pile, Jumper, is that you may choose **what** it replenishes with.*

*In this pile you may find any form of biological matter, or materials sourced from any sort of biological fauna and flora, sourced from any Jump you have ever gone to, so long as you have ever seen or touched them in person even **once**. This includes truly **unique** things.*

One ton of wonders straight out of your wildest desires to play with, Jumper. It's all kept in a status to prevent decay until you need it. Enjoy.

⚡ Bottled Nuclearfyre (600)

A bottle containing a sample of Grindelwald's favorite spell. Normally impossible, as Nuclearfyre simply cannot be stopped or stored once cast, but there you have it. Once the bottle is broken, the Nuclearfyre will burst out of it, incinerating everything around itself with extreme prejudice.

It starts as an enormous explosion, and follows with an intense fire that feeds on magic to keep growing. Even if cut off from any source, it has enough power to burn down an entire castle to ashes, the stone rubbles included, before burning out. Set it loose inside of a place like Hogwarts, and you can kiss the entire county goodbye.

*Be **very** careful with this, as no one really knows how to stop Nuclearfyre without cutting it off from all surrounding magical sources, and it may not always be possible, especially in worlds where magic is everywhere.*

You get a bottle of this magical nuke-equivalent once a year.

Companions

🐾 Reinforcements (100)

*You may import up to eight of your Companions with you here, or create new ones as you wish. They gain **600CP** to spend on this document.*

Cannon (Free)

*That is no mistake, Jumper, I just felt like being funny. You may take anyone you can convince of following you as a Companion for **free**.*

Neville Longdead (Free)

A zombie-like Neville Longbottom with a very distinctive head wound in the middle of his forehead. No one really knows when he died, or when he decided to stand back up despite that, and more curious is that his living counterpart is still running around. As such, no one will miss him.

He is great with plants, doesn't talk much, and doesn't decompose. An all-around great guy.

🐾 The Girl With No Name (200)

*She **does** have one and it is "Lovegood". She won't answer to that, though. She may answer to "Luna", sometimes, when she feels like it, but these days are*

few and far between. And you better never even think of addressing her as "Eastwood", you will **not** like the consequences (or perhaps like them too much?).

Like her... less gun-crazy counterpart, **this** Lun- *cough* **Girl With No Name** sees interesting things everywhere, all the time, and believes in the existence of plenty more that she cannot see beyond that.

She spies for Nargles, hunts for Horned Snorkacks, fights ministry-wide conspiracies about rotting the teeth of the good citizens of the United States of America, and plenty more things besides. And she will try to drag you along in every. Single. **One**. of her adventures.

Because yes, Jumper, there **will be** adventures. As fantastical and downright absurd as the Girl With No Name's fantasies sound, they somehow **all** end up hiding enough truth behind them to lead her to great and adventurous times, and she will be taking you along for the ride, should you let her (even if you don't, sometimes).

This is due to her unique and entirely subconscious brand of magic which, contrary to her counterpart's, is more focused on altering reality to fit her fantasies, rather than showing her fantastic things. She, and you, will keep running into interesting things because **she wants to**. This could be a rather useful talent, if properly utilized.

At least, you won't know boredom by the side of this devil in a cowboy hat, Jumper. Though you might end up wishing you did.

🐾 Gundalf The Loaded (400)

A wandering sorcerer-slinger who claims to have invented the "wand". No record exists to verify this, of course, as all those records were mysteriously shot to ash millenia ago. What is known is that he walks the line between myth and legend, appearing only to those in desperate need... or in desperate debt.

He looks to be approaching a century in age and wears robes that shimmer, and reek, with gunsmoke residue. His personal wand is more of a staff—a tall rocket launcher cased in white oak that he affectionately names The Boomstick. His beard is long, braided with spent casings. He speaks in booming metaphors, shoots in haikus, and always reloads dramatically, even when he doesn't need to.

He also claims to be a master of Gundamancy, the art of magically creating large golems full of guns with a wave of a wand.

Despite his dramatics and... dubious history and mental state, the man is dependable to a fault. He will often be absent during the action, yet mysteriously step in out of nowhere to save your life in the most ridiculously theatrical way possible when you need him. How did he get here? How did he know? Gundalf isn't telling, and neither are the laws of physics and magic he broke clean over his knee to make it happen.

And when out travelling the Wild West (or any other journey, really) he simply ***cannot resist*** *dispensing his elderly wisdom... which is somehow full of interesting and even revolutionary insights about both life and the magical arts. If you can read beyond the over-the-top metaphors and dramatic claims, that is.*

And yes, he can in fact teach you Gundamancy. Be warned that Gundalf's idea of "teaching" is almost entirely practical, and may involve dragons, elves,

dwarves, epic fights, and the occasional end of the world. All in style, with required rap battles, haiku contests, and breakdancing tournaments.

*...At least you **probably** won't die in the process. And giant magic constructs full of guns might just be worth the pain.*

Scenarios

Scenarios take place after the Jump in different iterations of this world, and a failure in them does not count towards your Chain. You would simply leave without rewards. You get as much time as you need to fulfill each scenario, unless otherwise specified. You may fulfill Scenarios in your first iteration. You may give up on scenarios at any time.

🕷 The Child With the Gun-Shaped Scar

Ten years ago, Jumper, on Halloween 1981, your family was attacked and killed by the Dark Lord Voldemort. He tried to murder you that same night, but his Killing Curse, the AK-davra, failed and rebounded against your forehead, destroying him and leaving you bearing a gun-shaped scar at the point of impact.

Ten years have passed, and soon, you will be rejoining the Wizarding World, as the shade of Lord Voldemort lurks in the shadows, planning his resurrection and your death by his hands.

You are now Harry Potter, child of prophecy, chewtoy of fate, or at least his replacement (which has no impact on your sex or appearance beyond the scar, fear not). Your goals are to kill Lord Voldemort once and for all, and survive until adulthood.

And no, you do not gain any Perks for free for this role, though being the Child-Who-Lived may give you downgraded versions of a few by design. Good Luck.

Rewards

- ***+1000CP** to use in this document.*
- ***[Scenario Perk] Harry Potter, But With Guns***
- ***[Scenario Perk] A Special Scar***

🕷️ The Master of Death

*Good news and bad news, Jumper. You are now a candidate for the title of Master of Death, and **everyone** knows about it.*

*If you want to secure your fancy title and the rewards that come with it, you will need to gather all three Deathly Weapons and **keep** them in your possession for 10 consecutive years. Take as long as you need to do so, but beware of just how many people and organizations want your toys for themselves.*

Rewards

- ***[Item] One of Three Deathly Weapons: | — The Elder "Wand"** (Not reimbursed)*
- ***[Item] One of Three Deathly Weapons: △ — The Glock of Invisibility** (Not reimbursed)*
- ***[Item] One of Three Deathly Weapons: ○ — The Wesson of Resurrection** (Not reimbursed)*
- ***[Scenario Item] Deathly Hallow***
- ***[Scenario Companion] Death In The... Flesh?***

🕷️ Quidditch World Champion

Your goal in this scenario comes in two parts, Jumper.

First, you need to somehow get good enough at quidditch to make it into the world league teams. Secondly, you need to lead your team to ***victory****.*

That's it, that's the whole scenario. The moment you are declared a World Champion of Quidditch is the moment you win. You may take as long as you want trying for this.

Just keep in mind that the quidditch style of this world is a lot more violent than you are used to. Players get shot off their brooms and fall into the dirt below, left for dead until the end of the match, quite often.

Rewards

- ***[Scenario Perk] A Gold Medal In Murder***

Scenario Rewards

In this section, you will find the Scenario Rewards you may have earned.

⚡ Harry Potter, But With Guns (Scenario Perk)

You, Jumper, have the special power to change the rules of the world as you arrive in it. That is not to say that you can change the story of the world, past or future, nor that you can remove or add things to the setting itself.

But you can alter parts of the setting which are already present. In this instance, "Wizards use wands" became "Wizards use guns". In the world of "The

Lord of the Rings", you could perhaps change "Elves are incredibly pretty" to "Elves are incredibly ugly".

None of your changes will have an impact on the story of this world up to the point at which you arrive, as all events will come to pass as they should have regardless. However, they may have happened for different reasons than the original ones, and future events may be altered as a result of this.

⚡ A Special Scar (Scenario Perk)

You were marked as special in this life, Jumper, and you may be so once again. In every world you go to, you may choose to hijack a prophecy to become one of its protagonists, although which prophecy and which protagonist exactly will be left up to chance.

*In a world without prophecy, a new one, the **only** one, will be made specially for you, should you so wish. Choose wisely, for prophecies **do** have the power to play the world like a game of chess.*

⚡ Deathly Hallow (Scenario Item)

You gain all of the Deathly Weapons as Fiat Backed items, as if you had purchased them yourself in this document. Additionally, you find that the Deathly Weapons experience a strange magical resonance, allowing you to fuse all three of them together into a single-action revolver.

*It is an old school, deliberate, and **final** weapon... perfect for the True Master of Death, and you shall be recognized as such when baring it to beings aligned with Death. It is sleek, black, and marked with a symbol you might know. Regardless, **Deathly Hallow** possesses all powers of the three Deathly Weapons,*

allowing you to use the one you wish with a simple thought... and you may un-fuse it at any time.

And if you already had them all from the start, well, take nothing but the alteration as your punishment for making this scenario far less difficult (and interesting to watch).

You may find your new Items in the relevant section.

🐾 Death In The... Flesh? (Scenario Companion)

Congratulations, Jumper! You gain a new Companion: ***Death****.*

It's not as incredible a reward as it may seem. Death is the best shot in all worlds, an incredibly talented magic gunsmith, they can enchant your shit for free with death attributed magic (and similar effects) whenever you want, and they don't die. Ever. They can also help you find your way to different existing afterlives and back, while you are still alive, and help you talk to the dead.

That's about it. Oh! And they will never let you confirm either their appearance or anything else about them, wearing this heavy cloak all the time as they are.

For some reason, they like wearing a cowboy hat on top of the hood... Well, don't pry too far into it. Regardless, they are here to stay and follow you, their Master, if you will have them.

⚡ A Gold Medal In Murder (Scenario Perk)

You get the right to introduce a blood sport in any world you go to, as weird and magical as you want to make it. No one will question its existence or mechanics, and plenty of people will willingly decide to play it.

Don't worry, everyone will be fine while playing it and won't die during matches, most of the time. Unless, of course, you choose to disable this protection. But in the latter case, don't expect it to become a government-supported sport like it would otherwise be.

Drawbacks

All Drawbacks are removed at the end of the Jump, and that means before the Scenarios take place.

< 100CP Tier >

🕸 Long Shot (+100)

You must stay for 10 more years. Only the first 3 times will give CPs. A wizard's lifespan is quite long, Jumper, but try not to overdo it.

Tremors (+100)

*For some reason, your hands keep trembling and jerking violently whenever you are holding **anything**.*

*This won"t actually cause you any problems trying to use your hands with precision **somehow**, but everyone will find it really weird.*

🕸 Gunlongue (+100)

From now on, you may only speak in gun-related sounds and onomatopoeia. No one will bother you about it, and they will actually understand you when you speak, but you won't understand yourself.

I hope that the discrepancy between your mind and reality won't cause you too many mental problems.

🕸 A Right Pain In The Ass (+100)

Somehow, someway, you always end up getting shot in the ass, Jumper.

At least twice a week, you will receive a bullet wound on your buttcheeks, regardless of the precautions you take to prevent this. And you will be forced to feel the pain of it for a full day before it may heal.

< 200CP Tier >

Muggle Story (+200)

You have no magic of any kind until the end of the Jump. As a muggle, you are unable to see past magical wards as well, and your lifespan is decidedly lower than a wizard's.

The only difference is, unlike for a normal muggle, magic bullets will affect you as if you were a wizard.

🕸 Brother "Wand" (+200)

Someone holds a wand which is sibling to yours. All bullets you fire at each other will automatically be countered and drain your magic while doing so, until one of you is too exhausted to resist.

Not only does this make every one-on-one fight against that person a ***pain****, you are also guaranteed to encounter them at least once a year as an enemy.*

🕸 Dumbledore Asked. Calmly (+200)

Everyone around you overreacts to everything "bad" they think you've done. They shout at you, point guns at your face, punch you, actually shoot you (but not to kill) in dire situations...

Casual violence is a common and recurring event for you, jumper.

Gun Safety Example (+200)

Wounds from basic magic bullets would normally heal over a few hours, if not minutes, and even faster with potions. They are simply cosmetic damage, not things that wizards have to worry about.

Well, not for you, Jumper. All magic bullet wounds you receive are still entirely cosmetic, but they will now heal only as fast as real bullet wounds would, and will also hurt like it, healing magic or not.

People won't question your... particularity or why you are covered in wounds from head to toe, but they are also very unlikely to care about holding back against you.

< 400CP Tier >

🕸 Prophecy Kid (+400)

It is written in the stars, Jumper. You are fated to kill a powerful person, and they won't leave you alone because of it.

Unlike for Harry Potter's prophecy, everyone knows of this prophecy's existence, though few know its actual content. You certainly don't.

🕸 War Never Changes (+400)

You were cursed with an interesting life, Jumper. Once a year, without fail, you will find yourself right in the middle of a life-threatening adventure, each worse than the last, until you leave this world.

There are no brakes on the Jumper-train, so brace yourself.

In Bad Taste (+400)

This story is set in the USA, after all. Your school grounds (or place of work later on) are attacked by one group or another quite often, pretty much once a month.

They are not directed at you, thankfully, but they are rather frequent and tend to happen near your location.

Good think that magic schools have such strong wards and staff members, right?

🕸 Safety Locked (+400)

What a terrible thing, Jumper. It seems that you have completely lost access to your Warehouse.

You may still access your Perks and Items from other Jumps, if you have the means to do so, but your personal safe space is now beyond your reach until you leave.

< 600CP Tier >

🕸 Actual Gun Physics (+600)

*You, Jumper, are not **special** like everyone else. You take bullet-like damage from magical bullets, regardless of the spells imbued into them. Even a muggle would be unhurt by a healing bullet, but not you. That bullet would heal you, but it would pierce through you **first**.*

You also feel a recoil from firing magical bullets that you would otherwise not feel. In conclusion, all magic in this setting is now life-threatening to you, and much harder to use accurately.

Touched By Death (+600)

*You are cursed with Dementor-like characteristics, Jumper, though on a softer level. Everyone is noticeably less happy around you, your body is cold and clammy all the time, and you look deathly pale. You also gain a sadistic streak, as seeing others in pain makes you feel **great**.*

*No, you won't be immortal, nor gain the ability to eat souls. You're just like a failed Dementor really. It's almost sad. As a result, Dementors constantly try to get close to you when they see you, to make you into a **real** Dementor, completely unaware of the effect they have on you and the people around.*

🕸 Damaged (+600)

You, Jumper, suffer from the complete inability to feel emotions of any kind, except for fear and anger. You can still care about things, just seldom irrationally. You are also suffering from intense thanatophobia, the fear of death.

We all know where **that** led the last guy. Try not to follow in his footsteps, lest fate comes to take care of you, Jumper.

🕸 Big Iron On His Hip (+600)

And **only** that. In the spirit of keeping things fair, Jumper, you lose complete access to every Perks, Items, and buildings you gained from other Jumps. You won't see a shadow of them until you leave this world.

And if this is your first time, congratulations. Take your free CPs.

< Special Tier >

🕸 ...What. (+800)

You can't take it, Jumper. You simply can't. The guns, the magic bullets, the random pseudo-murders between kids, the simple shots passed as magic, **all of it**, you just can't. And you **must** do something about it.

Not only do you now have a great aversion towards guns in general, Jumper, you are also stuck in this Jump for however long it takes you to achieve your goal. What **is** your goal, you ask?

Why, you must have all magic guns removed from circulation and replaced with wands instead!

That's right, Jumper. You won't be going anywhere until wizards the world over start making sense and use wands, as they rightly should. This will be an uphill battle, to say the least, as "everyone" includes people like Lord Voldemort.

Although, one could say that, should Jumper be the only wizard alive, then all wizards would be using a wand and, and all magic guns would be out of circulation by default. Something to consider, I suppose.

🕸 World Wars Three, Four, Five, and Fucking Six (+1000)

It's terrible, Jumper.

It all started when the magical world was discovered by the muggles. Then, everyone voted, and unanimously agreed, that the other side must be completely ***eradicated****, for some inane reason.*

You may not change their minds, and until one side commits genocide on the other, this world-breaking war will keep on going.

Good luck surviving.

Notes

- *This is a Jump of the Harry Potter With Guns parody movie. Source : TvTropes*
- *Yes, the Jump writer has no knowledge whatsoever of America as a whole, has not read the HP books in over a decade, and hasn't seen this movie in 2.*
- *Yes,* ***[The Girl With No Name]*** *is essentially Haruhi Suzumiya, only on a country-wide level instead of universal.*
- ***[Gundalf The Loaded]*** *never lies. Or does he? In any case, he doesn't seem to be getting any older or less mysterious.*

Changelog

Version 2.0

- *Formatting update.*
- *Make a specific section for scenario rewards.*
- *Some wording changes & grammar fixing.*
- *Renamed Perks:*
    - ***Ritualist -> High Caliber Ritualist***
    - ***Omniglot -> Tonguesplitter***
    - ***All Three Deathly Weapons -> Deathly Hallow***
- *Un-nerfed the time reversal power of **[Bob the Wizard]**.*
- *Added toxicity immunity to **[I Didn't Pass A Mastery To Be Called "Professor"]***
- *Un-nerfed **[Fresh Cuts]***
- *Added Companion **[Gundalf The Loaded]**.*
- *Renamed Drawbacks:*
    - ***"Did you put your name in the Goblet of Fire?" -> Dumbledore Asked, Calmly***

Version 1.1

- *Reworked the **[The Power of Love]** Perk to be targeted in a single Fated Enemy.*
- *Clarified that the **[The Child With the Gun-Shaped Scar]** Scenario has no impact on Jumper's sex or appearance.*
- *Enhanced the [Bob the Wizard] Perk.*
- *Grammar fixes*

Version 1.0

- *Jumpable*